

# The Red Book

Of

Spell Strategy

authored by Phillip aka Sleyvas





## The Red Book Of Spell Strategy

THESE ARE THE SPELLS OF THE RED BOOK OF SPELL STRATEGY  
AND THEY ARE THE SPELLS OF THE RED BOOK OF SPELL STRATEGY

This Work is dedicated to those who have most influenced me and in the Forgotten Realms: Eric L. Boyd, Ed Greenwood, Steven Schend, Elaine Cunningham, Richard Lee Byers, George Krashos, Brian R. James, Paul Kemp, and all those who have kept the dream of the Forgotten Realms alive at Candlekeep Forums (Sage, Wooly Rupert, Markustay, Ayrik, Kuje, KnightErrantJr, Diffan, GrayRichardson, Icelander, TomCosta, Erik Scott De Bie, and of course The Hooded One.... and many, many more that I just can't mention).



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### ADDITIONAL CREDITS


See the DMSGuild offering of "Bestiary of Faerun" authored by Leonaru which can be bought at [www.DMsGuild.com](http://www.DMsGuild.com) for details of the dread warrior, gemstone golems, and Bheur Hag.

Certain demon summoning spells that start with conjure come from an unearthed arcana article located here:


[https://media.wizards.com/2015/downloads/dnd/07\\_UA\\_That\\_Old\\_Black\\_Magic.pdf](https://media.wizards.com/2015/downloads/dnd/07_UA_That_Old_Black_Magic.pdf)


Certain new Elemental Based spells can be found at the following link by WotC


[http://media.wizards.com/2015/downloads/dnd/EE\\_PlayersCompanion.pdf](http://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf)


A  beside a spell indicates it comes from the DM's guild offering by Jeff and Dawn Ibach called Athanae's Divinations located at [https://www.dmsguild.com/product/172631/Athanae's-Divinations?term=athanae&filters=45469\\_0\\_0\\_0\\_0](https://www.dmsguild.com/product/172631/Athanae's-Divinations?term=athanae&filters=45469_0_0_0_0)



A  beside a spell indicates it comes from the DM's guild offering by Thomas Schlüter called Elemental Magic of Zakhara located at <http://www.dmsguild.com/product/173753/Elemental-Magic-of-Zakhara-AlQadim--Forgotten-Realms>

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The following canon references may have been consulted for reference information regarding Forgotten Realms Material. Forgotten Realms Adventures, Seven Sisters, Dreams of the Red Wizards, Spellbound, Unapproachable East, The 3.0 Forgotten Realms Campaign Setting, Tome of Magic, Underdark, Monster Mythology, Powers and Pantheons, Faiths and Avatars, and many, many more.

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# New Class Modifications

## New Bard College

### College of the Thespian

*Some Bardic Colleges focus mainly on gathering lore, while other Bardic Colleges focus on inspiring valor. The College of the Thespian focuses on the story, whether it be true or not isn't necessarily the key, but whether the story is entertaining..... now there is steeped great bardic tradition.*

#### **Bonus Proficiencies**

When you join the College of the Thespian at 3<sup>rd</sup> level, you gain proficiency in 3 skills of your choice chosen from the following: Acrobatics, Athletics, Animal Handling, Deception, History, Insight, Intimidation, Perception, Performance, Persuasion. If for some reason you run out of choices of skills to choose from because you have all the remaining skill choices, you may pick an one of the skills to have expertise in (see class ability) and this does not count against your normal allotment of skills with expertise.

#### **Suggestive Personality**

Also at 3<sup>rd</sup> level, you learn to use your charm and wit to temporarily make a target that can see and understand you open to your suggestions. You can expend one of your uses of Bardic Inspiration to cast the equivalent of a *suggestion* spell.

#### **Extra Attack**

Starting at 6<sup>th</sup> level, as a result of intense stage combat training, you can attack twice, instead of once, whenever you take the Attack action on your turn.

#### **True Thespian**

Starting at 14<sup>th</sup> level, when you make a skill check involving the Charisma skills (deception, intimidation, performance, or persuasion), you gain a +2 bonus to the skill check.

## New Cleric Divine Domain



## Protection Domain

While the followers of the Life Domain are devoted to protecting people through healing, the protection domain is concerned with protecting individuals so that you don't have to heal them. Guardianship, Military Strategy, Civil Planning, Warding Magics, and even protection via the process of law are all part of the protection domain. Deities such as Helm, the Red Knight, Tyr, Torm, Ilmater, Bahamut, Valkur, Moradin, Gorm Gulthyn, Angharradh, Gaerdal Ironhand, Arvoreen the Defender, Anhur, and Ramman all easily fall into this category, but also do less obvious deities such as Siamorphe, Shaundakul, Garl Glittergold, Yondalla, Auppenser, Dumathoin, and Marthammor Duin.

## Protection Domain Spells

Cleric Level	Spells
1st	Protection from Evil and Good, Shield of Faith
3rd	Protection from Poison,
5th	Protection from Energy, Magic Circle
7th	Death Ward, Aura of Purity
9th	Wall of Force, Circle of Power

### Bonus Saving Throw Type

When you choose this domain at 1<sup>st</sup> level, you gain an additional saving throw proficiency of your choice (but if the character doesn't already have both wisdom and charisma, his choice becomes limited to one of those two that he doesn't already have).

### Channel Divinity: Aura of Protection

Starting at 2nd level, you can use your Channel Divinity to create an aura of protection to aid surrounding allies.

As an action, you present your holy symbol, and all allies within 30 feet of you enjoy a +1 bonus to saving throws, skill checks, and armor class. This effect lasts for the next 3 rounds.

### Champion of Defense

Starting at 6th level, you gain resistance to necrotic, disease, and poison



damages.

### Divine Uncanny Dodge

Starting at 8th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

### Divine Elemental Resistance

Starting at 17th level, choose two elemental damage types from the following: acid, cold, fire, lightning, or thunder. You now have resistance to this damage type.

## New Druid Circle

### Circle of the Storm

*Some druids worship powers of a more elemental nature related to weather whether it be violent weather (such as Talos, Auril, Umberlee, Thrym, Anhur, Ramman, Azul (Calor), etc...) or renewing storms that bring relief to the earth (Aerdrie Faenya, Sheela Peryroyl, Silvanus, Stronmaus, Valkur, Isis, Eha, Ulutiu, Shaundakul, etc...) or simply the uncaring Primordial Lords (Istishia and Akadi). These druids revel in the wild nature of storms, performing ritual dances to bring and celebrate the rain, prevent flooding, stop droughts, or remind civilized communities that the world is simply untame.*

### Bonus Cantrip

When you choose this circle at 2<sup>nd</sup> level, you learn one cantrip that performs lightning, thunder, or cold damage from any spell list.

### Natural Recovery

Starting at 2<sup>nd</sup> level, this feature works exactly as the one of the same name for druids with the Circle of the Land.

### Circle Spells

Working exactly like the Circle spells ability for druids with the Circle of the Land ability, the druid must choose between Rainstorm and Snowstorm as their "land".

### Snowstorm



[illegible]

## Rainstorm

In the above list \* indicates that the spell can be found at this PDF resource from WotC

## Elemental Advantage

Starting at 6<sup>th</sup> level, you gain advantage on saving throws to resist the effects of one elemental damage type. This type corresponds to whether they chose “Snowstorm” or “Rainstorm” as their land type for their Circle Spells class feature. If they chose “Snowstorm”, then they gain advantage on saving throws versus cold damage. If they chose “Rainstorm”, then they gain advantage on saving throws versus lightning damage.

At 10<sup>th</sup> level, if you are not on their home plane, when you cast *Conjure Minor Elementals* and *Conjure Elemental* to summon a creature from either the elemental planes of Air or Water (such as an Air or Water Elemental, see monster manual), the spell does not require your concentration so long as you only cast a single casting of this magic at a time. This is because the elemental beings so summoned realize that their service is to one in tune with their natures, and that their deaths will simply return them to their home plane. In addition, the duration of this casting is doubled (up to 2



hours of service), and any planar binding spell cast on the elemental applies a +3 bonus to the spell save DC. Subsequent castings will require concentration, as the elementals that arrive begin to see themselves being abused.

### Storm's Fury

At 14<sup>th</sup> level, you have become a master of the element which you have chosen to align yourself with. As a result, as a bonus action you may alter any spell you are casting with your spell slots that performs damage corresponding to the "land" type you have chosen (i.e. Either cold for "Snowstorm" or lightning for "Rainstorm"). The spell so cast will overcome a creature's natural or spell-provided or magical item provided immunity versus this damage type. The immunity is thus treated as resistance instead.

## New Fighter Martial Archetype

### Death Guard

*From the Theocracy of Eltabranar, the Cults of Orcus in Narfell, the Mulhorandi necromancers of Pholzubbalt, the ancient necromancer kings of the Isle of Sahu, the drow worshippers of Kiaransalee in V'elddrinsshar, and many others, the art of combining melee and death magic have long been explored. Many cultures consider this taboo, and followers of this practice may find themselves unwelcome in such lands.*

The Death Guard is an alternate version of the Eldritch Knight. Where the Eldritch Knight is capable of learning spells from the wizard spell list that are in the schools of abjuration and evocation, the Death Guard must learn all of its spells above 1<sup>st</sup> level from the school of necromancy from the wizard spell list or from additional spells specific to the Death Guard (see below). For spellcasting, the Death Guard uses the Eldritch Knight Spellcasting table. In addition, the character loses the weapon bond, eldritch strike, and arcane charge features, which are replaced with the below.

### Dread Reaper

At 3<sup>rd</sup> level, when the Death Guard casts a necromancy cantrip or poison spray cantrip that normally targets only one creature, the spell can instead target two creatures.

### Dread Strike



THESE ARE THE SPELLS THAT THE DEATH GUARD CAN USE

At 10<sup>th</sup> level, the Death Guard gains the ability to infuse his or her weapon strikes with necrotic energy. Once on each of the Death Guard's turns when he or she hits a creature with a weapon attack, the Death Guard can cause the attack to deal an extra 1d8 necrotic damage to the target. When the Death Guard reaches 14<sup>th</sup> level, the extra damage increases to 2d8.

## Improved Dread Reaper

At 15<sup>th</sup> level, when the Death Guard casts a Death Guard spell that targets only one creature, the spell can instead target two creatures within range and within 5 feet of each other. If the spell consumes its material components, the Death Guard must provide them for each target.

## Death Guard Spell list (not including wizard necromancy spells)

### Cantrips (0 level)

Charnel Strike

Chill Touch

Poison Spray

Poison Blade

Lifefeech Blade

### 1<sup>st</sup> level

Armor of Agathys

Arms of Hadar

Bane

Detect Magic

Detect Poison and Disease

Hex

Inflict Wounds

### 2<sup>nd</sup> level

darkness

Lesser Restoration

Protection from Poison

### 3<sup>rd</sup> level

Hunger of Hadar

Magic Circle

Phantom Steed

### 4<sup>th</sup> level

Banishment



Death Ward

Evard's Black Tentacles

## New Sorcerer's Sorcerous Origins

### Abyssal Bloodline

While the Empire of Narfell is perhaps the most well known of all cultures from which demonspawn are known to have come, it is far from unique. The elves have the Fey'ri. Many drow have interbred with demonspawn. The tanarukks of the north have bred many half-orcs and orc children, both willingly and unwillingly. The hags of Eastern Faerun have long been known to breed with abyssal spawn. While the most common source of this bloodline are demons (often referred to as Tanar'ri or their primeval progenitors the Obyrith) mating with mortals, it is not unknown for succubi, lilitu, and yochlols to produce mortal children, and Dybbuks and Guecubu possessing mortal forms may produce offspring with former lovers of their hosts.

### Abyssal Ancestry

At 1<sup>st</sup> level, you can speak, read, and write abyssal. Additionally, whenever you make a Charisma check when interacting with demons, succubi, yugoloths, and hags, your proficiency bonus is doubled if it applies to the check. In addition, the sorcerer gains one additional cantrip which must do either fire or poison damage. If the sorcerer casts find familiar, he may gain a quasit familiar.

### Abyssal Influence

At 6<sup>th</sup> level, your skill with deception and intimidation checks grows, providing you a +2 bonus on those skill checks. In addition, the sorcerer gains resistance versus poison damage.

### Abyssal Resistance

At 14<sup>th</sup> level, the sorcerer gains magic resistance, gaining advantage on saving throws against spells and other magical effects.

### Abyssal Onslaught



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 AKA X AY A TTA Y SY L K K O SY F I K AY J TBA C L A K L I O L X Y

At 18<sup>th</sup> level, the sorcerer gains the ability to awaken the abyssal ties of its bloodline, to temporarily shapechange (as the spell) into a Balor for up to one minute. This ability requires the sorcerer to maintain concentration. Once this ability is used, it cannot be reused until the sorcerer completes a long rest.

### Primordial Blooded

*While this origin is most commonly thought to have come from genies mating with the people of Zakhara and Calimshan, this form of sorcery comes from many forms of elemental taint. Many individuals of ancient Raumathar, the geomancers of the ancient empires of Nog and Kadar, and the wu jen of the hordelands and Kara Tur delved into elemental magics which changed their very nature. The spirit folk of Rashemen, the genasi who were transferred from Abeir, and even such oddities as Azer who mated with prime material dwarves are all sources of sorcerers with elemental taint. However, the recent changes in the planes have shown that the understanding of the elemental planes and the elemental chaos are not so defining. Similar to an evoker, you are a sorcerer who seeks to study your link to all the elements while embracing the flexibility provided by having magic in your blood.*

### **Elemental Ancestry**

At 1<sup>st</sup> level, you can speak, read, and write primordial plus the more specific dialects common to that plane (auran, aquan, ignan, terran). Additionally, whenever you make a Charisma check when interacting with elementals, your proficiency bonus is doubled if it applies to the check. In addition, the sorcerer gains one additional cantrip which must do elemental damage (acid, cold, fire, lightning, or thunder).

### **Elemental Metamagic Flexibility**

At 3<sup>rd</sup> level, the sorcerer gains an additional metamagic option beyond the two normally gained. This metamagic option is known as "Change Elemental Damage Type".

### Change Elemental Damage Type

When you cast a spell that inflicts elemental damage only and no other special features (i.e. no bludgeoning damage, no chance of stunning, etc...), you can spend 1 sorcery point to change the elemental damage type to any other elemental damage type (acid, cold, fire, lightning, or thunder).

### **Elemental Cantrip Mastery**



At 6th level, you may use a bonus action to cast a cantrip that does damage corresponding to an elemental damage type (acid, cold, fire, lightning, or thunder). You may use this feature 3 + your charisma modifier times before needing to take a long rest to regain its use. Also, whenever the sorcerer casts a cantrip that does elemental damage and normally targets only a single creature, the spell can instead target two creatures within range and within 5 feet of each other. Finally, you learn a second bonus cantrip that does elemental based damage.

### Elemental Master

At 14<sup>th</sup> level, the sorcerer gains the elemental adept feat. If he already has this feat, he applies it to a new type of elemental damage. In addition, if a creature has immunity (whether natural or spell or magic item granted) to an element for which he has the elemental adept feat, the creature is treated as though it simply has resistance.

### Elemental Bombardment

At 18<sup>th</sup> level, the sorcerer gains the ability to cast an elemental bombardment. Within a range of 200 feet, the sorcerer causes 5 elemental bursts with a 30 foot radius each to occur. The center of each burst cannot be within 15 feet of another burst's center, but any creature caught in an overlap will suffer the effects of all overlapping bursts. Each burst is of a differing elemental damage type (acid, cold, fire, lightning, and thunder), and each does 10d6 damage of its corresponding elemental damage type.

## New Warlock's Otherworldly Patrons

### The Spirit Shaman

The Spirit Shaman entreats with the many spirits of nature in exchange for power, giving small offerings or performing small favors in return for this power. The exact nature of these Spirits is left to the DM to decide, but they can come in many forms. There are great animal spirits (such as Magnar the Bear, Audumbla the great cow and nurturer of the primordials, Geri and Freki the ravenous wolves, Gullin-Bursti the golden bristled boar upon which Lathander has been seen to occasionally ride, Eikthyrnir the great deer who eats from the world tree's leaves and from its dew running down its antlers rivers are formed, Gullinkambi the vigilant rooster, Heidrun the she-goat who eats from the world tree's leaves and whose teats pour sweet mead,



Huginn and Muninn the great Ravens who spy upon the world, Ratatosk the squirrel who travels the world tree delivering insults, Sleipnir the eight-legged sky horse, Svadilfari the great stallion and workhorse, Tanngrisnir and Tanngrjostr the thunder goats, Ladgerda the Great Swan who protects children, as well as many simpler animal spirits ). Some of the beast cults of Ubtoa, Ulutiu and Uthgar are also seen as animal spirits (such as Clever Oomio the Gray Seal, Grandfather Walrus, Great White Bear, Pindalpau-pau the Reindeer Mother, Black Lion, Blue Bear, Golden Eagle, Great Worm, Red Pony, Red Tiger, Sky Pony, Thunderbeast). There are also great plant and elemental spirits (such as Grandfather Tree, Relkath of the Infinite Branches, Calim of the Djinn, Memnon of the Efreeti). Many spirit shamans call upon the collective knowledge of their ancestor spirits. There are also the dreaming fragments of supposedly dead gods with a natural tie to the land (such as Ulutiu the creator of the frozen sea, Othea the mountain mother of giantkind, Felidae the goddess of Felines, the World Serpent, etc... ). There are spirits of places (river spirits, lake spirits, mountain spirits, swamp spirits, etc...). There are even many animal spirits that are simply known as the essence of an animal's character (such as sly fox, wise owl, playful dolphin, fluttering butterfly, plodding tortoise, tricky rabbit, vengeful snake, etc...), and it is whispered that these spirits may have once had personal names as well. The warlocks who call upon these types of generally benign spirits are known as spirit shamans. There are some who say that the Telthor of Rashemen are the result of rituals enacted by the witches to try and recover these lost spirits that they be able to enact within the world again, though the truth of this matter may not even be known to them.

### Exchanged Spell List

Unlike the standard warlock, a spirit shaman does NOT choose its spells from the warlock spell list. Instead, it chooses its spells known and cantrips from the druid spell list. While normally this would mean that the source of this magic is a deity, such is not the case with the spirit shaman. This is a bit of a point of contention between druids and spirit shamans in some societies, for many druids see these warlocks as godless heretics abusing the spirits of nature toward their own ends. Some societies are more welcoming, and some druid circles even include spirit shaman warlocks amongst their numbers.

### Draw Upon the Spirits

Starting at 1<sup>st</sup> level, the spirit shaman can draw upon the spirit's knowledge to enhance himself in various ways. Depending on his daily needs, he may choose to seek out different spirits for different abilities on different days. Typically, these abilities are added to him in the form of ritualistic body painting of symbology while inhaling certain incenses meant to awaken the mind. While the symbology can be removed after being drawn, most spirit shamans do not



do so as it tends to anger the spirits if this is done on purpose. The types of abilities that can be called upon are as follows (choose one from the following):

- proficiency with medium armor, shields, and martial weapons
- proficiency with an additional skill that they are not proficient in already (chosen when this ability is taken for the day). These skills must be chosen from athletics, acrobatics, stealth, nature, animal handling, insight, medicine, perception, survival, or intimidation
- access to an additional cantrip from amongst the following choices (cast using his charisma spellcasting modifier): acid splash, booming blade (see sword coast adventurer's guide), fire bolt, green-flame blade (see sword coast adventurer's guide), lightning lure (see sword coast adventurer's guide), ray of frost, sacred flame, shocking grasp
- speed increase by 10 feet while you are wearing light or no armor and not carrying a shield.
- An additional spell known for the day chosen from the druid spell list per 4 warlock levels (rounded up).

### Greater Spirit Well

Starting at 6<sup>th</sup> level, the spirit shaman can draw upon the spirit's strength to further enhance himself. Choosing from the abilities available to him at 1<sup>st</sup> level, the spirit shaman may choose two abilities instead of just one. Note, some choices above may be taken twice, for instance the proficiencies in skills or saving throws could be taken multiple times, allowing for proficiencies in different skills. The character may not double his bonus by choosing a skill twice.

In addition, the spirit shaman learns to contact more powerful spirits. The spirit shaman is thus able to choose one from the following (chosen at the start of the day):

- The character gains 3 bonus points which he may add as either 2 points to one ability score and 1 point to another, or 1 point to 3 different ability scores. No ability score may be raised above 22 using this method.
- The character gains advantage on saving throws versus poison, disease, and undead special abilities.
- The character gains advantage on one of either either dexterity, constitution, or wisdom saving throws (chosen at the start of the day).
- The character gains an additional spell slot for his pact magic for the day



- Extra Attack (as the class feature) - you can attack twice, instead of once, whenever you take the Attack action on your turn

### Improved Draw Upon the Spirits

Starting at 10<sup>th</sup> level, the spirit shaman can draw upon the spirits for more versatility. Choosing from the abilities available to him at 1<sup>st</sup> level, the spirit shaman may choose 3 abilities instead of just one. Note, some choices above may be taken twice, for instance the proficiencies in skills or saving throws could be taken multiple times, allowing for proficiencies in different skills or saving throws. The character may not double his bonus by choosing a skill or saving throw twice. In addition, the character seeks out a totem spirit animal. This spirit animal embodies natural physical skills which the spirit shaman covets, and as a result, the spirit shaman permanently gains an additional +2 to one ability score (chosen from strength, dexterity, or constitution) that cannot be changed.

### Commune with the Elements

Starting at 14<sup>th</sup> level, the spirit shaman can call upon the spirits of the elements to plague his enemy. As a result, he can make a target take disadvantage on any saving throws versus a natural elemental damage type (acid, cold, fire, lightning, and thunder) for one minute. Targets that are immune or resistant to the elemental damage type are simply affected by the damage type normally.

In addition, choosing from the abilities available to him at 6th level, the spirit shaman may choose 2 abilities instead of just one. Note, some choices above may be taken twice, for instance the proficiencies in skills or saving throws could be taken multiple times, allowing for proficiencies in different skills or saving throws. The character may not double his bonus by choosing a skill or saving throw twice.

### The Occultist Binder

*While the standard warlock binds themselves to a specific patron, some warlocks have learned to make shorter lasting pacts with what are known as Vestige Spirits. The exact nature of these spirits are unknown and hotly contested in some circles, but what is known is that they are not able to directly interact with the world, and thus they are not undead, elementals, or any kind of normal fiend that is composed of a material body. In return for allowing their spirits to be bound, and thus granting power to the warlock, the spirit vestige is able to experience the world through their host. There is however a darker side to sharing of souls, in that a spirit vestige may gain influence over the warlock and be able to directly affect how he reacts in certain situations. Furthermore, some spirits are safer than others to bind.*



THESE ARE THE SPELLS OF THE GREAT OLD ONES OF THE FAR REALM

There are other kinds of Vestige Spirits as well. These are darker, vengeful, and sometimes mad spirits, and those who traffic with them are known as Occultist Binders. Unlike the powerful lords of fiends or the Great Old Ones of the Far Realm, these spirits generally have no agenda for their warlock servitor other than to be able to experience the world through their host. Occasionally though, the spirit gains influence over its host and can force him to act in ways that are counter to his normal character, and thus even amongst warlocks these practitioners are looked at askance. Of course, these Occultist binders also realize that if a spirit takes advantage of them, they can also choose to seek the aid of a different spirit the next time to punish the transgressor. This threat is what makes most Vestige Spirits temper their acts of rebellion so as not to put their host in direct harm.

These darker Vestige Spirits tend to have once been mortal beings whose acts have somehow harmed their spirit, entrapping them in some form of nether space wherein they are unable to gain peace. Some can only be called upon from specific places tied to their mortal lives in some way. They are too numerous to list them all, but some commonly known ones actually originated within Toril (such as Karsus, the Weave Destroyer; Thayd, Defier of the God-Kings; Zhengyi the Witch-King of Vaasa; Tisan Balshareska, the last Geomancer; Shax, Kin-slain of Annam; Zagan, Serpent God that Never Was). However, they are by no means limited by their planes of origin, and thus knowledge of the pact seals of others are not overly hard to discover when researching Vestige lore, such as Amon, the void before the altar; Andromalius, the repentant rogue; Balam, the Bitter Angel; Chupoclops, the Great Spider; Dahlver-Nar, the Tortured One; Eligor the Dragon's Slayer; Haagenti, Mother of Minotaurs; Haures, the Dreaming Duke; Ipos, Prince of Fools; Leraje, the Green Herald; Marchosias, King of Killers; Orthos, Sovereign of the Howling Dark; Otiax, the key to the gate; Paimon, the dancer; and Tenebrous, the shadow that was.

The exact spirit(s) used by the character should be chosen between the DM and the player. The idea here is to have the character choosing a spirit whose story seems to meld with the character's own story. Also, you should not limit the character to using one spirit at a time if it makes for a good story. Many of the spirits listed above come from the 3.5 edition Tome of Magic, however where it had certain Vestiges being tied to certain levels, this version of the binder instead "grows" with the spirits that he binds and he is thus able to wrest more power from them over time. Also, the character may have different standard picks of abilities he may use, and its recommended that they pick a different spirit that they want to use for each "set" for roleplaying purposes. Feel free to even let a player design his own spirit's back story.

Binding Checks are also something that should be handled between the DM and the player. Should the Occultist Binder fail a binding check, the vestige spirit gains a small amount of control over the character. This should enforce some kind of roleplaying quirk on the



character of the DM's design (you may want to develop a list of quirks and roll against them). Typical examples might be a need to uncontrollably use swear language, an unnatural hatred of priest characters, abnormal greediness or kleptomania, a fear of water or fire, or even cosmetic physical characteristic changes to the Occultist Binder's body to mirror the vestige spirit which infests their body (claws, fangs, hooves, horns, weird eyes, dead looking flesh, serpent's tongue, antennae, additional eyes and/or eyestalks, mandibles, etc...). It is recommended that you review the Tome of Magic or similar resources involving binders for ideas.

### Occultist Binder Bonus Spells

The Occultist binder chooses from an expanded list of spells. The following spells are NOT added to the warlock spell list for you. Rather, unlike standard warlocks, the Occultist Binder gains one additional spell known per day of each spell level up to the maximum spell level that they can cast, but it must come from the below list of spells. This includes a new cantrip every day. The choice made here is NOT permanent and changes on a daily basis depending on the spirit(s) bound to them.

### Occultist Binder Bonus Spells

Spell Level	Spells
cantrip	<i>Acid Splash, Fire bolt, Message, Ray of Frost</i>
1st	<i>Burning hands, Chromatic Orb, Grease, Sleep</i>
2nd	<i>Arcane Lock, Detect Thoughts, Melf's Acid Arrow, Rope Trick</i>
3rd	<i>Glyph of Warding, Lightning Bolt, Protection from Energy, Water Breathing</i>
4th	<i>Evard's Black Tentacles, Fire Shield, Greater Invisibility, Stoneskin</i>
5th	<i>Cloudkill, Passwall, Phantasmal Killer, Wall of Force</i>

### Bind the Spirit's Seal

Starting at 1<sup>st</sup> level, the Occultist Binder can draw upon a Vestige Spirit to enhance himself in various ways. Depending on his daily needs, he may choose to seek out different spirits for different abilities on different days. Typically, the spirit's seal (a special symbol) is drawn upon the ground and a special ritual enacted to draw its attention, after which a manifestation of the spirit occurs before melding with the Occultist binder. Whenever the seal is enacted, a binding check must be made, in the form of a Charisma Check against a DC of 7. This Charisma Check is special in that no other class ability, magical item ability, etc... other than the character's Charisma Bonus may affect it. If the binding check is failed, the spirit gains influence over the Occultist Binder (see above). The types of abilities that can be called upon



are as follows (choose one from the following):

proficiency with Heavy armor, medium armor, shields, and martial weapons

proficiency with an additional skill that they are not proficient in already (chosen when this ability is taken for the day). These skills may be chosen from any skill which fits the spirit bound (so getting the animal handling ability from a spirit of a former necromancer doesn't really fit).

speed increase by 10 feet.

An additional spell known for the day chosen from the wizard or warlock spell list per 4 warlock levels (rounded up).

### Bind Secondary Spirit

Starting at 6<sup>th</sup> level, the Occultist Binder has learned how to share his soul with more than one Vestige Spirit. Depending on his daily needs, he may choose to seek out different spirits for different abilities on different days. Typically, the spirit's seal (a special symbol) is drawn upon the ground and a special ritual enacted to draw its attention, after which a manifestation of the spirit occurs before melding with the Occultist binder. Whenever the seal is enacted, a second binding check must be made (besides the one at DC 7 at 1<sup>st</sup> level), in the form of a Charisma Check against a DC of 9. This Charisma Check is special in that no other class ability, magical item ability, etc... other than the character's Charisma Bonus may affect it. If the binding check is failed, the spirit gains influence over the Occultist Binder (see above).

Choosing from the abilities available to him at 1<sup>st</sup> level, the Occultist Binder may choose two abilities instead of just one. Note, some choices above may be taken twice, for instance the proficiencies in skills or saving throws could be taken multiple times, allowing for proficiencies in different skills. The character may not double his bonus by choosing a skill twice.

In addition, the Occultist Binder learns to contact more powerful spirits. The occultist binder is thus able to choose one from the following (chosen at the start of the day):

The character gains 3 bonus points which he may add as either 2 points to one ability score and 1 point to another, or 1 point to 3 different ability scores. No ability score may be raised above 22 using this method.

The character gains advantage on saving throws versus poison, disease, and undead special abilities.

The character gains advantage on one of either either dexterity, constitution, or wisdom saving



The character gains resistance versus any one elemental damage type chosen from the following: acid, cold, fire, lightning, or thunder.

Extra Attack (as the class feature) - you can attack twice, instead of once, whenever you take the Attack action on your turn

Starting at 10<sup>th</sup> level, the Occultist Binder has learned how to share his soul with up to three Vestige Spirits. Depending on his daily needs, he may choose to seek out different spirits for different abilities on different days. Typically, the spirit's seal (a special symbol) is drawn upon the ground and a special ritual enacted to draw its attention, after which a manifestation of the spirit occurs before melding with the Occultist binder. Whenever the seal is enacted, a third binding check must be made (besides the ones at DC 7 at 1<sup>st</sup> level, and DC 9 at 6<sup>th</sup> level), in the form of a Charisma Check against a DC of 11. This Charisma Check is special in that no other class ability, magical item ability, etc... other than the character's Charisma Bonus may affect it. If the binding check is failed, the spirit gains influence over the Occultist Binder (see above).

In addition, the character gains more pact magic spell slots, but these additional spell slots may only be used to cast spells known of 2<sup>nd</sup> level or less. The number of additional spell slots is initially two, but every 4<sup>th</sup> level as a warlock after level 10 increases this number by an additional slot (so 3 slots at 14<sup>th</sup> level warlock, 4 at 18<sup>th</sup>, etc...).

Starting at 14<sup>th</sup> level, the Occultist Binder has learned how to share his soul with up to four Vestige Spirits. Depending on his daily needs, he may choose to seek out different spirits for different abilities on different days. Typically, the spirit's seal (a special symbol) is drawn upon the ground and a special ritual enacted to draw its attention, after which a manifestation of the spirit occurs before melding with the Occultist binder. Whenever the seal is enacted, a fourth binding check must be made (besides the ones at DC's 7, 9, and 11 at 1<sup>st</sup>, 6<sup>th</sup>, and 10<sup>th</sup>



levels), in the form of a Charisma Check against a DC of 12. This Charisma Check is special in that no other class ability, magical item ability, etc... other than the character's Charisma Bonus may affect it. If the binding check is failed, the spirit gains influence over the Occultist Binder (see above).

The Occultist binder gains increased control over the additional Pact Magic Spell Slots gained at 10<sup>th</sup> level. As a result, instead of the maximum level of these spells being second level, they now become fourth level.

In addition, choosing from the abilities available to him at 6th level, the Occultist Binder may choose 2 abilities instead of just one. Note, some choices above may be taken twice, for instance the proficiencies in skills or saving throws could be taken multiple times, allowing for proficiencies in different skills or saving throws. The character may not double his bonus by choosing a skill or saving throw twice.

## New Wizard's Class Options

### The Red Wizard

*You were trained by an elite version or arcane tradition specialists known as red wizards. At one point, all red wizards were once a part of the country of Thay. However, since the Thayan civil war over a century ago, red wizards have spread across the face of Faerun. Many of them took up residence in one of their far flung trade enclaves. Some Zulkirs managed to form small communities in which Thayan exiles have gathered together to maintain their own culture. Still, most red wizards still reside in the country of Thay under the rulership of the Zulkir of Necromancy, though rumors of rebellion have become more and more common in the past decade.*

This class option is specifically created for those characters who would like to become red wizards but do not want to choose all the feats and/or backgrounds presented in later chapters (such as the red wizard apprentice background, the Bloodcowl Apprentice feat, and the various Red Wizard feats). For instance, a character may want to choose the Noble, Guild Artisan, Sage, or Soldier background (or something else entirely different if their initial class is not wizard). Some red wizards may want to multiclass as some other class as well, and thus may have certain multiclass feats that they wish to use (it is not uncommon to find red wizards who are eldritch knights, death guards, or arcane tricksters for instance and using feats to meld these two classes). Some red wizards who wish to choose a non-standard feat path (such as



learning the lore of mantle building), or who choose other feats to enhance their arcane tradition may also find this class option appropriate. For those red wizards who need to improve their intelligence, this may also be the path that they need to follow. In essence, not all red wizards follow the same path to becoming a red wizard, but all seek the power and prestige of wearing a red robe and becoming a powerful wizard.

This class option of the wizard specifically gives up all of the following feature: the Arcane Recovery class feature, the 2<sup>nd</sup> level Savant feature of their Arcane Tradition, and the 8<sup>th</sup> level Ability Score Improvement of the wizard class. However, character's choosing to follow this version of the wizard may also choose the aforementioned backgrounds and feats without it being an issue as the two will work together. Although the character is training to become a red wizard, he is not allowed to wear traditional red wizard robes until he gains the 8<sup>th</sup> level class ability from this variation (or unless he somehow gains the red wizard feat of his arcane tradition). One major factor that the character should choose when designing his character is whether he is a red wizard in exile or a red wizard from the country of Thay.

You give up the Arcane Recovery feature of the wizard. You have learned a minor circle ritual that grants you additional power, but in order to gain this power, you must perform this ritual daily with another PC or NPC possessing this same red wizard archetype or a character possessing the "Bloodcowl of Thay" feat. You have 2 sorcery points, plus one additional sorcery point per two wizard levels gained (rounded down). As an example, a 5<sup>th</sup> red wizard using this archetype would have 3 sorcery points. Any sorcery points gained from another class or source may be added to together. You regain all spent sorcery points when you finish a long rest.

You do not have as much flexibility with sorcery points as a sorcerer does. You can transform unexpended sorcery points into one spell slot per round spent in cooperation with the other red wizard casting the ritual, but only during the casting of the ritual. The "Creating Spell Slots table" in the sorcerer class shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5<sup>th</sup>. Any spell slot you create with this feature vanishes when you finish a long rest.

When you choose your initial arcane tradition, it must be from one of the 8 standard arcane traditions found in the player's handbook. You give up the Savant portion of their arcane tradition (i.e. abjurers give up abjuration savant, diviners give up divination savant, etc..). In return they gain a +1 bonus on any saving throws made against spells from the school of magic that they are training in.

At 8<sup>th</sup> level as a wizard, they give up their ability score improvement in order to gain access to two Metamagic options (specifically Empowered Spell and Heightened Spell) whenever they gain sorcery points using their minor circle ritual. They may use these



Metamagic options along with the sorcery points that they possess. When they use the Empowered Spell Metamagic option, they may choose to use their Intelligence Modifier rather than their Charisma Modifier.

### The Vremyonni (an alternate arcane tradition)

*While the wychlaran serve Rashemen as judges, rulers, priests, and warriors, men with spellcasting ability are segregated from their kin as vremyonni, or "Old Ones." These men must secret themselves among the hidden village and cavern strongholds of the vremyonni, or they must leave Rashemen. To refuse this command is death. Most Old Ones accept this as the way of things and do not begrudge their seclusion. In their hidden refuges, they become expert weaponsmiths and item-crafters, working with the spirits of Rashemen to create powerful Telthor Spirit Constructs in defense of the land.*

*However, not all those who become secreted away in the caves called the Running Rocks pursue the same paths of magic. Many seek the schools of evocation, abjuration, divination, illusion, transmutation, and elemental conjuration. A rare few even research the arts of enchantment (usually not because they don't interact with outsiders as much) and necromancy (which is generally considered a dark magic and frowned upon). Some seek the paths of the Eldritch Knight or Raumathari Battlemage. Still, many seek to study the old spirit lores of Raumathar, and in so doing, they follow the arcane tradition of the Vremyonni.*

*While most who have heard of the Vremyonni think them nothing more than hermits living in caves crafting magic items for the witches, this is far from the truth. While the Wychlaran of Rashemen have been entrusted with protecting and leading the people of Rashemen on the surface, the Vremyonni are charged with protecting Rashemen from threats in the surrounding mountains, tunnels, and underdark caverns throughout Rashemen. Its said that the Vremyonni caves have no openings into the Underdark directly, and when they go hunting the usually ride upon a strange winged stone cat that can seemingly phase through rock and drop them off before returning to the shelter of the Vremyonni. For the most part, these threats are simple tribes of orcs, ogres, gloura, trolls (including Mur-Zhaghul and Fell Trolls), and hags/hagspawn that live in the caves of the Upperdark. However, the drow of nearby Undrek'Thoz do periodically venture into the area beneath Rashemen, and are pushed back by the Vremyonni when found. The great underground lake known as The Cold Sea is also known to produce threats periodically. The Vremyonni actually have a decent working relationship with the Mithralbit clan of duergar of the underdark city of Fraaszummdin,*



with whom they trade for steeders and rare metals.

However, one of the most well kept secrets of the Vremyonni is the fact that they are charged with protecting a Feygate. It is said that on the other side is a relatively young being of power that "The Hidden One" wishes protected. Who or what this being is, or where this Feygate leads is unknown even to its guardians. In fact, they do not even know how to open it. What is certain is that the most powerful and eldest of the Vremyonni consider it their sacred duty to protect this Feygate, and numerous Telthor Spirits have devoted themselves to its protection as well.

NOTE: In order to take this arcane tradition, the character MUST take the Vremyonni Apprentice background (see below). Not all who take this background must choose this arcane tradition, but all who would take this tradition must have this background.

### Vremyonni Studies

Starting at 2<sup>nd</sup> level, the gold and time you must spend to copy a spell involving fire, earth, or metal into your spellbook is halved. In addition, the spell *Heat Metal* spell is added to their Class Spell List (though they don't learn it until they can cast 2<sup>nd</sup> level spells, it is automatically added to their spellbook). When they can cast *Heat Metal* they always have it prepared as a bonus prepared spell.

### Improved Telthor Construct Familiar

Starting at 2<sup>nd</sup> level, the wizards of the Vremyonni arcane tradition learn a new ritual. This ritual is called *Bind Vremyonni Telthor Construct Familiar* (see new rituals section). Your familiar, rather than being a fey animal, is a Telthor of a dead humanoid (usually human, and who died heroically protecting either ancient Raumathor or the country of Rashemen, and many of which may be dead Vremyonni) which takes possession of an item. As such, the items in which you can instill them can be something more in tune with what they may have used as living beings (such as martial weapons, shields, and eventually full suits of armor, etc....).

### Vremyonni Magical Craftsmanship

The Vremyonni are known as great crafters of magical arms and armor, as well as other magic items, especially when they work together. Starting at 6th level, the wizards of the Vremyonni arcane tradition makes progress in 250 gp increments per day rather than 25 gp per day increments when crafting magical weapons, armor, gauntlets, or helmets. In addition, if three or more Vremyonni work together on the crafting of an



item, this increment changes to 400 gp increments per day per Vremyonni involved. In addition, when making any other type of magic item, they make progress in 100 gp increments per day rather than 25 gp per day increments.

In addition, Vremyonni know how to make clay, iron, stone, and gemstone golems without having to use a manual of golems (rules for gemstone golems can be found in the DMSGuild offering of “Bestiary of Faerun” page 36 authored by Leonaru which can be bought at [www.DMsGuild.com](http://www.DMsGuild.com)), as well as Helmed Horrors, Shield Guardians, Flying Swords, and Animated Armor. The following costs are for Vremyonni making these items: The cost to make a Ruby Golem is 30 days/55,000 gp. The cost to make an emerald golem is 40 days/60,000 gp. The cost to make a diamond golem is 90 days/90,000 gp. The cost to make a Helmed Horror is 30 days/35,000 gp. The cost to make a Shield Guardian is 60 days/65,000 gp. The cost to make Animated Armor is 15 days/5,000 gp. The cost to make Flying Swords is 8 days/2,000 gp.

### Vremyonni Elemental Spellcasting

The Vremyonni are known as masters of earth, fire and metal magic. Starting at 10th level, the wizards of the Vremyonni arcane tradition can add their intelligence modifier to the damage roll of any wizard spell dealing fire or acid damage. In addition, they automatically learn the spells *stoneskin* and *lesser ironguard* and always have them prepared as bonus prepared spells.

### Vremyonni Magical Item Attunement

Starting at 14th level, the wizards of the Vremyonni arcane tradition have so focused themselves on the study of magic items that they have gained the ability to attune themselves to a maximum of four magic items instead of three.

### War Wizard of Cormyr

*You were trained to be a wizard whose first loyalty is to the throne of Cormyr. As such, you are highly practiced in magics dealing with finding or dealing with threats to the royal household. You are also trained to work with the soldiers of Cormyr and their Purple Dragon Knights.*

As a War Wizard of Cormyr, you give up the Arcane Recovery feature of the wizard. In return, you may cast detect thoughts as if it were a first level spell and it does not count against



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your limit of concentration spells that you may have up at a given time. Also, if you cast detect thoughts with a higher level spell slot, you regain one expended spell slot. The spell slot you regain must be of a lower level than the spell you cast and can't be higher than 5th level. You automatically have detect thoughts in your spellbook, and it is always considered prepared for you.

In addition, you automatically add certain spells to your spellbook when you get to a level that you can cast them. These spells are Geas, Modify Memory, Scrying, Clairvoyance, and Nondetection.

Also, your casting of mage armor is more effective, provide an armor class of 14 + dexterity modifier and having a duration of 16 hours. You automatically have mage armor in your spellbook, and it is always considered prepared for you.

When you choose your initial arcane tradition, it must be from one of the 8 standard arcane traditions found in the player's handbook. You give up the Savant portion of the arcane tradition (i.e. abjurers give up abjuration savant, diviners give up divination savant, etc..). In return you have 2 war wizard points, plus one additional war point per two wizard levels gained (rounded down). As an example, a 5th War Wizard of Cormyr using this archetype would have 3 war wizard points. You regain all spent war wizard points when you finish a long rest. At your 3rd wizard level, you gain access to the Careful Spell and Distant Spell metamagic options, but these options only work with war wizard points rather than Sorcery points. The Careful Spell Metamagic option works with your Intelligence modifier rather than Charisma. You also gain access to a Metamagic option called Widen Spellburst, which increases any spell which has a radius of 10 feet or larger by an additional 5 feet per war wizard point used (max 2 points).



# New Feats

## Optional Rules: Hit Dice Trading for Feats

Using the standard rules, if a character does not use his hit dice over several short rests during the day, at the end of the day he can essentially use all of his hit dice to usually restore himself to maximum hit points. However, in a party including healers, these hit dice may go to waste. Also, a player simply may want to establish that he's given up some of his personal vitality in exchange for power as his power grows (for instance, Raistlin).

Using these optional rules, at 5th, 10th, and 15th character level (not class level), the character is given the choice of giving up their next five hit dice gains in exchange for a feat. Whenever a new hit dice gain would be a smaller hit dice, then the character actually exchanges the already larger hit dice for a smaller hit dice. For instance, if a character had 5 levels as a fighter and then chooses to start leveling as a wizard, at each level of wizard level gain, he exchanges one of his current 1d10 hit dice for a 1d6 hit dice. For instance, if a character had 5 levels as a fighter and 4 levels as a wizard, and they had traded in hit dice for a feat, then they would have 1d10 + 4d6 hit dice in total. This gaining of always the lowest hit dice continues as the character levels, even if the character does not trade in future hit dice for feats. For instance, if the aforementioned character then chose to return to levelling to finally become a 8th level fighter and 5th level wizard, and he had still only traded in for the one feat, he would have 3d10 + 5d6 hit dice. If the aforementioned character had traded in hit dice for two feats, he would have 5d6 hit dice. At no point in leveling should the character have less than 5 total hit dice per day, but they should always be their lowest hit dice from all chosen classes. It should be noted that this is simply hit dice per day and not the increase in maximum hit points gained by leveling (such that the aforementioned 8<sup>th</sup> level fighter / 5<sup>th</sup> level wizard would still determine his maximum hit points by using  $8d10 + 5d6 + 13 \times \text{Constitution Modifier}$ ).

## Blood Sorcery

*Prerequisite – Sorcerer 3<sup>rd</sup> level*

*The power of your magic comes from within yourself. You have learned to draw upon the power within your own blood to enhance your sorcery.*

As a bonus action, you may give up some of your natural vitality, in the form of hit dice but represented by inflicting minor wounds upon yourself. Up to 2 hit dice may be expended per round as a bonus action, and for each hit die expended you gain 1 sorcery point. No more



than 2 hit dice may be expended per round, even if additional actions are used. You may not expend more than 5 hit dice in this way before requiring a short rest or long rest. After a short or long rest, you may expend another 5 hit dice. All sorcery points gained are temporary and disappear after a short or long rest if not used prior to taking the rest.

### Blood Pact

*Prerequisite – Pact Boon (Pact of the Tome) Class Feature*

*You make a sacrifice of your own life force to your patron to renew a spell slot*

As an action, you may perform a ritual sacrifice, inflicting a minor wound upon yourself (or if you are already wounded, simply using blood from said wound). Through this ritual you give up some of your natural vitality, in the form of hit dice. You must expend hit dice equal to your maximum slot level (i.e. A 10<sup>th</sup> level warlock would have to expend 5 hit dice). In return, a previously expended spell slot may be renewed. Once you use the Blood Pact Feat, you can't do so again until you finish a short or long rest. All spell slots gained are temporary and disappear after a short or long rest if not used prior to taking the rest.

### Bloodcowl Apprentice

*Prerequisite - You must be human and have the Red Wizard Apprentice background and/or you must be using the red wizard class option version of the wizard. You must be taught by another Red Wizard. You must possess at least 1 level in wizard with an arcane tradition that is one of the eight traditional schools of magic*

*Bloodcowl is a Thayan term for a mage loyal to the Red Wizards, but not yet elevated to the point of an actual ruling red wizard leading a greater circle. They are allowed to wear red, but this shade is much more closer to a dark blood color as opposed to a brighter fiery red.*

The character learns the *Thayan Minor Circle Magic* Ritual. When they gain the ability to cast 3<sup>rd</sup> level spells, they learn the *Thayan Golem Control Circle* Ritual.

Choose one arcane tradition which your character used to qualify for this feat. You may prepare more spells per day, but all the extra spells prepared must be from the arcane tradition that you have chosen. The number of additional spells you may have prepared is equal to your wizard level. This does not increase the number of spell slots which you have, just simply the spell choices you have available.



Also, if the character participates in a Thayan Minor Circle Magic ritual with at least one other wizard of his same arcane tradition, he gains an additional spell slot of his highest castable level for that day and an additional spell slot of half his highest castable level (rounded down). This spell slot can only be used to cast spells of the arcane tradition used to gain this feat (i.e. a person whose arcane tradition was abjuration and whose highest castable level is 7th lvl spells would gain 1 - 7th lvl spell slot and 1 - 3rd level spell slots that could only be used to cast abjuration spells) .

Also, the character learns some basics of tattoo magic. As a result, the character can place magical tattoos upon his person. As a bonus action, these tattoos can be activated once per day per six character levels to provide one of three bonuses for a round: either a +1 to saving throws of a specific ability type (chosen at activation), a +1 to his spell attack bonus, or a +1 to his spell save DCs. This bonus will not stack with any other bonus provided by spell or magic item.

### Bonus Pact Magic Spells

*Prerequisites – 6th level in a class with the Pact Magic Class Feature*

You gain an additional spell slot in your class that you used to qualify for this feat. At 12th level in this class, you gain another additional spell slot for a total of two. In addition, you gain an additional spell known for every two levels in this class.

### Bonus Spell Slots

*Prerequisites – At least four levels in a class with the Spellcasting Class Feature*

If you have the spellcasting class feature, you gain a 1<sup>st</sup> and 2<sup>nd</sup> level bonus spell plus a bonus spell slot equal to one level less than your highest castable spell (so a wizard with 4<sup>th</sup> level spell slots as their highest would gain a 3<sup>rd</sup> level bonus spell slot). If you are a multi-classed spellcaster, this applies only to the class that you choose, though each time you level you may change which class this applies to. You may take this feat only twice. If you take it a second time, you gain an additional 3<sup>rd</sup> and 4<sup>th</sup> level spell slot plus a bonus spell slot equal to your highest castable spell. These spell slots cannot be of a higher level than you can normally cast .

### Cabalist Necromancer

*Prerequisites - warcaster feat, at least three levels in fighter class with the Death Guard martial archetype chosen, at least two levels in wizard with the arcane tradition of School of Necromancy or Conjuratation*



The Crusaders of Myrkul who formed the Theocracy of Eltabranar learned to blend their knowledge of sword and necromancy. Dreaded were their necromancers, but even more feared were their Cabalists who had sought perfection in the art of death magic. Delving into the lost arts of their Imaskari predecessors, these occultists made deals with not only the dead, but hags and fiends as well. Much of their knowledge was lost in the ancient ruins of the Eastern Shaar, but it was rediscovered over and over again. The Knights of the Eternal Dragon which watch over the Everlasting Wyrms are but one vestige of this lost lore. The "Legion of Vengeful Banshees" who serve Kiaransalee, the goat's head worshippers of Orcus in Vaasa, and "The Order of a Thousand Nightmares" serving Velsharoon are all relatively recent examples.

The character retains all cantrips known from both the wizard and fighter (Death Guard archetype) classes. However, all spells known as a Death Guard are lost. In replacement, the "spells known and prepared" and "spell slots" for the character are treated as if the character were a wizard of a level equal to the character's class level in wizard + 1 + 1/2 <the character's class level in fighter (eldritch knight archetype) (rounded down)>. For example, a character with 6 levels of wizard and 7 levels of fighter (Death Guard archetype) would have spells prepared and spell slots available as if he were a 10th level wizard (6 + 1 + 3). If the character were to multiclass with any other spellcasting class, he would still prepare spells as a 9th lvl wizard, but his spell slots would be adjusted as though he were a 9th lvl wizard multiclassing with another class.

In addition, the character gains the *command undead* feature, which they may use twice before needing to take a short or long rest to regain its use.

**Command Undead.** As an action, the Cabalist Necromancer targets one undead creature he or she can see within 30 feet of him or her. The target must make a Wisdom saving throw. On a failed save, the target must obey the Cabalist Necromancer's commands for the next 24 hours, or until the Cabalist Necromancer uses the command undead option again. An undead whose challenge rating is equal to or greater than the Cabalist Necromancer's level is immune to this effect. You can use this ability twice between rests. When you finish a short or long rest, you regain your expended uses.

## Conjurer's Familiar

*Prerequisite: School of Conjuration arcane tradition*

When you cast the *find familiar* spell, you can choose one of the following special forms for your familiar (from the monster manual): imp, pseudodragon, quasit, or sprite.

Any familiar you summon has hit points equal to half of your own. Your familiar is able



to access your knowledge of spellcasting in order to cast cantrips that you know from the wizard class spell list, even being able to attack using them. The familiar always casts the cantrips as if it were a 1st level wizard, and it uses its own spell attack and spell save DC's. However, it does get to add your proficiency bonus to these spell attack and spell save DC's. In addition, your familiar gains a +2 bonus to its Intelligence. Your familiar can use this feature separately from its master's own actions, though it cannot use this feature if you forbid it.

### Divine Necromancer

Prerequisite: requires the divine domain: death domain (DMG page 96-97) and the arcane tradition of School of Necromancy. *The character must be at least 8<sup>th</sup> level and multiclassed in the cleric class and the wizard class.*

You serve a deity or fiendish power whose focus is on the darker side of death, disease, poison, murder and/or necromantic magic (Myrkul, Velsharoon, Bhaal, Talona, Orcus, Jergal, Set, Faluzure, Kiaransalee, Yurtrus, Moander, etc..), and you seek to improve your spellcasting in both fields. As a result, you are able to prepare higher level spells

The character's understanding of multiple arcana allows them to improve their ability to prepare higher level spells. The exact mechanics of this depend on how many class levels of difference separate their cleric and their bard, sorcerer, or wizard levels (whichever of the three is the lowest if the character has levels in more than one of these, or chosen by the character if they are equal). If four or more levels separates the two classes, then the lesser of the two classes is treated as though it were four levels higher in relation to its "spells known or prepared" (this does not affect the number of spell slots available). If three levels separate the two, then three levels are added to the lesser and one to the greater. If two levels or less separate the two classes, then both classes are treated as though they were two levels higher in relation to its "spells known or prepared". This number changes as the character levels and changes this difference between his cleric and other arcane classes. Thus, a cleric 4/wizard 4 would prepare spells as a 6<sup>th</sup> lvl cleric and as a 6<sup>th</sup> lvl wizard, but if he went on to become a cleric 4/wizard 7 then it would be preparing spells as a 7<sup>th</sup> lvl cleric and an 8<sup>th</sup> lvl wizard, and cleric 4/wizard 8 would be preparing spells as an 8<sup>th</sup> lvl cleric and an 8<sup>th</sup> lvl wizard. Similarly, a cleric 2/wizard 10 would be preparing spells as a 6<sup>th</sup> lvl cleric and a 10<sup>th</sup> lvl wizard, but such a character would be losing his 4<sup>th</sup> lvl clerical ability increase/feat.

In addition, the character learns the charnel strike cantrip and has the below spells prepared and/or known in each class that can prepare spells of that level, even if that spell isn't normally on their spell list.



1<sup>st</sup> level – Inflict Wounds, detect poison and disease

2<sup>nd</sup> level – undead mount

3<sup>rd</sup> level – speak with dead

## Durthan

*Prerequisite – the character must have been born in Rashemen and must be a female. The character must have background Ethran. The character must be any non-good alignment. Must be any one of the following: a warlock with Otherworldly Patron of The Fey or Spirit Shaman; druid with circle of the storm; cleric with Divine Domain: Tempest or Nature; Sorcerer with Sorcerous Origin: Storm Sorcery, Primordial Blooded, or Wild Magic; or a wizard. Must be at least 8<sup>th</sup> level with at least six of those levels in one of the aforementioned classes. Must have 4<sup>th</sup> level or higher spell slots.*

*Durthans are an order of cold spellcasters who tap into the darker spirits of Rashemen. It is rumored that they offer themselves in service to the Unseelie Court and the Queen of Air and Darkness. They use their powers to punish their enemies and those who have offended the spirits. The durthans seek to wrest control of their homeland from the Witches of Rashemen and rule it with an iron hand, torturing secrets out of their enemies and using that knowledge to expand Rashemen's power.*

*All durthans are skilled in some form of magic. Some come from the ranks of the hathrans, but most have always worked against the Witches. It is no secret that the ranks of the Durthans includes powerful hags as well as humans. Durthans are covetous of power, even among other durthans, and share spells with others only if the recipient is useful to the greater cause. Like hathrans, durthans usually wear masks, if only to fool others into thinking they are Witches in good standing. Durthans work together, although they protect their identities behind masks. Outside their homes, the durthans assassinate or spy upon enemies, follow Rashemi women who might be turned to their cause, and work to recover Rashemi spells and magic items. Within Rashemen, they do all the former but also plot against the hathran hierarchy, send angry spirits to punish the careless, and manipulate the secular rulers. Individual durthans work on elements of these plans or pursue their own agendas, usually with the help of trusted minions and whatever spirits they have bound to their will.*

*Following the Spellplague, the Hathrans and Durthans went to war against each other, resulting in the deaths of many of the Durthans. The group was forced into hiding, in hopes that one day soon they could rebuild their ranks. It is said that they*



continue to gather young children to train, and there may be some truth behind these words. Many of these children may be being taught even now by the unsettled Spirits of the Durthans who still feel that they are a ruthless but necessary means to protect their homeland.

The Durthan gains cold resistance. In addition, the Durthan learns a ritual, *Call Telthor Spirit* (see new rituals section) which calls across the land and summons a powerful telthor animal spirit to serve them.

In addition, the Durthan gains the use of a special form of place magic dependent on their contact with the ley lines of Rashemen, and representing the bond which they establish with the land and its spirits. This place magic does not work outside of Rashemen. The Durthan gains a bonus spell slot of their highest castable spell level. This bonus spell slot can be used to cast ANY spell on the Durthan's Class Spell List of the appropriate level that they are aware of, even if its not one that they know or have prepared. However, when this spell slot is used, it requires that the Hathran give of themselves as part of their pact with the land. This is done by expending hit dice appropriate to the level of the spell slot actually used (1<sup>st</sup> - 2<sup>nd</sup> level requires 1 hit dice, 3<sup>rd</sup> - 5<sup>th</sup> level requires 2 hit dice, 6<sup>th</sup> - 8<sup>th</sup> level requires 3 hit dice, and 9<sup>th</sup> level requires 4 hit dice). This spell slot may not be used again until the Hathran completes a short or long rest. All expended hit dice are renewed after completing a long rest.

In addition, the following spells are automatically bonus spells prepared or known for the Durthan whenever they gain the ability to cast spells of the appropriate level.

- 1<sup>st</sup> level Witch Bolt
- 2<sup>nd</sup> level Snilloc's Snowball Swarm \*
- 3<sup>rd</sup> level Lightning Bolt
- 4<sup>th</sup> level Elemental Bane \*
- 5<sup>th</sup> level Cone of Cold
- 6<sup>th</sup> level Investiture of Ice \*
- 7<sup>th</sup> level Whirlwind \*
- 8<sup>th</sup> level Abi-Dalzim's Horrid Wilting \*
- 9<sup>th</sup> level Storm of Vengeance



In the above list \* indicates that the spell can be found at this PDF resource from WotC

[http://media.wizards.com/2015/downloads/dnd/EE\\_PlayersCompanion.pdf](http://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf)

## Enchanting Personality

*Prerequisite: School of Enchantment arcane tradition*

You are more adept at controlling emotions and reading people. You're use of Enchantment magic makes you naturally able to affect the will of others. As a result, you gain proficiency in the Persuasion and Insight skills. In addition, if an opponent makes their save versus a mind controlling enchantment spell that you cast, you may as a reaction immediately expend another spell slot of the same level to force the opponent to make a second save versus the spell, and if it fails it is affected as normal.

## Extra Attunement

The character can attune themselves to one additional magic item beyond their normal limit (which is normally 3 items for most characters).

## Evoker's Elemental Eradication

*Prerequisite: School of Evocation arcane tradition, Elemental Adept Feat*

Your skill with a given element type is further increased. For any damage type for which you have the Elemental Adept Feat already, spells you cast treat immunity to the damage type as simply resistance. In addition, add 1 to each die of damage rolled.

## Fochlucan Lyrst

*Prerequisite: The character must be at least 8<sup>th</sup> level, have the jack of all trades ability, have the wild shape ability, and be multiclassed in both the druid class and the bard class.*

The Fochlucan Lyrists are a clandestine organization working to preserve the balance between the wilds of nature and the need for civilization. Found primarily along the Sword Coast and western Heartlands, this group is often found working hand in hand with the Harpers. However, amongst the elven population is another group of these musicians who seek to preserve Elven culture.

The character's understanding of the true power in the Druidic tongue when applied to song allows them to improve their ability to prepare higher level spells. The exact mechanics of



this depend on how many class levels of difference separate their bard and their druid level . If four or more levels separates the two classes, then the lesser of the two classes is treated as though it were four levels higher in relation to its "spells known or prepared" (this does not affect the number of spell slots available). If three levels separate the two, then three levels are added to the lesser and one to the greater. If two levels or less separate the two classes, then both classes are treated as though they were two levels higher in relation to its "spells known or prepared" . This number changes as the character levels and changes this difference between his bard and their druid classes. Thus, a bard 4/druid 4 would prepare spells as a 6<sup>th</sup> lvl bard and as a 6<sup>th</sup> lvl druid, but if he went on to become a bard 4/ druid 7 then it would be preparing spells as a 7<sup>th</sup> lvl bard and an 8<sup>th</sup> lvl druid, and bard 4/ druid 8 would be preparing spells as an 8<sup>th</sup> lvl bard and an 8<sup>th</sup> lvl druid. Similarly, a bard 3/ druid 9 would be preparing spells as a 7<sup>th</sup> lvl bard and a 9<sup>th</sup> lvl druid, but such a character would be losing his 4<sup>th</sup> lvl bard ability increase/feat.

In addition, the character learns the naturecraft cantrip and has the below spells prepared and/or known in each class that can prepare spells of that level, even if that spell isn't normally on their spell list.

1<sup>st</sup> level – Comprehend Languages, Speak with Animals

2<sup>nd</sup> level – Animal Messenger

3<sup>rd</sup> level – Speak with Plants

### Hathran

*Prerequisite – You must have background of Ethran (see new backgrounds) and must be a female from Rashemen. You must be Lawful Good, Lawful Neutral, or Neutral Good. You must worship Bhalla, Khelliara, and the Hidden One and hold one of these as your Patron deity. Must be any one of the following: a warlock with Otherworldly Patron of The Fey or Spirit Shaman; druid; cleric; Sorcerer; or a wizard. Must be at least 8<sup>th</sup> level with at least six of those levels in one of the aforementioned classes. Must have 4<sup>th</sup> level or higher spell slots.*

*The witches, or wychlaran (literally "wise old women"), are the true rulers of Rashemen, though they choose male lords to lead their armies and deal with questions of daily rulership. Witches are respected almost to the point of worship in Rashemen, where their word is law, and the penalty for disobedience to a witch is swift death at the hands of any Rashemaar nearby. The Hathrans do not wield this power foolishly, and are tolerant and protective of their subjects.*

*The Witches of Rashemen are more than just spellcasters of a particular nation; on their home soil the land itself (and the many spirits therein) grants them their powers. In return, they*



make pacts and sacrifices to the land to make their bonds stronger.

By tradition, Hathrans neither craft magical items nor research new spells. While they are not forbidden to do so, those tasks are the province of the vremyonni. A Hathran who devotes the time required for such work may be questioned by her superiors about her dedication to Rashemen; after all, if she is occupied in crafting a magical item or researching a new spell, she cannot be actively guarding Rashemen against the Red Wizards and other threats.

All Hathrans must go masked while traveling in Rashemen. They need not wear masks in private or when meeting with other witches in the Urlingwood or similar places forbidden to outsiders. Hathrans must also obey the orders of any higher-ranking witches (the highest ranking members of their order are known as the Othlor) and must swear never to use their powers for personal gain or for any purpose contrary to the best interests of the land of Rashemen.

Hathrans have the potent ability to start a spellmeld. A formidable counter to the Red Wizard's casting circles, a spellmeld is a ritualistic combination of two or more Wychlaran's magical abilities. In order to spellmeld, the participating witches engage in a wild, leaping dance which must center on a single object derived from one of the four elements: Earth, Air, Fire, or Water. As an Air "object" is rather hard to come by, these dances usually center on a large rock, a bonfire, or a stream or pool. Enacting a spellmeld requires the Hathran to use an action to begin building power with their elemental resource. After that, all participants (who must have a background as Ethrans, but need not be Hathrans) must use an action centered simply on joining the spellmeld (note that a spellmeld can be created by two participants and then later a third or fourth participant may join in by spending an action to dance their way into the meld). Due to the exhausting need to concentrate, cast, and dance, a spellmeld may not be maintained for more than one minute before having to perform a short or long rest.

The effects of a spellmeld depend on the number of participants. If there are two participants, any damaging spell of 1<sup>st</sup> level or above cast is treated as though having 2d4 extra dice of damage of the same type that the spell primarily issues (if the spell has two damage types and both are equal dice of damage, this 2d4 becomes 1d4 damage of each type). If there are three participants, these extra dice of damage become 3d4, and all spells cast that have a range of 5 feet or more have their range doubled. If there are four participants, the bonus damage becomes 4d4, and all Spell Save DC's of all participants gain a +1 bonus. If there are five participants, then all single target spells that do not have a range of self may be targeted on a second creature in range of the spell. If there are six participants, all participants may use a bonus action to cast a 0-level spell (i.e. a cantrip). If there are seven participants, all participants may use a bonus action to cast a 1st-level spell. If there are eight participants, all participants may use a bonus action to cast a 2nd-level spell. If there are nine participants, all participants may use a bonus action to cast a 3rd-level spell. Spellmelds may not include more than nine



individuals.

In addition, the Hathran gains the use of a special form of place magic dependent on their contact with the ley lines of Rashemen, and representing the bond which they establish with the land and its spirits. This place magic does not work outside of Rashemen. The Hathran gains one bonus spell slot of their highest castable spell level. This bonus spell slot can be used to cast ANY spell on the Hathran's Class Spell List of the appropriate level that they are aware of, even if its not one that they know or have prepared. However, when this spell slot is used, it requires that the Hathran give of themselves as part of their pact with the land. This is done by expending hit dice appropriate to the level of the spell slot actually used (1<sup>st</sup> - 2<sup>nd</sup> level requires 1 hit dice, 3<sup>rd</sup> - 5<sup>th</sup> level requires 2 hit dice, 6<sup>th</sup> - 8<sup>th</sup> level requires 3 hit dice, and 9<sup>th</sup> level requires 4 hit dice). This spell slot may not be used again until the Hathran completes a short or long rest. All expended hit dice are renewed after completing a long rest.

Hathrans receive advantage when performing any Charisma Skill Check involving a resident of Rashemen. They may also request and expect to receive food and lodging from any resident asked. They also receive a +2 bonus on Charisma Skill Checks involving fey and/or spirits found within Rashemen. All Hathrans also learn the recipe for brewing *Jhuuld* (Firewine) and are expected to periodically brew batches for the berserkers of Rashemen.

Finally, all Hathrans are assigned a group of NPC Berserker Bodyguards (see the NPC entry for a Berserker on page 344 of the Monster Manual) which are led by a human barbarian NPC of Rashemi ethnicity (and usually a male). It is expected that the Hathran will not needlessly waste the life of their bodyguards, and that they will outfit them in order to better their survivability (often times, the Berserkers may be left behind to watch the Hathran's camp while the barbarian bodyguard travels with her). The human barbarian NPC will always be of three levels less than the Hathran, and he should be designed using the Variant: Customizing Ability Scores Method found on page 13 of the Player's Handbook. The human barbarian NPC should have no money or magic items, beyond a flask of *Jhuuld*, but he should possess basic weapons, armor, and equipment as designated by the DM. The Hathran is granted two NPC Berserker Bodyguards at 8<sup>th</sup> level and is granted another every two levels after that, and should they die needlessly, the Wychlaran will expect the Hathran to make recompense to the families of the fallen. The DM may decide that the Hathran is not allowed replacement personnel if he feels that they have been abused, until the Hathran can show proper reconciliation for their actions.

In addition, the following spells are automatically bonus spells prepared or known for the Hathran whenever they gain the ability to cast spells of the appropriate level.

**1<sup>st</sup> level** Speak with Animals



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2<sup>nd</sup> level Dust Devil \*

3<sup>rd</sup> level Speak with Plants

4<sup>th</sup> level Elemental Bane \*

5<sup>th</sup> level Planar Binding

6<sup>th</sup> level Conjure Fey

7<sup>th</sup> level Regenerate

8<sup>th</sup> level Animal shapes

9<sup>th</sup> level Shapechange

In the above list \* indicates that the spell can be found at this PDF resource from WotC

[http://media.wizards.com/2015/downloads/dnd/EE\\_PlayersCompanion.pdf](http://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf)

### Illusionist's Trickery

*Prerequisite: School of Illusion arcane tradition*

Your use of Illusion magic makes you naturally able to deceive others or amuse them with simple illusory effects. As a result, you gain proficiency in the Deception and Performance skills. In addition, if an opponent makes their save versus an illusion spell that you cast, you may as a reaction immediately expend another spell slot of the same level to force the opponent to make a second save versus the spell, and if it fails it is affected as normal.

### Improved Arcane Ward

*Prerequisite: School of Abjuration arcane tradition*

You become better at magics involving personal protections. Your arcane ward has a hit point maximum equal to triple your wizard level + your Intelligence modifier. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to four times the level of the spell. While your arcane ward still possesses hit points you gain a +1 bonus to armor class, dexterity saving throws and resistance to one of the following (chosen when this feat is taken) bludgeoning, piercing, or slashing damage.

### Jhaamdathi Mental Focus



*Prerequisite – You must have a 3<sup>rd</sup> level or higher spell slot (this does not mean having the ability to cast a 3<sup>rd</sup> level spell, it means having an actual spell slot. Thus, a monster who has a specific 3<sup>rd</sup> level spell that they can cast do not qualify).*

*The ancient mind mages of Jhaamdath were rigorously structured in their ways of thinking. As a result their concentration and focus on their magic was exceptionally hard to break. The cultures which followed learned from this focus and applied it to their own magics, and as a result, many spells which now require more focus by their caster did not require such before the spellplague. You have begun to learn the basics of their arts.*

You are particularly adept when dealing with spells that require concentration. You may maintain concentration on two spells at the same time instead of just one spell. Whenever you face a situation that requires a constitution saving throw in order to maintain your concentration on a spell, you do so with a +3 bonus to the roll. In addition, your focus and structure when you cast spells that require concentration enable you to expend only a fraction on your spellcasting efforts. When you cast a spell requiring concentration of 3<sup>rd</sup> level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be at least 2 levels lower than the spell you cast and can't be higher than 6<sup>th</sup> level.

### Mage-Priest of the Magic Deities

*Prerequisite: requires either the knowledge domain or the arcana domain (Sword Coast Adventurer's Guide pg 125) . The character must be at least 8<sup>th</sup> level and multiclassed in the cleric class and either the bard, sorcerer, or wizard class.*

You serve a deity whose focus in on some aspect of magic (Mystra, Azuth, Savras, Leira, Velsharoon, Corellon, etc..) or knowledge (Deneir, Oghma, Milil, Gond, etc...), and you seek to improve your spellcasting in both fields. As a result, you are able to prepare higher level spells

The character's understanding of multiple arcana allows them to improve their ability to prepare higher level spells. The exact mechanics of this depend on how many class levels of difference separate their cleric and their bard, sorcerer, or wizard levels (whichever of the three is the lowest if the character has levels in more than one of these, or chosen by the character if they are equal). If four or more levels separates the two classes, then the lesser of the two classes is treated as though it were four levels higher in relation to its "spells known or prepared" (this does not affect the number of spell slots available). If three levels separate the two, then three levels are added to the lesser and one to the greater. If two levels or less separate the two classes, then both classes are treated as though they were two levels higher in relation to its "spells known or prepared" . This number changes as the character levels and changes this difference between his cleric and other arcane classes. Thus, a cleric 4/wizard 4



would prepare spells as a 6<sup>th</sup> lvl cleric and as a 6<sup>th</sup> lvl wizard, but if he went on to become a cleric 4/wizard 7 then it would be preparing spells as a 7<sup>th</sup> lvl cleric and an 8<sup>th</sup> lvl wizard, and cleric 4/wizard 8 would be preparing spells as an 8<sup>th</sup> lvl cleric and an 8<sup>th</sup> lvl wizard. Similarly, a cleric 2/wizard 10 would be preparing spells as a 6<sup>th</sup> lvl cleric and a 10<sup>th</sup> lvl wizard, but such a character would be losing his 4<sup>th</sup> lvl clerical ability increase/feat.

In addition, the character learns the thaumaturgy cantrip and has the below spells prepared and/or known in each class that can prepare spells of that level, even if that spell isn't normally on their spell list.

1<sup>st</sup> level – Comprehend Languages, Detect Magic

2<sup>nd</sup> level – arcane lock

3<sup>rd</sup> level – counterspell

### Metamagic Wizardy

*Prerequisite – must have at least three levels in the sorcerer class, as well as the Metamagic Class Feature. Must have at least three levels in the wizard class.*

The arcane spellcasting abilities of the sorcerer and wizard are so similar that their class spell lists are generally mirrored. As a result, learning from both methodologies meshes generally better than it does with any other multi-class combination. You have learned to continue to tap into your sorcery while improving your wizardry.

You gain sorcery points equal to your character level (you do not continue to new Metamagic options unless you continue to level as a sorcerer). You gain wizard arcane tradition abilities as if you were a wizard equal to your character level. You can both prepare spells as a wizard and know spells as a sorcerer of two levels higher (thus, a 7th level wizard with the arcane tradition of school of evocation \ 4th level sorcerer would have 11 sorcery points, 2 Metamagic Options, all the school of evocation abilities up to 10th level, and have cantrips/spells known as a 6th level sorcerer and have cantrips/spells prepared as a 9th level wizard, and have spells slots as an 11th level caster).

### Multiple spellcaster classes

*Prerequisite – the character must have at least two levels in two classes providing the Spellcasting feature or Pact Magic feature. The spellcasting classes involved must be ones that provide full spellcasting levels for adding up available spell slots when multi-classing (i.e. Bard, cleric, druid, sorcerer, and wizard, but not paladin, ranger, eldritch knight or Arcane Trickster). The character must have a 3<sup>rd</sup> level spell slot and be at least a 6<sup>th</sup> lvl character.*



THESE FEAT EFFECTS ARE INTENDED FOR SPELLS OF LEVELS 6-10  
AND 11-15 AND 16-20 AND 21-25 AND 26-30 AND 31-35

Due to his study of multiple spellcasting traditions, the character has learned to prepare higher level spells than the number of levels he has in his current spellcasting classes would allow.

When this feat is taken, the character must choose two classes which allow her to qualify for this feat that the character possesses. For both of his classes, the character is treated as though two levels higher in regards to "spells prepared or known" for spellcasters. If one of the classes is a pact magic class (i.e. warlock), the character is treated as two pact magic class (i.e. warlock) levels higher in regards of the slot level, but in addition the character's "spell slots per level" on the Multiclass Spellcaster table are increased by two (such that a 6<sup>th</sup> level wizard / 6<sup>th</sup> level warlock would have the spell slots of an 8<sup>th</sup> level multi-class spellcaster). If the character reaches 16<sup>th</sup> level and more than 10 levels separates his two spellcasting classes, the bonus levels in his lesser class increases from two to four. If the character reaches 20<sup>th</sup> level and more than 12 levels separates his two spellcasting classes, the bonus levels in his lesser class increases from four to six.

It should be noted that this feat is intended to be combined with similar feats, such as "Mystic Hierophant", "Theurgist Adept", "Mage-Priest of the Magic Deities", "Fochluchan Lyrist", "Song Mage", and "Nature Priest". It is the only feat meant to be able to combine with such feats.

### Mystical Hierophant

Prerequisite: requires druid circle class feature and the character must have a familiar . *The character must be at least 8<sup>th</sup> level and multiclassed in the druid class and either the sorcerer or wizard class.*

You serve a deity whose focus is on the power of nature and the magic of the wild lands, and you seek to improve your spellcasting in both fields. As a result, you are able to prepare higher level spells.

The character's understanding of natural and arcane arts allows them to improve their ability to prepare higher level spells. The exact mechanics of this depend on how many class levels of difference separate their druid and their sorcerer or wizard levels (whichever of the two is the lowest if the character has levels in both sorcerer and wizard, or chosen by the character if they are equal). If four or more levels separates the two classes, then the lesser of the two classes is treated as though it were four levels higher in relation to its "spells known or prepared" (this does not affect the number of spell slots available). If three levels separate the two, then three levels are added to the lesser and one to the greater. If two levels or less separate the two classes, then both classes are treated as though they were two levels higher



in relation to its "spells known or prepared". This number changes as the character levels and changes this difference between his cleric and other arcane classes. Thus, a druid 4/wizard 4 would prepare spells as a 6<sup>th</sup> lvl druid and as a 6<sup>th</sup> lvl wizard, but if he went on to become a druid 4/wizard 7 then it would be preparing spells as a 7<sup>th</sup> lvl druid and an 8<sup>th</sup> lvl wizard, and druid 4/wizard 8 would be preparing spells as an 8<sup>th</sup> lvl druid and an 8<sup>th</sup> lvl wizard. Similarly, a druid 2/wizard 10 would be preparing spells as a 6<sup>th</sup> lvl druid and a 10<sup>th</sup> lvl wizard, but such a character would be losing his 4<sup>th</sup> lvl druid ability increase/feat.

In addition, the character's familiar is always of type fey and is able to take on more powerful forms. However, performing a find familiar ritual that summons a more powerful familiar requires the character to sacrifice more of themselves to their deity as a testament of their devotion. This is represented by the Mystical Hierophant expending 4 hit dice in order to cast the *find familiar* ritual in this way. In addition to its normal familiar abilities (see the *find familiar* spell for details), the familiar can take on the form of a beast that is no larger than medium and that has a challenge rating of 1/4 or lower (from appendix D of the player's handbook, good examples include boar, mastiff, mule, panther, and wolf, or from the monster manual pony, giant wolf spider, giant weasel, giant rat, giant poisonous snake, giant frog, giant crab, giant badger, giant centipede, blood hawk). Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal hit point maximum or four times your combined character levels used to access this class (i.e. So a 8<sup>th</sup> lvl druid/4<sup>th</sup> lvl wizard would be  $(8+4) \times 4 = 48$ ). As a bonus action each round, you may telepathically order your familiar to perform any action it is capable of.

### Nar Demonbinder

*Prerequisite – Your character must have a spell slot of 4<sup>th</sup> level. You must be able to prepare 4<sup>th</sup> level spells as a wizard OR know 4<sup>th</sup> level spells as a sorcerer or warlock. If the character is a warlock, his otherworldly Patron must be the Fiend and may not be a devil. Charisma of 13 or higher.*

*The spellcasters of ancient Narfell were thought to have learned much of their early lore on demons from the numerous small hag covens in their empire near an underdark entry point to an accursed dungeon formerly held by dark elves named Narathmault (thought to have been a city held by the hags eons before the dark elves when it was known as Bheuristahl amidst the giant empires). However, they soon became known for their trafficking with extraplanar entities such as demons, succubi, yugoloths, and night hags. Once the royal family began breeding with the demon princes of the Abyss however, the demonbinders of Narfell had blackened their souls so much that the taint would never come clean. You have uncovered*



some of their mysteries.

Increase your charisma score by 1, to a maximum of 20. You receive a +2 bonus on any charisma checks or charisma based skill checks involving demons. You learn the abyssal language, and if you already know it you may learn Primordial or Infernal.

If you are a sorcerer or warlock the following spells are added to your spells known (in addition to any spells known that you already possess) as soon as you gain a spell slot of the level needed to cast the spell: Protection from evil and good (1<sup>st</sup>), find familiar (1<sup>st</sup>), conjure lesser demons (3<sup>rd</sup>), magic circle (3<sup>rd</sup>), banishment (4<sup>th</sup>), conjure barlgura (4<sup>th</sup>), conjure shadow demons (4<sup>th</sup>), conjure vrock (5<sup>th</sup>), Planar Binding (5<sup>th</sup>), Planar Ally (6<sup>th</sup>), conjure hezrou (7<sup>th</sup>) (the spells that start with conjure come from an unearthed arcana article located here:

[https://media.wizards.com/2015/downloads/dnd/07\\_UA\\_That\\_Old\\_Black\\_Magic.pdf](https://media.wizards.com/2015/downloads/dnd/07_UA_That_Old_Black_Magic.pdf)). If you are a wizard, the spell Planar Ally is added to your class list.

If you cast the spell Find Familiar you may gain the services of a demon (Quasit) as a familiar. While the Quasit is within 10 feet of its master, the master shares the Quasit's Magic Resistance trait. This trait states that the quasit has advantage on saving throws against spells and other magical effects. See the monster manual for more details.

## Nature Priest

*Prerequisite: The character must be at least 8<sup>th</sup> level, have the divine domain of either Nature or Tempest, have the wild shape ability, and be multiclassed in both the druid class and the cleric class.*

The character serves a nature oriented deity which contains both druid circles and formal temple priesthoods. Whether it be a nature deity (Chauntea, Mielikki, Silvanus, Rillifane, Sheela Peryroyl, Selune, Sehanine Moonbow, Baervan Wildwander, etc...), a weather god (Valkur, Aerdrie Faenya, Talos, Auril, Umberlee), a god of the hunt (Malar, Fenmarel Mestarine, Solonor Thelandira, etc..) or simply a fey deity (Titania, The Queen of Air & Darkness, Lurue, Shiallia, Nobanion, etc..). The character has learned from both these groups, and as a result is able to prepare higher level spells than he normally would given his particular path of level progression.

The character's understanding of multiple divine based magics allows them to improve their ability to prepare higher level spells. The exact mechanics of this depend on how many class levels of difference separate their cleric and their druid levels. If four or more levels separates the two classes, then the lesser of the two classes is treated as though it were four levels higher in relation to its "spells known or prepared" (this does not affect the number of



spell slots available). If three levels separate the two, then three levels are added to the lesser and one to the greater. If two levels or less separate the two classes, then both classes are treated as though they were two levels higher in relation to its "spells known or prepared". This number changes as the character levels and changes this difference between his cleric and druid classes. Thus, a cleric 4/druid 4 would prepare spells as a 6<sup>th</sup> lvl cleric and as a 6<sup>th</sup> lvl druid, but if he went on to become a cleric 4/druid 7 then it would be preparing spells as a 7<sup>th</sup> lvl cleric and an 8<sup>th</sup> lvl druid, and cleric 4/druid 8 would be preparing spells as an 8<sup>th</sup> lvl cleric and an 8<sup>th</sup> lvl druid. Similarly, a cleric 2/druid 10 would be preparing spells as a 6<sup>th</sup> lvl cleric and a 10<sup>th</sup> lvl druid, but such a character would be losing his 4<sup>th</sup> lvl clerical ability increase/feat.

In addition, the spell find familiar is added to the character's spell list. The character's familiar is always of type fey and is able to take on more powerful forms. However, performing a find familiar ritual that summons a more powerful familiar requires the character to sacrifice more of themselves to their deity as a testament of their devotion. This is represented by the Nature Priest expending 4 hit dice in order to cast the *find familiar* ritual in this way. In addition to its normal familiar abilities (see the *find familiar* spell for details), the familiar can take on the form of a beast that is no larger than medium and that has a challenge rating of 1/4 or lower (from appendix D of the player's handbook, good examples include boar, mastiff, mule, panther, and wolf, or from the monster manual pony, giant wolf spider, giant weasel, giant rat, giant poisonous snake, giant frog, giant crab, giant badger, giant centipede, blood hawk). Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal hit point maximum or four times your combined character levels used to access this class (i.e. So a 8<sup>th</sup> lvl druid/4<sup>th</sup> lvl wizard would be  $(8+4) \times 4 = 48$ ). As a bonus action each round, you may telepathically order your familiar to perform any action it is capable of.

### Necromancer's Familiar

*Prerequisite: School of Necromancy arcane tradition, 4th level wizard*

Unlike normal familiars, your familiar can attack a target if you command it to (as a bonus action). When you cast the *find familiar* spell, you can choose one of the following special forms for your familiar (from the monster manual): skeleton or zombie. When you reach 4th level as a wizard, your choices expand to include: Ghouls and Scarecrows. When you reach 8th level as a wizard, your choices expand to include: Ogre Zombies, Minotaur Skeletons, and Shadows. When you reach 12th level as a wizard, your choices expand to include: Ghosts, Mummies, Specters, and Wights. When you reach 16th level as a wizard, your choices expand to include: Poltergeists (specters), Bone Nagas, and Flameskulls. Your familiar is endowed with additional necrotic energy, such that any non-spell attack that it performs does an additional



1d6 necrotic damage, and half of this necrotic damage is returned to the undead familiar as healing. Unlike the standard familiar summoned with find familiar, the Necromancer's Familiar cannot be temporarily dismissed into a pocket dimension.

### Raumathari Battlemage

*Prerequisites - warcaster feat, at least three levels in fighter class with the eldritch knight archetype class chosen, at least two levels in wizard with the arcane tradition of either School of Abjuration or School of Evocation*

*The spellcasters of ancient Raumathar learned to blend their knowledge of sword and battlefield magics, and as a result, many stories of the ancient Raumathari Battlemages have spread throughout Faerun and the Hordelands. Some say that they uncovered these secrets from fey benefactors who wanted to see the foul scourge of Narfell fall. Some say these secrets were a present from the powerful primordial lord, Kossuth, in exchange for some service. Others say they uncovered this lore beneath the Priador in old Sarrukh caverns. Meanwhile, others say that the Raumathari simply developed this style on their own. The truth probably lies somewhere in between all of these.*

The character retains all cantrips known from both the wizard and fighter (eldritch knight archetype) classes. However, all spells known as an eldritch knight are lost. In replacement, the "spells known and prepared" and "spell slots" for the character are treated as if the character were a wizard of a level equal to the character's class level in wizard + 1 + 1/2 <the character's class level in fighter (eldritch knight archetype) (rounded down)>. For example, a character with 6 levels of wizard and 7 levels of fighter (eldritch knight archetype) would have spells prepared and spell slots available as if he were a 10th level wizard (6 + 1 + 3). If the character were to multiclass with any other spellcasting class, he would still prepare spells as a 9th lvl wizard, but his spell slots would be adjusted as though he were a 9th lvl wizard multiclassing with another class.

In addition, the character's weapons to which he is bonded can act as his arcane focus when casting spells. Also, once per day per six character levels, using his weapons as a focus the character may cast a spell without having to use either the verbal or somatic spell component.

### Red Wizard of Abjuration

*Prerequisite - "Bloodcowl Apprentice" Feat. You must be currently in good relations with the Red Wizards of Thay. You must possess at least 12 levels in wizard with access to the 6<sup>th</sup> level class ability of the arcane tradition of abjuration.*



THESE ARE THE EFFECTS OF THE SPELLS FOR SPELLS OF THE RED BOOK

The red wizards have long studied magical fire and necrotic energies. In the case of abjurers, they've learned to channel a portion of any fire or negative energy dealing spell into their arcane ward. Whenever you cast a spell of 1<sup>st</sup> level or higher that deals fire or necrotic damage, the ward regains a number of hit points equal to twice the level of the spell. In addition, anytime the red wizard is attacked in melee combat by someone within 5 feet, the arcane ward causes 2 points of fire damage to the attacker and anyone else nearby within 5 feet of the red wizard (allies may be excluded from this damage, as the abjurer has some control of this burst of flame).

In addition, if the Red Wizard of Abjuration participates in a Thayan Greater Circle Magic ritual that day, he may lead the circle to harness metamagic points. It should be noted that a Red Wizard of Abjuration may only participate in a single Thayan Greater Circle Magic ritual per day (so if he does not lead his own circle, he will not gain the below benefits). The number of members of the circle (including the circle leader) may not exceed half the character level of the circle leader. The circle leader gains 1 circle magic point for each of his own character levels, plus 1 point per additional member (so a 12<sup>th</sup> level circle leader with 6 apprentices would gain 18 metamagic points). These metamagic points may be spent in one of three ways.

First, the Red Wizard of Abjuration may spend 4 circle magic points and expend spell slots in order to cast any spell which acts to remove magic (remove curse, dispel magic, counterspell, anti-magic field, etc...) and store it upon his person as a tattoo. As an action, the Red Wizard of Abjuration may activate the tattoo to cast the spell. These tattoos fade after 24 hours if not expended.

Second, the Red Wizard of abjuration may spend 3 circle magic points to prepare an additional wizard spell from the school of abjuration. No more than one extra spell of each spell level may be prepared via this process. This spell fades from his mind after 24 hours have passed, but may be prepared again.

As a third alternative, these circle magic points may be saved for the day by the Red Wizard of abjuration, and anytime he casts an abjuration spell, he may expend up to 1 point per casting to cast the spell as if he had used a spell slot one level higher, or 3 points to cast the spell as if he had used a spell slot two levels higher (so a dispel magic spell cast with a 5<sup>th</sup> level spell slot and expending 3 circle magic points would be treated as though cast as an 7<sup>th</sup> level spell). The effective spell level of a spell so enhanced may not exceed 9<sup>th</sup> lvl, but may exceed the highest level spell slot that he can normally cast (so a caster whose normal highest level slot is 7<sup>th</sup> level may expend 3 points to cast a 6<sup>th</sup> level spell as if it were cast at 8<sup>th</sup> level).

The Red Wizard of Abjuration has learned to focus on Abjuration magic, and as a result,



any Abjuration spell he casts adds +1 bonus to his spell attack and any spell save DC's related to that casting. In addition, The Red Wizard of Abjuration receives a +1 bonus on any saving throws he makes against Abjuration magic.

In addition, the character learns to initiate 2 special rituals, one named "Thayan Greater Circle Magic" and one named "Thayan Battlefield Warding Circle", with other bloodcowls (see magic rituals below).

### Red Wizard of Conjunction

*Prerequisite - "Bloodcowl Apprentice" Feat. You must be currently in good relations with the Red Wizards of Thay. You must possess at least 12 levels in wizard with access to the 6<sup>th</sup> level class ability of the arcane tradition of conjunction.*

The red wizards have long studied the magic of fire elementalism, particularly in their worship of Kossuth the fire lord. As a result, the Red Wizard of Conjunction casts *Conjure Elemental* and *Conjure Minor Elementals* as if the spell were 2 levels higher if the elementals so summoned originate from the elemental plane of fire (note, a 9<sup>th</sup> level *Conjure Elemental* could thus summon a CR 11 elemental from the plane of fire). In addition, as a normal minute long casting, the Red Wizard of Conjunction may cast up to two *Conjure Elemental* or *Conjure Minor Elementals* spells at once and maintain concentration upon them as if they were a single spell if the elementals so summoned originate from the elemental plane of fire. Casting two such spells at once of course requires the Red Wizard of Conjunction to use multiple spell slots, but the levels of these spell slots need not be the same.

In addition, the spell *Planar Ally* is added to the character's wizard class spell list. Also, the following spells are added to their spell book: *conjure barlgura*, *conjure hezrou*, *conjure lesser demons*, *conjure shadow demons*, and *conjure vrock* (these spells come from an unearthed arcana article located here:

[https://media.wizards.com/2015/downloads/dnd/07\\_UA\\_That\\_Old\\_Black\\_Magic.pdf](https://media.wizards.com/2015/downloads/dnd/07_UA_That_Old_Black_Magic.pdf))

In addition, if the Red Wizard of Conjunction participates in a Thayan Greater Circle Magic ritual that day, he may lead the circle to harness metamagic points. It should be noted that a Red Wizard of Conjunction may only participate in a single Thayan Greater Circle Magic ritual per day (so if he does not lead his own circle, he will not gain the below benefits). The number of members of the circle (including the circle leader) may not exceed half the character level of the circle leader. The circle leader gains 1 circle magic point for each of his own character levels, plus 1 point per additional member (so a 12<sup>th</sup> level circle leader with 6 apprentices would gain 18 metamagic points). These metamagic points may be spent in one of



three ways.

First, the Red Wizard of Conjunction may spend 4 circle magic points and expend spell slots in order to cast any spell which summons or conjures a creature and store it upon his person as a tattoo. As an action, the Red Wizard of Conjunction may activate the tattoo to cast the spell. These tattoos fade after 24 hours if not expended.

Second, the Red Wizard of Conjunction may spend 3 circle magic points to prepare an additional wizard spell from the school of conjunction. No more than one extra spell of each spell level may be prepared via this process. This spell fades from his mind after 24 hours have passed, but may be prepared again.

As a third alternative, these circle magic points may be saved for the day by the Red Wizard of Conjunction, and anytime he casts a conjunction spell, he may expend up to 1 point per casting to cast the spell as if he had used a spell slot one level higher, or 3 points to cast the spell as if he had used a spell slot two levels higher (so a cloudkill spell cast with a 5<sup>th</sup> level spell slot and expending 3 metamagic points would be treated as though cast as a 7<sup>th</sup> level spell, or a cloud of daggers spell cast with a 3<sup>rd</sup> level spell slot and expending 3 metamagic points would be treated as though cast as a 6<sup>th</sup> lvl spell). The effective spell level of a spell so enhanced may not exceed 9<sup>th</sup> lvl, but may exceed the highest level spell slot that he can normally cast (so a caster whose normal highest level slot is 7<sup>th</sup> level may expend 3 points to cast a 6<sup>th</sup> level spell as if it were cast at 8<sup>th</sup> level).

The Red Wizard of Conjunction has learned to focus on Conjunction magic, and as a result, any Conjunction spell he casts adds +1 bonus to his spell attack and any spell save DC's related to that casting. In addition, The Red Wizard of Conjunction receives a +1 bonus on any saving throws he makes against Conjunction magic.

In addition, the character learns to initiate the special rituals, named "Thayan Greater Circle Magic" and "Thayan Summoning Circle", with other bloodcows (see magic rituals below).

Finally, the Red Wizard of Conjunction learns the Primordial (ignan) language, and if he already knows it he may instead learn abyssal or infernal.

### Red Wizard of Divination

*Prerequisite - "Bloodcowl Apprentice" Feat. You must be currently in good relations with the Red Wizards of Thay. You must possess at least 12 levels in wizard with access to the 6<sup>th</sup> level class ability of the arcane tradition of divination.*

*Unlike most of the other Thayan schools of magic, who have delved into the lost lore of*



the Empires of Raumathar, Narfell, and Imaskar, the diviners of Thay have always been fascinated with the lore of the lost empire of Jhaadmath. The Jhaamdathi Blade Lords used a version of mind magic which had a focus on prescient studies that is not inherently dissimilar to divinatory theories.

Increase your intelligence by 1, to a maximum of 20.

If you have learned either of them, you can cast the cantrips true strike and prescient defense (a new cantrip, see New Spells section) as a bonus action.

Due to your intense study of your ability to recover magical energy through your expert divination skill, you receive a bonus spell slot of your second highest spell level and third highest spell level (so if you're highest level spell slot is 7<sup>th</sup> level, you would receive a bonus 6<sup>th</sup> and 5<sup>th</sup> level spell slot).

The Red Wizard of Divination has learned to focus on Divination magic, and as a result, any Divination spell he casts adds +2 bonus to any spell save DC's related to that casting. In addition, The Red Wizard of Divination receives a +2 bonus on any saving throws he makes against Divination magic.

### Red Wizard of Enchantment

*Prerequisite - "Bloodcowl Apprentice" Feat. You must be currently in good relations with the Red Wizards of Thay. You must possess at least 12 levels in wizard with access to the 6<sup>th</sup> level class ability of the arcane tradition of enchantment.*

Your split enchantment ability becomes even more effective, in that if both targets fail their saves and a third target is within range, you may choose to attempt to affect this target as well.

When your charms end, if the targets would automatically know they had been affected by magic, the targets must make another saving throw in order to realize that they were enchanted.

Your use of the *Suggestion* spell does not require you to maintain concentration.

In addition, if the Red Wizard of Enchantment participates in a Thayan Greater Circle Magic ritual that day, he may lead the circle to harness metamagic points. It should be noted that a Red Wizard of Enchantment may only participate in a single Thayan Greater Circle Magic ritual per day (so if he does not lead his own circle, he will not gain the below benefits). The number of members of the circle (including the circle leader) may not exceed half the character level of the circle leader. The circle leader gains 1 circle magic point for each of his own



character levels, plus 1 point per additional member (so a 12<sup>th</sup> level circle leader with 6 apprentices would gain 18 metamagic points). These metamagic points may be spent in one of three ways.

First, the Red Wizard of Enchantment may spend 4 circle magic points and expend spell slots in order to cast any spell which charms or makes a suggestion to a creature and store it upon his person as a tattoo. As an action, the Red Wizard of Enchantment may activate the tattoo to cast the spell. These tattoos fade after 24 hours if not expended.

Second, the Red Wizard of Enchantment may spend 3 circle magic points to prepare an additional wizard spell from the school of Enchantment. No more than one extra spell of each spell level may be prepared via this process. This spell fades from his mind after 24 hours have passed, but may be prepared again.

As a third alternative, these circle magic points may be saved for the day by the Red Wizard of Enchantment, and anytime he casts a Enchantment spell, he may expend up to 1 point per casting to cast the spell as if he had used a spell slot one level higher, or 3 points to cast the spell as if he had used a spell slot two levels higher (so a dominate person spell cast with a 5<sup>th</sup> level spell slot and expending 3 metamagic points would be treated as though cast as an 7<sup>th</sup> level spell). The effective spell level of a spell so enhanced may not exceed 9<sup>th</sup> lvl, but may exceed the highest level spell slot that he can normally cast (so a caster whose normal highest level slot is 7<sup>th</sup> level may expend 3 points to cast a 6<sup>th</sup> level spell as if it were cast at 8<sup>th</sup> level).

The Red Wizard of Enchantment has learned to focus on Enchantment magic, and as a result, any Enchantment spell he casts adds +1 bonus to his spell attack and any spell save DC's related to that casting. In addition, The Red Wizard of Enchantment receives a +1 bonus on any saving throws he makes against Enchantment magic.

In addition, the character learns to initiate special rituals, named "Thayan Greater Circle Magic" and a "Thayan Battlefield Domination Circle", with other bloodcowls (see magic rituals below).

### Red Wizard of Evocation

*Prerequisite - "Bloodcowl Apprentice" Feat. You must be currently in good relations with the Red Wizards of Thay. You must possess at least 12 levels in wizard with access to the 6<sup>th</sup> level class ability of the arcane tradition of evocation.*

*The red wizards have long had a history of studying fire magic, in particular the evokers*



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*have delved into the studies of the warmages of ancient Raumathar. The evokers have also learned to focus on metamagically altering their spells on the fly through study of their spell sculpting ability.*

The Red Wizard of Evocation has studied fire magic so thoroughly that any spell that he casts using his own spell slots that does fire based damage adds and additional +1 to each die of damage (so a fireball doing 8d6 damage normally would do 8d6+8).

Whenever you use your sculpt spells class ability, for every 3 - 5ft x 5ft squares sculpted out, the caster may actually increase the area effect of his spell slightly to affect another 5 ft x 5 ft square which is directly adjacent but normally outside the spells area effect (as an example, a fireball spell has 3 squares sculpted out, but the user may add a single additional square that is 25 ft away from the center of the spell).

In addition, if the Red Wizard of Evocation participates in a Thayan Greater Circle Magic ritual that day, he may lead the circle to harness metamagic points. It should be noted that a Red Wizard of Evocation may only participate in a single Thayan Greater Circle Magic ritual per day (so if he does not lead his own circle, he will not gain the below benefits). The number of members of the circle (including the circle leader) may not exceed half the character level of the circle leader. The circle leader gains 1 circle magic point for each of his own character levels, plus 1 point per additional member (so a 12<sup>th</sup> level circle leader with 6 apprentices would gain 18 metamagic points). These metamagic points may be spent in one of three ways.

First, the Red Wizard of Evocation may spend 1 circle magic point in order to cast an evocation cantrip as a bonus action.

Second, the Red Wizard of Evocation may spend 3 circle magic points to prepare an additional wizard spell from the school of Evocation. No more than one extra spell of each spell level may be prepared via this process. This spell fades from his mind after 24 hours have passed, but may be prepared again.

As a third alternative, these circle magic points may be saved for the day by the Red Wizard of Evocation, and anytime he casts a Evocation spell, he may expend up to 1 point per casting to cast the spell as if he had used a spell slot one level higher, or 3 points to cast the spell as if he had used a spell slot two levels higher (so a dominate person spell cast with a 5<sup>th</sup> level spell slot and expending 3 metamagic points would be treated as though cast as an 7<sup>th</sup> level spell). The effective spell level of a spell so enhanced may not exceed 9<sup>th</sup> lvl, but may exceed the highest level spell slot that he can normally cast (so a caster whose normal highest level slot



is 7<sup>th</sup> level may expend 3 points to cast a 6<sup>th</sup> level spell as if it were cast at 8<sup>th</sup> level).

The Red Wizard of Evocation has learned to focus on Evocation magic, and as a result, any Evocation spell he casts adds +1 bonus to his spell attack and any spell save DC's related to that casting. In addition, The Red Wizard of Evocation receives a +1 bonus on any saving throws he makes against Evocation magic.

In addition, the character learns to initiate special rituals, named "Thayan Greater Circle Magic" and a "Thayan Battlemagery Circle", with other bloodcows (see magic rituals below).

### Red Wizard of Illusion

*Prerequisite - "Bloodcowl Apprentice" Feat. You must be currently in good relations with the Red Wizards of Thay. You must possess at least 12 levels in wizard with access to the 6<sup>th</sup> level class ability of the arcane tradition of illusion.*

The Red Wizard of Illusion does not need to maintain concentration on *invisibility* or greater invisibility spells. The Red Wizard of Illusion's studies into his *illusory self* class ability have also improved his understanding of the mirror image spell. As a result, any casting of *mirror image* automatically is created with an additional image (if you have 4 duplicates, you must roll a 5 or higher to change the target's attack to a duplicate). Also, if cast at 4th level or higher, *mirror image* may be cast on an extra individual within 10 feet (or 2 individuals at 6th lvl, or 3 individuals at 8th level). In addition, The Red Wizard of Illusion may cast *mirror image* as a bonus action, but once this feature is used, you cannot use it again until you finish a short or long rest.

In addition, if the Red Wizard of Illusion participates in a Thayan Greater Circle Magic ritual that day, he may lead the circle to harness metamagic points. It should be noted that a Red Wizard of Illusion may only participate in a single Thayan Greater Circle Magic ritual per day (so if he does not lead his own circle, he will not gain the below benefits). The number of members of the circle (including the circle leader) may not exceed half the character level of the circle leader. The circle leader gains 1 circle magic point for each of his own character levels, plus 1 point per additional member (so a 12<sup>th</sup> level circle leader with 6 apprentices would gain 18 metamagic points). These metamagic points may be spent in one of four ways.

First, the Red Wizard of Illusion may spend 3 circle magic points to store a self only *invisibility* spell or 6 circle magic points to store a self only *greater invisibility* spell upon his person as a tattoo without expending a spell slot. As an action, the Red Wizard of Illusion may activate the tattoo to cast the spell. These tattoos fade after 24 hours if not expended.



THESE ARE THE EFFECTS OF THE SPELLS FOR THE RED WIZARD  
 1. THE RED WIZARD OF ILLUSION MAY SPEND 3 CIRCLE MAGIC POINTS TO PREPARE AN

additional wizard spell from the school of Illusion. No more than one extra spell of each spell level may be prepared via this process. This spell fades from his mind after 24 hours have passed, but may be prepared again.

As a third alternative, these circle magic points may be saved for the day by the Red Wizard of Evocation, and anytime he casts an Illusion spell, he may expend up to 1 point per casting to cast the spell as if he had used a spell slot one level higher, or 3 points to cast the spell as if he had used a spell slot two levels higher (so an phantasmal killer spell cast with a 5<sup>th</sup> level spell slot and expending 3 metamagic points would be treated as though cast as an 7<sup>th</sup> level spell). The effective spell level of a spell so enhanced may not exceed 9<sup>th</sup> lvl, but may exceed the highest level spell slot that he can normally cast (so a caster whose normal highest level slot is 7<sup>th</sup> level may expend 3 points to cast a 6<sup>th</sup> level spell as if it were cast at 8<sup>th</sup> level).

As a final alternative, the Red Wizard of Illusion may spend 10 of the circle magic points AND a 6th level spell slot to cast a temporary *lesser simulacrum* spell. This can only be done while the Thayan Greater Circle Magic ritual is still in action, and does not require the 1500 gp powdered ruby component. This simulacrum may ONLY be of the Red Wizard of Illusion casting the Thayan Greater Circle Magic spell. This *lesser simulacrum* may not be healed or repaired via any process. This *lesser simulacrum* also only has spells slots and spells prepared as a wizard of half the Red Wizard of Illusion's wizard level. This *lesser simulacrum* does not interfere with castings of the actual *simulacrum* spell, but this ability can only be used to create one *lesser simulacrum*.

The Red Wizard of Illusion has learned to focus on Illusion magic, and as a result, any Illusion spell he casts adds +1 bonus to his spell attack and any spell save DC's related to that casting. In addition, The Red Wizard of Illusion receives a +1 bonus on any saving throws he makes against Illusion magic.

In addition, the character learns to initiate special rituals, named "Thayan Greater Circle Magic" and a "Thayan Battlefield Illusory Defense Circle", with other bloodcows (see magic rituals below).

### Red Wizard of Necromancy

*Prerequisite - "Bloodcowl Apprentice" Feat. You must be currently in good relations with the Red Wizards of Thay. You must possess at least 12 levels in wizard with access to the 6<sup>th</sup> level class ability of the arcane tradition of necromancy.*



THESE ARE THE SPELLS OF THE RED WIZARD OF NECROMANCY  
 AND THEY ARE THE MOST POWERFUL OF ALL

From the Theocracy of Eltabranar, the Cults of Orcus in Narfell, the ancient Imaskari, the Theurgist Adepts, the Mulhorandi necromancers of Pholzubbalt, the ancient necromancer kings of the Isle of Sahu, the exiled Halruaan wizards who were the original "red wizards", the drow of Vrasl in the segmented city of Undrek'Thoz, and countless other sources, the red wizards have long had a history of studying death magic from many different cultures. The worship of death deities of one sort or another has long held special import in Thay, especially since the original source of insurrection that sparked Thay's founding was in no small part due to a prohibition by the Mulhorandi God-Kings against studying necromantic magic. With Szass Tam as one of the most well known necromancers in the world, and the exiled red wizard, Velsharoon the Vaunted, actually having become the lord of necromantic magic... there is little doubt that the necromancers of Thay are some of the most versed necromancers that the world of Toril has ever seen.

The Red Wizard of Necromancy has studied death magic so thoroughly that any spell that he casts using his own spell slots that does necrotic based damage adds and additional +1 to each die of damage (so a circle of death doing 8d6 damage normally would do 8d6+8).

Whenever you cast *Create Undead* or *Animate Dead*, treat the spell as if it were cast using a spell slot 1 level higher than the actual spell slot used. When using *Animate Dead*, the Red Wizard of Necromancy may choose to animate a large undead skeleton or zombie of CR 2 or less if it is available, at the expense of the loss of one zombie and/or skeleton from the total number he would animate. In addition, create undead can be used to control shadows (same numbers as if they were ghouls), specters (same numbers as if they were ghosts/wights), or poltergeists, or will-o'-wisps (same numbers as if they were mummies).

In addition, if the Red Wizard of Necromancy participates in a Thayan Greater Circle Magic ritual that day, he may lead the circle to harness metamagic points. It should be noted that a Red Wizard of Necromancy may only participate in a single Thayan Greater Circle Magic ritual per day (so if he does not lead his own circle, he will not gain the below benefits). The number of members of the circle (including the circle leader) may not exceed half the character level of the circle leader. The circle leader gains 1 circle magic point for each of his own character levels, plus 1 point per additional member (so a 12<sup>th</sup> level circle leader with 6 apprentices would gain 18 metamagic points). These metamagic points may be spent in one of three ways.

First, the Red Wizard of Necromancy may spend 1 circle magic point in order to cast an Necromancy cantrip as a bonus action.

Second, the Red Wizard of Necromancy may spend 3 circle magic points to prepare an



additional wizard spell from the school of Necromancy. No more than one extra spell of each spell level may be prepared via this process. This spell fades from his mind after 24 hours have passed, but may be prepared again.

As a third alternative, these circle magic points may be saved for the day by the Red Wizard of Necromancy, and anytime he casts a Necromancy spell, he may expend up to 1 point per casting to cast the spell as if he had used a spell slot one level higher, or 3 points to cast the spell as if he had used a spell slot two levels higher (so a blight spell cast with a 5<sup>th</sup> level spell slot and expending 3 metamagic points would be treated as though cast as an 7<sup>th</sup> level spell). The effective spell level of a spell so enhanced may not exceed 9<sup>th</sup> lvl, but may exceed the highest level spell slot that he can normally cast (so a caster whose normal highest level slot is 7<sup>th</sup> level may expend 3 points to cast a 6<sup>th</sup> level spell as if it were cast at 8<sup>th</sup> level).

The Red Wizard of Necromancy has learned to focus on Necromancy magic, and as a result, any Necromancy spell he casts adds +1 bonus to his spell attack and any spell save DC's related to that casting. In addition, The Red Wizard of Necromancy receives a +1 bonus on any saving throws he makes against Necromancy magic.

In addition, the character learns to initiate special rituals, named "Thayan Greater Circle Magic" and a "Thayan Undead Horde Command Circle", with other bloodcows (see magic rituals below).

### Red Wizard of Transmutation

*Prerequisite - "Bloodcowl Apprentice" Feat. You must be currently in good relations with the Red Wizards of Thay. You must possess at least 12 levels in wizard with access to the 6<sup>th</sup> level class ability of the arcane tradition of transmutation.*

Red Wizards of transmutation have learned to adapt some spells to their own spell lists. Specifically they add the *Enhance Ability* and *Heat Metal* spells. They have also learned how to better utilize some of these spells. For instance, the *enhance ability* spell is added to their spell list, but it no longer requires concentration and has its duration doubled, but it has become a self only casting.

In addition, if the Red Wizard of transmutation participates in a Thayan Greater Circle Magic ritual that day, he may lead the circle to harness metamagic points. It should be noted that a Red Wizard of transmutation may only participate in a single Thayan Greater Circle Magic ritual per day (so if he does not lead his own circle, he will not gain the below benefits). The



number of members of the circle (including the circle leader) may not exceed half the character level of the circle leader. The circle leader gains 1 circle magic point for each of his own character levels, plus 1 point per additional member (so a 12<sup>th</sup> level circle leader with 6 apprentices would gain 18 metamagic points). These metamagic points may be spent in one of four ways.

First, as a bonus action, the Red Wizard of transmutation may spend 4 circle magic points to activate a single round effect version of the *haste* (with no adverse effects when the effect ends) or *fly* spell without expending a spell slot.

Second, the Red Wizard of transmutation may spend 3 circle magic points to prepare an additional wizard spell from the school of transmutation. No more than one extra spell of each spell level may be prepared via this process. This spell fades from his mind after 24 hours have passed, but may be prepared again.

As a third alternative, these circle magic points may be saved for the day by the Red Wizard of Evocation, and anytime he casts an transmutation spell, he may expend up to 1 point per casting to cast the spell as if he had used a spell slot one level higher, or 3 points to cast the spell as if he had used a spell slot two levels higher (so an phantasmal killer spell cast with a 5<sup>th</sup> level spell slot and expending 3 metamagic points would be treated as though cast as an 7<sup>th</sup> level spell). The effective spell level of a spell so enhanced may not exceed 9<sup>th</sup> lvl, but may exceed the highest level spell slot that he can normally cast (so a caster whose normal highest level slot is 7<sup>th</sup> level may expend 3 points to cast a 6<sup>th</sup> level spell as if it were cast at 8<sup>th</sup> level).

Finally, a Red Wizard of transmutation may expend 8 circle magic points to add an additional ability to their Transmuter's Stone. This bonus is set for the day and may not be altered once added. After 24 hours, it fades. This ability may be chosen from the following:

- *water breathing*, as the spell but on the Red Wizard of Transmutation only.
- Resistance to poison or necrotic damage (your choice whenever you choose this benefit)
- a +1 bonus to AC due to enhanced reflexes (does not apply in heavy armor, and does not stack with *haste* or similar effects)
- a +1 bonus to a Saving Throw Type (type chosen when this ability is picked)
- a +2 bonus to spell damage with cantrips dealing acid or poison damage



- *feather fall* effect occurs any time you fall

The Red Wizard of transmutation has learned to focus on transmutation magic, and as a result, any transmutation spell he casts adds +1 bonus to his spell attack and any spell save DC's related to that casting. In addition, The Red Wizard of transmutation receives a +1 bonus on any saving throws he makes against transmutation magic.

In addition, the character learns to initiate special rituals, named "Thayan Greater Circle Magic" and "Thayan Transformative Enhancement Circle", with other bloodcows (see magic rituals below).

### Retributive Aura

*Prerequisites - warcaster feat, at least one cantrip with a damaging effect*

*The spellcasters of ancient Raumathar were known to heavily use this little known tactic, but it is rumored that they learned of its mysteries from ancient scrolls found in an old reptilian city beneath the Priador.*

When you cast a cantrip that as part of its spell description does instantaneous direct damage of an elemental type (acid, cold, fire, lightning, or thunder) or piercing, slashing, bludgeoning, force, necrotic, or radiant damage, until your next turn, if you are hit by a melee attack by someone within 5 feet, then the effects of the previously cast cantrip are visited upon the attacker. Also, as an alternative, if you use your action to cast a cantrip that fits this criteria, but do not actually use said cantrip on a target (essentially no effects of the cantrip are visited upon anything) then you may surround yourself with a similar retributive aura for the next 3 rounds. Multiple retributive auras do not stack, and therefore the next time the character casts a damaging cantrip, the existing retributive aura is automatically replaced (note, this may cancel out one that you had setup to go for three rounds).

### Secondary Arcane Tradition

*Prerequisite - at least four levels in wizard*

Through extensive study, you learn a secondary arcane tradition. This tradition must be one of the eight standard arcane traditions (i.e. The Schools of Magic). However, you are not as effective with this arcane tradition as you are with your primary arcane tradition. As a result, you only gain the 2<sup>nd</sup> and 6<sup>th</sup> level abilities provided by that arcane tradition (and only once obtaining those levels in the wizard class).

### Secondary Arcane Tradition Mastery



*Prerequisite – Secondary Arcane Tradition Feat*

Through extensive study, you fully learn a secondary arcane tradition. As a result, you gain access to all the abilities of this arcane tradition as if it were your primary arcane tradition.

Secondary Divine Domain

*Prerequisite - at least four levels in cleric*

Through extensive piety, you learn the basic powers of a secondary divine domain, so long as it is one which your god would normally provide (for instance, a god of murder would not typically give out the knowledge domain). However, you are not as effective with this divine domain as you are with your primary divine domain. As a result, you only gain the 1<sup>st</sup>, 2<sup>nd</sup>, and 6<sup>th</sup> level abilities of the divine domain and access to the domain spells (and only once obtaining those levels in the cleric class).

Secondary Divine Domain Mastery

*Prerequisite – Secondary Divine Domain Feat*

Through extensive piety, you fully learn the basic powers of a secondary divine domain, so long as it is one which your god would normally provide (for instance, a god of murder would not typically give out the knowledge domain). As a result, you gain access to all the abilities of this divine domain.

Secondary Otherworldly Patron

*Prerequisite - at least four levels in warlock*

Through extensive study into pact based magics, you attract the attention of a secondary otherworldly patron. Initially, they are less likely to grant you power until you prove your loyalty to them. As a result, you are not as effective with this otherworldly patron as you are with your primary otherworldly patron. As a result, you only gain the 1<sup>st</sup> and 6<sup>th</sup> level abilities and expanded spell list provided by that otherworldly patron (and only once obtaining those levels in the warlock class).

Secondary Otherworldly Patron Mastery

*Prerequisite – Secondary Otherworldly Patron Feat*



THESE ARE THE EFFECTS OF THE PATRON BOON FOR THE SECOND BOON  
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Through extensive study into pact based magics, you further prove your loyalty to a secondary otherworldly patron. As a result, this otherworldly Patron grants you all the abilities provided by that otherworldly patron as if it were your primary Patron.

### Secondary Pact Boon

*Prerequisite: 5th level in the warlock class*

You have gained mastery at negotiations with your patron and it has granted you additional boons. You gain the benefits of a second pact boon (chosen from pact of the chain, blade, or tome). You may use this pact boon to qualify for eldritch invocations. You also gain an additional eldritch invocation that the character qualifies for which has a prerequisite of that pact boon.

### Seer's Unarmored Defense

*Prerequisite: School of Divination arcane tradition*

You have developed natural precognitive senses that aid you in combat. This ability is similar to the unarmored defense feature of the barbarian and monk, and it does not stack with them. Nor does it stack with other spells or abilities such as mage armor that set your base AC. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Intelligence modifier + your dexterity modifier. In addition, you may use your Intelligence modifier instead of your Dexterity modifier for Dexterity saving throws.

### Song Mage

*Prerequisite: Bard College (College of Lore) class ability, , at least 1 level spent in either the sorcerer or wizard class*

Found primarily in communities which welcome both Colleges of Bardic Arts and Schools for Arcane Spellcasters, such as Silverymoon, Waterdeep, and Evereska, Song Mages come from a tendency of these spellcasters to try and find a harmonious blending of these two types of magic.

The character's understanding of multiple reality altering magics allows them to improve their ability to prepare higher level spells. The exact mechanics of this depend on how many class levels of difference separate their bard and their wizard or sorcerer level (if they have both, they must pick which this feat will apply to). If four or more levels separates the two classes,



then the lesser of the two classes is treated as though it were four levels higher in relation to its "spells known or prepared" (this does not affect the number of spell slots available). If three levels separate the two, then three levels are added to the lesser and one to the greater. If two levels or less separate the two classes, then both classes are treated as though they were two levels higher in relation to its "spells known or prepared". This number changes as the character levels and changes this difference between his bard and their wizard or sorcerer classes. Thus, a bard 4/wizard 4 would prepare spells as a 6<sup>th</sup> lvl bard and as a 6<sup>th</sup> lvl wizard, but if he went on to become a bard 4/wizard 7 then it would be preparing spells as a 7<sup>th</sup> lvl bard and an 8<sup>th</sup> lvl wizard, and bard 4/wizard 8 would be preparing spells as an 8<sup>th</sup> lvl bard and an 8<sup>th</sup> lvl wizard. Similarly, a bard 3/wizard 9 would be preparing spells as a 7<sup>th</sup> lvl bard and a 9<sup>th</sup> lvl wizard, but such a character would be losing his 4<sup>th</sup> lvl bard ability increase/feat.

In addition, the character learns the prestidigitation cantrip and has the below spells prepared and/or known in each class that can prepare spells of that level, even if that spell isn't normally on their spell list.

1<sup>st</sup> level – Healing Word, Heroism

2<sup>nd</sup> level – Suggestion

3<sup>rd</sup> level – Tongues

### Sorcerer Supreme

*Prerequisite: 5<sup>th</sup> level Sorcerer*

You gain an additional sorcery point for every 4 levels spent in the sorcerer class. In addition, once per day you may regain half of all spent sorcery points when you finish a short rest (so that if you have a normal max of 18, and you spend 12, after a short rest you may regain 6, putting your total at that time to 12). After any additional short rests in which you do not activate this ability you simply regain 2 sorcery points. In addition, you gain an additional spell known of each level 1st through 5th whenever you gain the ability to cast spells of those levels. You also gain an additional Metamagic option. Finally, if you know the firebolt cantrip, you may change its damage type to cold or lightning at will.

### Spell Focus (school of magic)

*Prerequisite: spellcasting ability*

When this feat is taken, the spellcaster must choose a school of magic from the eight standard schools of magic (abjuration, conjuration, divination, enchantment, evocation, illusion,



necromancy, transmutation) to which this feat will apply. The character gains a +2 bonus to spell attack and spell save DC's for spells cast by them using their spell slots for spells from this chosen school of magic. This feat may be taken multiple times, but each new time must apply to a new school of magic. However, taking this feat additional times also serves to improve the bonus by +1 for both schools of magic to a total bonus of +3. No more than two schools of magic may be focused upon.

### Stormborn Acolyte

Prerequisite: requires Sorcerous Origin: Storm Sorcery and EITHER Divine Domain: Tempest OR Circle of the Storm class feature from druid. The character must have spell slots of at least 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> level.

You serve a deity whose focus is on the raw power of storms (whether it be hurricanes, tornados, blizzards, etc...) while you have a natural affinity for such magic as a sorcerer, and you seek to improve your spellcasting in both fields. As a result, you are able to prepare higher level spells.

The character's understanding of natural and arcane arts allows them to improve their ability to prepare higher level spells. The exact mechanics of this depend on how many class levels of difference separate their druid or cleric levels and their sorcerer levels (whichever of the two is the lowest if the character has levels in both druid and cleric, or chosen by the character if they are equal). If four or more levels separates the two classes, then the lesser of the two classes is treated as though it were four levels higher in relation to its "spells known or prepared" (this does not affect the number of spell slots available). If three levels separate the two, then three levels are added to the lesser and one to the greater. If two levels or less separate the two classes, then both classes are treated as though they were two levels higher in relation to its "spells known or prepared". This number changes as the character levels and changes this difference between his cleric and other arcane classes. Thus, a druid 4/sorcerer 4 would prepare spells as a 6<sup>th</sup> lvl druid and have spells known as a 6<sup>th</sup> lvl sorcerer, but if he went on to become a druid 4/wizard 7 then it would be preparing spells as a 7<sup>th</sup> lvl druid and have spells known as an 8<sup>th</sup> lvl sorcerer, and druid 4/ sorcerer 8 would be preparing spells as an 8<sup>th</sup> lvl druid and have spells known as an 8<sup>th</sup> lvl sorcerer. Similarly, a druid 2/wizard 10 would be preparing spells as a 6<sup>th</sup> lvl druid and have spells known as a 10<sup>th</sup> lvl sorcerer, but such a character would be losing his 4<sup>th</sup> lvl druid ability increase/feat.

In addition, the character learns to enhance his ability to cause elemental damage with spells, adding his spellcasting modifier as bonus damage corresponding to the elemental damage type of a spell he casts using one of his spell slots of 1<sup>st</sup> level or higher (so a spell that



does cold damage would add his spellcasting modifier worth of additional cold damage).

## Theurgist Adept

*Prerequisite: The character must be at least 8<sup>th</sup> level, know at least two eldritch invocations, and multiclassed in the warlock class (with Otherworldly Patron of The Fiend, The Old Ones, The Undying Ones, or The Occultist Binder) and either the sorcerer or the wizard class.*

Long ago, in the great Empire of Mulhorand, the Theurgist Adept Thayd and his arcane disciples rose up against the God-Kings. It is said that they studied strange rituals to bind their bodies with spirits beyond this realm in ways that are now lost. Ultimately their rebellion was crushed, but knowledge of their study of forbidden magics lasted beyond their deaths. Many of their methods have been re-applied to other studies down through history, particularly by those who deal in pact based magics.

The character's understanding of multiple arcana allows them to improve their casting ability. The exact mechanics of this depend on how many class levels of difference separate their warlock and their wizard or sorcerer levels. If four or more levels separates the two classes, then the lesser of the two classes is treated as though it were four levels higher in relation to either its slot level in regards to pact magic (if warlock) OR "spells known or prepared" and "spell slots" (for either the wizard or sorcerer levels possessed, but not both). If three levels separate the two, then three levels are added to the lesser and one to the greater. If two levels or less separate the two classes, then both classes are treated as though they were two levels higher in relation to its pact magic ability AND its "spells known or prepared" and "spell slots" (for either the wizard or sorcerer levels possessed, but not both). This number changes as the character levels and changes this difference between his warlock and other arcane classes. Thus, a warlock 4/wizard 4 would use pact magic as a 6<sup>th</sup> lvl warlock and spellcasting as a 6<sup>th</sup> lvl wizard, but if he went on to become a warlock 4/wizard 7 then it would be pact magic as a 7<sup>th</sup> lvl warlock and spellcasting as an 8<sup>th</sup> lvl wizard, and warlock 4/wizard 8 would be pact magic as a 8<sup>th</sup> lvl warlock and spellcasting as an 8<sup>th</sup> lvl wizard.

In addition, the character learns the prestidigitation cantrip and has the below spells prepared and/or known in each class that can prepare spells of that level, even if that spell isn't normally on their spell list.

- 1<sup>st</sup> level – Hex, Tasha's Hideous Laughter
- 2<sup>nd</sup> level – crown of madness
- 3<sup>rd</sup> level – Hunger of Hadar



### Thirsting Vampiric Blade

*Prerequisite: Thirsting Blade Eldritch Invocation, Lifedrinker Eldritch Invocation, 12th level warlock*

*Your pact weapon draws the life force from an enemy and fills you with it.*

Whenever your pact weapon deals necrotic damage via the Lifedrinker Eldritch Invocation, you regain one lost hit point. No more than 10 lost hit points may be restored within an hour.

### Transmuter's Vigorous Transformation

*Prerequisite: School of Transmutation arcane tradition. Wizard level 4th.*

Your practice with transformation magics on yourself have allowed you to enhance your physical characteristics temporarily. You can expend a 2nd level spell slot to grant yourself a +2 bonus to either Strength, Dexterity, or Constitution for up to 8 hours. Maintaining this effect requires concentration. At Wizard level 8, you can use a 4th level spell slot to increase this bonus to +4. At Wizard level 12, you can use a 6th level spell slot to apply this +4 bonus to two ability scores instead of one, or you may instead provide only a +2 bonus to the ability scores but you no longer need to maintain concentration. At Wizard level 16, when you use a 6th level spell slot you apply this bonus to all three ability scores, or you may instead provide only a +2 bonus to the ability scores but you no longer need to maintain concentration.

### Ultimate Arcane Trickster

*Prerequisite – warcaster feat, You must have at least three levels in rogue class with the Arcane Trickster Archetype chosen, at least two levels in wizard with the arcane tradition of either the School of Enchantment or School of Illusion*

The character retains all cantrips known from both the wizard and rogue (Arcane Trickster Archetype) classes. However, all spells known as an Arcane Trickster are lost. In replacement, the "spells known and prepared" and "spell slots" for the character are treated as if the character were a wizard of a level equal to the character's class level in wizard + 1 + 1/3 <the character's class level in rogue ( Arcane Trickster archetype) (rounded down)> . For example, a character with 6 levels of wizard and 7 levels of rogue ( Arcane Trickster archetype)



would have spells prepared and spell slots available as if he were a 9th level wizard (6 + 1 + 2). If the character were to multiclass with any other spellcasting class, he would still prepare spells as a 9th lvl wizard, but his spell slots would be adjusted as though he were a 9th lvl wizard multiclassing with another class.

Also, once per day per six character levels, the character may cast a spell without having to use either the verbal or somatic spell component.

### Warlock's Familiar

*Prerequisite – Pact of the Chain Pact Boon*

Any familiar you summon has hit points equal to half of your own. Your familiar is able to access your knowledge of pact magic in order to cast cantrips that you know from the warlock class spell list, even being able to attack using them. The familiar always casts the cantrips as if it were a 1st level warlock, and it uses its own spell attack and spell save DC's. However, it does get to add your proficiency bonus to these spell attack and spell save DC's. In addition, your familiar gains a +2 bonus to its Charisma. Your familiar may also learn the use of a single eldritch invocation that its caster knows, though it must be one that has no prerequisites. Your familiar can use this feature separately from its master's own actions, though it cannot use this feature if you forbid it.

### Weave Greater Mantle

*Prerequisite – Weave Minor Mantle Feat, A 6<sup>th</sup> level spell slot gained via the spellcasting class feature*

This mantle works just like the minor mantle, except as follows. You may alter the casting of up to five spells instead of two. The total of all spell levels modified may not exceed the highest castable spell level x 3. Up to three of these spells MAY be based upon a contingent effect as described in Weave Minor Mantle, and any beyond that number may only be released via bonus action. Only one contingent effect may be released at a time, and if something occurs which would cause two or more to release, randomly determine which comes into effect and which are simply lost. It should be specified which spells are set to which way. There is no limit to the number of concentration based spells that can be woven into the mantle, but the creator is limited to how many spells he can concentrate on and keep active if a spell becomes active. The spells to be cast into the mantle must all be done in one session, and no new spells may be added unless the previous mantle is dropped. The spells in the mantle last up to a week before the mantle fades. It should be noted that for each spell cast into the Mantle, the character must expend a hit die, which may not be renewed until the mantle is reformed (even if



the character takes a long rest between forming the mantle).

Also, whenever you are exposed to an area of dead magic or similar effect such as an Anti-magic Field (and said effect is not of your own creation), you may expend a hit die in order to keep your contact with the weave for a round. This allows you to cast spells on yourself, continue effects that are already cast upon your person, or use magic items upon yourself. You may also cast touch based effects upon other individuals if you physically touch them, but said effects will only work so long as you continue touching them (so for instance, an instantaneous damage spell or a teleport effect).

### Weave Minor Mantle

*Prerequisite – at least 8 levels in a class with the Spellcasting Class Feature. 1<sup>st</sup> through 4<sup>th</sup> level spell slots.*

You may alter the casting of two spells using your spell slots per day, so long as the spells have a casting time of one action (or less). You must cast the spells, but the effects of the spell do not occur until later. One of these spells can then later be released as a bonus action any time that you like. You may also setup the second spell in this manner OR you may setup the spell to be cast as a reaction to a very simplistic and easily recognizable type of contingent effect (such as “if I’m attacked by a weapon” or “if magic is cast upon me by someone else”). This contingent effect cannot understand creature types (so it couldn’t react to an undead or a dragon), nor can it recognize individuals, but it can understand basic elemental energy types (acid, cold, fire, lightning, thunder), specific schools of magic effecting the creator, and the death or damage of the creator. The total of all spell levels modified may not exceed the highest castable spell level x 1.5 (rounded up, so a person whose highest castable spell level is 5<sup>th</sup> level spells could have  $5 \times 1.5 = 7.5$  or 8 total spell levels of spells that can be added into the mantle... so a 5<sup>th</sup> level and a 3<sup>rd</sup> level, or two 4<sup>th</sup> level, etc...). No more than one spell requiring concentration may be placed within the mantle, and if the caster releases it while already having a spell requiring concentration then the earlier cast spell is removed (unless the character has the means to concentrate on more than one spell). The spells in the Mantle last only 24 hours and thus must be renewed daily. Once a spell is used, the Mantle slot cannot be refilled until the initial 24 hours has passed. For each spell cast into the Mantle, the character must expend a hit die, which may not be renewed until the mantle is reformed.



# New Backgrounds

## Red Wizard Apprentice

You are a human of Mulan (or rarely Rashemi) heritage and have been apprenticed to an elite group of wizards known Faerun-wide. One hundred years ago, you would have been found only amongst the country of Thay. However, since the Thayan Civil War forced many red wizards to retreat to enclaves across the continent, you might have been raised at any of a number of large cities found throughout Faerun.

NOTE: this background is primarily only available to humans of Mulan ethnicity (though DM's may adjudicate some outsiders being allowed over the past century). It is definitely only available to wizards. This background is required to take the Bloodcowl Apprentice feat.

**Skill Proficiencies:** Arcana, Insight

**Languages:** Choose two from among Imaskari, Rashemi, Infernal, Abyssal, Primordial, and Draconic. Plus you gain the Mulan language.

**Equipment:** a bottle of black ink, a quill, a red robe; a spellbook; an arcane focus; an artisan's tool kit (matching the above choice); and a belt pouch containing 10 gp

## Feature: Thayan School Membership

As an apprentice within one of the Red Wizard schools of magic, you can rely on certain benefits that this membership provides. Slaves dedicated to the school will be provided to ensure that your residence is kept organized, cook for you, and do other mundane tasks considered beneath an apprentice red wizard. In addition, your fellow wizards will share their libraries of captured spellbooks, history texts, planar treatises, for nominal fees and/or free.

Your school may wield political power (depending on where you are located). If you are accused of a crime, the leaders within your school will support you if a good case can be made for your innocence (even if the evidence for such must be falsified) or the crime is justifiable (under Thayan law that is). You can also gain access to consumable magic items (scrolls, potions, etc...) at a favorable rate, and even have access to powerful wizards who can aid your rise to power (that is of course if you keep yourself in their



good graces by serving their agenda).

You will be required to serve the school in return. A portion of your time will be required scribing scrolls, creating potions, and serving in magical circle rituals.

#### D8 Personality Trait

- 1 I am absolutely enthralled by fire.
- 2 I don't see why everyone is so unnerved by skeletons. They're perfectly clean creations and serve without question.
- 3 Thank god for slaves. Some people were just born and bred to serve their betters.
- 4 Other humans are detestable and smelly. They let their hair grow EVERYWHERE... its just disgusting.
- 5 If you do me an injury, I will crush you, ruin your name, and leave you for dead.
- 6 There's nothing I like more than a good mystery to solve, especially if it involves magic.
- 7 I am horribly awkward in social situations.
- 8 I'm convinced that people are always trying to steal my secrets

#### d6 Ideal

- 1 **Racial Superiority.** I understand that the Mulan people are inherently superior to any other race, and they should be treated with the respect that they deserve. (evil)
- 2 **Power Hungry.** I will one day wield the power necessary to make my enemies cower before me. (evil)
- 3 **Logic.** Emotions must not cloud our logical thinking (Law)
- 4 **Alavairthae.** True Skill is learned through hard work, a keen mind, and the ability to anticipate your opponent's moves. (any)
- 5 **Freedom in Research.** There should be no bounds placed upon our magical research. This was after all a major tenet in the foundation of our society (Chaotic)
- 6 **Self-Improvement.** The goal of a life of study is the betterment of oneself. (any)

#### d6 Bond

- 1 My red wizard brethren and I must recover our homeland from the darkness that has corrupted it.
- 2 We must be unwavering when it comes to punishing our slaves, or else we will face open revolt.
- 3 It is only through magical cooperation that acts of great power are accomplished, and thus we must work together to improve our lot where we now find ourselves.
- 4 I come from a long line of Daerons and Daeronnesses ruling over my people, and I must find a way to secure my noble heritage for myself and my future offspring.
- 5 I am in love with a man/woman whose ethnicity, race, or undead nature would shame my family line.



6 I have secretly been working for a foreign power, and I cannot let my brethren learn of my duplicitous nature.

**d6 Flaw**

- 1 I let my need for vengeance override my intellect.
- 2 I have a fetish for women with <insert desirable traits... long hair, shaven tattooed head, skinny, large breasted, etc...>. I can't help myself when one of them asks me for my aid.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 4 I overlook obvious solutions in favor of complicated ones.
- 5 I spend too much time with the walking dead and not enough time around living people.
- 6 I openly believe that things would be better if I were a tyrant lording over the land.

Vremyonni Apprentice

The Wychlaran of Rashemen check all children, male and female, for magical capability. Those found capable are taken away. Some males do pursue a priestly or druidic goal, but most are instead encouraged to choose the path of a ranger or paladin taking the Oath of the Ancients in service to Khelliara. However, in the case of males who show capability with arcane power, they are never seen again. Outsiders have many theories about this strange fact, some or all of which may be true. Some folk whisper that the male children are offered up in sacrifice to the land to keep its magic strong. Others believe that the males are magically transformed into females. Still others whisper that there is a secret sect of mages whose purpose is to serve the Wychlaran as magical craftsmen. Those who whisper this last are often heard to whisper the term Vremyonni, or “Old One” in old Raumathari.

While the wychlaran serve Rashemen as judges, rulers, priests, and warriors, men with spellcasting ability are segregated from their kin as *vremyonni*, or “Old Ones.” These men must secret themselves among the hidden village and cavern strongholds of the *vremyonni*, or they must leave Rashemen. To refuse this command is death. Most Old Ones accept this as the way of things and do not begrudge their seclusion. In their hidden refuges, they become expert weaponsmiths and item-crafters, working with the spirits of Rashemen to create powerful Telthor Spirit Constructs in defense of the land. On very rare occasions, when Rashemen faces the direst threats, *vremyonni* take the field and march to war alongside the wychlaran. Masked like their hathran sisters, each binds



himself to a hathran with a short length of silken cord, and the paired spellcasters work as deadly teams.

NOTE: This background requires the character to be either a sorcerer or wizard, as only individuals shown to already have arcane magic potential are accepted amongst the Vremyonni of Rashemen. The character also must have grown up in Rashemen and be a male. It should be noted that this background does not require the character to choose the new arcane tradition of Vremyonni, but simply allows them to do so if they choose. Many Vremyonni Apprentices go on to be any of the other arcane traditions (particularly evokers) or even Raumathari Battlemages. Many vremyonni apprentices also find this life too harsh, and as a result they leave their country of birth on a dajemma trip when they come of age.

**Skill Proficiencies:** Arcana, History

**Tools:** One type of Artisan's Tools

**Languages:** Choose one from among Sylvan, Primordial, and Draconic. Plus you gain the Rashemi language.

**Equipment:** a simple hand carved and grey-painted wooden face mask (which can serve as an arcane focus, these masks also usually have some simple decoration to allow Vremyonni to recognize individuals within their order); a bottle of black ink, a quill, a black robe; a book (typically a history book or treatise on magic); a quarterstaff made from the body of a treant, dryad, wood wose, or volodni that died sacrificing themselves for Rashemen; an artisan's tool kit (matching the above choice); and a belt pouch containing 10 gp

### Feature: Familiar Construct

The Vremyonni have studied much of the lost lore of ancient Raumathar, particularly the later eras of the empire in which they began to experiment with construct creation. The Raumathari were masters of elemental (particularly earth, metal, and fire magics) and fey based magics involving the telthor spirits that inhabited their homeland. One important discovery they learned was how to bind a telthor spirit to a simple construct made from the body of a dead elemental or fey being (including plant beings), such that they could animate the construct without being destroyed if the construct is destroyed.

Whenever the Vremyonni Apprentice casts the spell find familiar, the spirit drawn can be coerced into inhabiting a non-magical simple one-handed melee weapon if said melee weapon is composed of some materials that were formerly of elemental, fey, or living plant origin (it should be noted here that the Vremyonni over the last century have taken to secretly mining *ironfell* from the body of Telos in Vaasa for just this express purpose and have had interesting results in their experimentation). The cost of a simple



weapon made of these materials is typically 10 times the cost of a normal weapon of similar make. This simple weapon inhabited by the familiar is treated as an animated object similar to but weaker than a flying sword (typically a hand axe, mace, quarterstaff, or spear which has the same statistics as a flying sword with the following three modifications **Armor Class 15 Hit Points 10** (3d6) and damage on a **hit** is 4 (1d6+1) ). All rules about familiar's apply, except that it can attack, and when the familiar is dismissed it leaves behind the weapon that it had animated. If the familiar drops to 0 hit points, the weapon is destroyed and cannot be reused by a newly summoned familiar (unless of course the weapon is mended with a mending cantrip or similar). Since the familiar's "body" is just a non-magical item, it can be repaired of damage through castings of the mending cantrip (repairing 1d4 hit points of damage per casting).

**Special Penalty:** Due to the forced solitude of this background, all Vremyonni apprentices suffer disadvantage when it comes to social interactions (i.e. Charisma skill checks).

#### d8 Personality Trait

- 1 I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt
- 2 I've spoken to spirits inhabiting mundane items so often that I find myself carrying on conversations with inanimate objects when I attempt to working out puzzling conundrums.
- 3 I've seen so few women since I was a young age that I find myself tongue-twisted and shy when one of them is around.
- 4 I don't like women, and I blame them for my lot in life. However, begrudgingly I know that I must work with the Wychlaran that visit our Vremyonni strongholds.
- 5 I am immensely proud of my skill at crafting magical items, boasting of my skill and giving details on the special materials I had to acquire and successfully combine to anyone who will take the time to listen.
- 6 I connect everything that happens to me to a grand cosmic plan
- 7 I often get lost in my own thoughts and contemplations, becoming oblivious to my surroundings.
- 8 I miss interacting with society and my family. I often find myself daydreaming about being able to once again perform the simple everyday things that I used to do, to the point that I consider sneaking away and secretly visiting them.

#### d6 Ideal

- 1 **Self Sacrifice.** I have given myself to a life of solitude amongst my brethren in order to make my homeland safe. (Good)
- 2 **Logic.** Emotions must not cloud our sense of what is right and true, or our logical thinking (Lawful)
- 3 **Free Thinking.** Inquiry and curiosity are the pillars of progress. To try and fail is better than not to have tried at all, and will often teach you something in the process. (Chaotic)



4 **Subversive.** I have been mistreated by being forced to leave society. Still, I can work within the constraints of my environment until I find a way to overthrow to yoke of my Wychlaran oppressors (evil)

5 **Work is Life's Purpose.** There is nothing greater than proving your greatness to the world through building a better design. (any)

6 **Destiny.** Nothing and no one can steer me away from my higher calling (any)

#### d6 Bond

1 My fellow Vremyonni are my new brothers, and I would gladly stand beside them to defend our home from invaders.

2 My father died defending our homeland, but his telthor spirit returned one night when monsters invaded our village. He saved my mother, and ever since I have made it my personal rule to treat all spirits with great respect.

3 I was captured by Thayan slavers, but rescued by a party of adventurers. After knowing the fate that I luckily escaped, I've made it my secret goal to strike out against slavery in the world.

4 My father taught me the value of a fine piece of steel, and as a result I feel a natural kinship with those who value my skills as a weapon and armor crafter.

5 I pursue power to secure someone's love

6 I have a family, but I have no idea where they are. One day I hope to see them again.

#### d6 Flaw

1 I use alcohol to gain enough courage to deal with problems in the outside world, especially if it comes to women.

2 I am innocent in the ways of the world, trusting too easily.

3 I have daydreamed of being a hero so often, that when put in situation requiring true heroism I often act without thinking things through.

4 I let my need to win arguments overshadow friendships and harmony

5 I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.

6 I have trouble trusting in my allies

### Ethran

The Wychlaran of Rashemen (commonly known as the Witches of Rashemen) are the powers behind the throne of the Huhrong, or "Iron Lord", who ostensibly rules Rashemen. The Huhrong is elected by the Witches of Rashemen, primarily the group of Wychlaran known as Hathrans, rather than there being a passing of rulership by bloodline. As a result, the Huhrong serves at the whim of the Wychlaran, who hide their expressions, and sometimes identities, behind their masks. In their native land, the witches of Rashemen are venerated and respected. The penalty under Rashemen law for harming or disobeying a witch is death. The witches are said to take male lovers for brief periods, though none have pierced the veil of secrecy that surrounds their group. It is



believed that these males are used for some form of planned breeding program, but this is as yet undetermined.

The most common sect of Wychlaran in Rashemen are the Hathrans, and thus most apprentices will end up in with Hathran teachers. However, there are other sects within the Wychlaran. For instance, the Durthans are a sect thought to have been destroyed by the Hathrans following the Spellplague in what came to be known as "The Witch War of Rashemen". In truth, the Durthans were forced to retreat in secrecy, and later undead Durthans were returned to life. This sect has been slowly gathering young girls to begin rebuilding their ranks (unbeknownst to the common population who believes their children were taken by Hathrans.... since the commoners have been led to believe all Durthans to be dead).

NOTE: This background requires the character to have the spellcasting class feature at 1<sup>st</sup> level, as only individuals shown to already have magic potential are accepted amongst the Witches of Rashemen. The character also must have grown up in Rashemen and be a female. The character also gains a bonus cantrip and weapon proficiency involving whips tailored to reflect past lore about the Rashemi witches (this cantrip is aimed more at restraining than killing opponents). In return for this minor bonus, the DM should stress the requirements of the Ethran serving their community and not themselves.

**Weapon Proficiency:** Whip

**Bonus Cantrip:** Witch Whip (see New Spells section below)

**Skill Proficiencies:** Arcana, Religion

**Tools:** Herbalism Kit

**Languages:** Sylvan, plus you gain the Rashemi Language.

**Equipment:** a simple hand carved and grey-painted wooden face mask (which can serve as both an arcane and/or holy symbol/druidic focus, these masks also usually have some simple decoration to allow Wychlaran to recognize individuals within their order); a black robe; a book of stories about the spirits of Rashemen and their interactions with Bhalla, Khelliar, and the Hidden One; a small knife or sickle; a herbalism kit; a pint of *Jhuild* (Firewine) (see magic items section below for details); a leather whip; and a belt pouch containing 10 gp

### Feature: Wychlaran Law

The Wychlaran of Rashemen are masters of their land and brook no countenance to their command. In order to learn how to command those under them, an Ethran is given one male and one female personal retainer (see *Commoner* NPC in the monster manual, page 345) to serve their daily needs (shopping, sewing, washing, cooking, housework, tending pets, drawing a bath, delivering messages, answering the door, etc...). When the Wychlaran reaches 4<sup>th</sup> level, she becomes known as a Blethran, which is just a rank within the Wychlaran community. As a Blethran, she gains three more personal retainers whose purpose is to serve as artisans in service to the community that the Wychlaran lives in (repairing homes of the elderly, cultivating fields of grapes, fruits, and herbs



necessary for the making of Jhuild, repairing weapons, armor, and tools for the community use, etc....). These retainers cannot be used to make monetary or other gain for the Wychlaran, as their purpose is to enrich the Wychlaran's community and not themselves. It is considered a mark of great honor by the commoners of Rashemen to be chosen to serve their Wychlaran, and they will serve the will of the Wychlaran faithfully so long as the Wychlaran proves faithful to the community in return. It should be noted that these retainers will not fight for you, will not follow you into obviously dangerous areas (such as dungeons), and will leave if they are frequently endangered or abused. It is also considered a black mark against the Wychlaran if she allows one of her retainers to be killed.

In addition, the Ethran is considered a treasure to the country, and it is considered a necessity to protect them and their household by the men of Rashemen. Thus, each Ethran is also assigned a (usually male) guard (see Guard NPC in the monster manual, page 345) to protect them. When the Ethran reaches 4<sup>th</sup> level, this guard is expected to take up protecting the Wychlaran's residence when they are not home, and the Wychlaran's travelling protection is replaced by a scout (see Scout NPC in the monster manual, page 349). At 6<sup>th</sup> level this scout's hit die is increased by one (becoming 4d8+4, or 22 hit points), and dexterity is increased by 2 (increasing AC, to hit, and Stealth by one). These guardians are expected to be on the lookout for dangers that their charge may not see coming, not to serve as a buffer between the Wychlaran and incoming attackers. A witch who cannot protect herself when she needs to, or who does not consider the safety of those in her charge, does not deserve to call herself Wychlaran. Despite this, these guardians are expected to protect their Wychlaran even at the expense of their own lives, but the Wychlaran are also not expected to waste their lives needlessly. It is also understood that men are not allowed to go everywhere the Wychlaran are allowed to go, and Wychlaran are often expected to require their guardians to stay behind if they venture into some of the more sanctified areas of their country (such as the Urlingwood).

### Suggested Characteristics

The Wychlaran of Rashemen are cold, secretive, and commanding in public, but behind closed doors they can be tender and caring individuals. All children of Rashemen are tested for magical capability, and those who are found capable are required by law to be surrendered unto the witches. The children who are to become Wychlaran are taken from their families at a young age to be raised in the care of other Wychlaran, who teach them the ways of their people, as well as the lore and history of the spirits who protect their land. Above all else, the Wychlaran are taught their responsibility to protect their fellow Rashemi from the dangers of the world.

### d8 Personality Trait

- 1
- 2
- 3



THESE ARE THE SPELLS OF THE RED BOOK OF SPELL STRATEGY  
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

4

5

6

7

8

#### d6 Ideal

- 1 **Respect.** Respect is due to me because of my position, but all the people of Rashemen regardless of station deserve to be treated with dignity. (Good)
- 2 **Wychlaran Obligation.** It is my duty to protect and care for the people beneath me. (Good)
- 3 **Responsibility to the Land.** It is my duty to protect not only the living inhabitants of Rashemen, but also the Spirits who continue to serve them after they have passed. (Lawful)
- 4 **Freedom.** Those who would enslave the people of Rashemen or destroy its bountiful natural beauty must be taught a lesson, no matter what methods are needed. (any non-lawful)
- 5 **Power to Protect.** Knowledge is the Path to Power, and Power is required to protect my people whether they realize it or not. (any non-good)
- 6 **Aspiration.** Someday I will join a greater order amongst the Wychlaran, whereupon I will be allowed to seek my own path. (any non-lawful)

#### d6 Bond

- 1 My sisterhood has my best interests at heart and I will do whatever they need.
- 2 I miss my {insert Mother / Father / Brother / Sister / Grandmother / Grandfather / Cousin / other family member} from before I was taken to perform my studies. I would do anything to help them.
- 3 I think I'm falling in love with my assigned guardian. I've heard my sisters tell stories of a great guardian from long ago, named Minsc, with Boo the Giant Space Hamster. I bet my guardian would protect me just like him, but I can't let him get hurt.
- 4 I was captured by Thayan slavers and rescued by {insert adventuring company name}. I need to return their favor and help other unfortunates in the same situation.
- 5 I awoke to find my house on fire, but then an ugly, blue-skinned hag came in dampened the blaze with a blast of cold, picked me up, and pulled me out of the wreckage. I later learned it was a Bheur Hag, and I was told I was lucky to still possess my soul. I don't know that they have the story about them right though, and maybe the hags are simply misunderstood.
- 6 My mother said that when she was giving birth to me, she was in dire straits until a Telthor Spirit claiming to be Bhalla came to be her midwife. I must be a Chosen of Bhalla, meant to do great deeds in service to the spirits of our land.

#### d6 Flaw

- 1 The Mulan Race of Thay are degenerate slavers who deserve nothing but death



THESE ARE THE STRATEGIES FOR THE BEST OF OUR PEOPLE  
 AND THE BEST OF OUR PEOPLE ARE THE BEST OF OUR PEOPLE

- 2 The {insert Hathran or Durthan} witches say that they are looking out for the best interests of Rashemen, but they cannot be trusted to make the hard choices for the betterment of our people.
- 3 The peoples of the Hordelands are a growing threat. Our people saw it when Raumathar fell and the Suren swooped in. Later the Thayans turned the Tuigan horde upon us, resulting in the people of Thesk losing their national culture. When they grow too great in numbers, they must be culled in order to protect our own people.
- 4 I can absolutely trust my family members who knew me before I was taken to be trained by the Wychlaran.
- 5 I am not wrong, its just that those under me don't know enough to understand how correct I am. What they think cannot possibly equal my training under the Wychlaran.
- 6 I can never fully trust anyone other than myself.



## NEW RITUAL MAGICS

The rituals in this section are not specific to any one class' spell list. They are learned via feats or class abilities that open you to specific regional types of spellcasters and how they learn their magic. As a result, these spells cannot be learned by outsiders unless they somehow obtain the appropriate feats, class abilities, or through DM adjudication.

### Bind Vremyonni Telthor Construct Familiar

1st-level enchantment (ritual)

**Casting Time:** 1 hour

**Range:** 10 feet

**Components:** V,S,M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier. Also, the caster must have something that belonged to the Telthor Spirit that he is attempting to bind. Also, there must be the item that the Telthor spirit will be bound to. Also, note the special note about hit dice. Only the charcoal, incense, and herbs are lost during this casting)

**Duration:** Instantaneous

This spell works similar to the spell *find familiar*, and the character cannot use this spell and *find familiar* at the same time. There are some important differences though. The main one is that casting this spell requires the spellcaster to give some of their essence to the land. This takes the form of the character expending one of its hit dice for the day. Next, the standard find familiar spell summons the spirits of a celestial, fey, or fiend that is of a selection of certain small beast types that the caster can choose. The *find familiar* spirit takes on corporeal form. *Bind Vremyonni Telthor Construct Familiar* spell does not create this corporeal form and thus this spell requires you to provide an item of special construction (essentially, the item should have been one that once held some kind of elemental, fey, or plant spirit). Also, *Bind Vremyonni Telthor Construct Familiar* summons a special otherworldly fey spirit known as a Telthor (see new monsters) to inhabit the item. Most Telthor spirits are simple animals, but the Vremyonni specifically call upon humanoid spirits with this spell (mostly humans from the Raumathar Empire or the country of Rashemen) that were turned into Telthor upon their death.

The spirit drawn can be coerced into inhabiting a non-magical simple or martial one-handed melee weapon if said melee weapon is composed of some materials that were formerly of elemental, fey, or living plant origin (it should be noted here that the Vremyonni over the last century have taken to secretly mining *ironfell* from the body of Telos in Vaasa for just this express purpose and have had interesting results in their



experimentation). The cost of a simple weapon made of these materials is typically 10 times the cost of a normal weapon of similar make (so a war pick or trident is 50 gp, a battle axe, flail, or shortsword is 100 gp, a longsword, morningstar, or warhammer is 150 gp, and a rapier or scimitar is 250 gp). Silvering the weapon costs the normal 100 gp extra.

This weapon inhabited by the familiar is treated as an animated object similar to a Flying Sword (and exactly like a flying sword if your weapon is a longsword). See the monster manual entry for animated objects for statistics. The weapon also takes on the intelligence, wisdom, and charisma characteristics of the Telthor Spirit inhabiting it (choose a 16, 13, and 11 and allow the caster to determine to which it applies). Typically, higher intelligence Telthors are former Eldritch Knights or wizards, higher wisdom ones are clerical or druid Hathrans or male paladins or rangers, and higher charisma ones are former bards, sorcerers, paladins, rogues, or occasionally fey or spirit shaman pact warlocks. Take this into account if roleplaying this familiar. The type of weapon can also change its other statistics as follows from that of a Flying Sword.

Trident, damage is 1d6+1 piercing

Battle Axe, is treated exactly the same as a Flying Sword

Flail & Warhammer, simply change the damage type to bludgeoning

Morningstar & Warpick, simply change the damage type to piercing

Shortsword/Scimitar/Rapier – change to +4 to hit, but only 1d6+1 slashing damage

All rules about familiar's apply, except that it can attack, and when the familiar is dismissed it leaves behind the weapon that it had animated. If the familiar drops to 0 hit points, the weapon is destroyed and cannot be reused by a newly summoned familiar (unless of course the weapon is mended with a mending cantrip or similar). Since the familiar's "body" is just a non-magical item, it can be repaired of damage through castings of the mending cantrip (repairing 1d4 hit points of damage per casting).

**At Higher Levels.** As you cast this spell at higher and higher levels, it requires the spellcaster to sacrifice more of his essence to the land in order to call a more powerful telthor spirit. Mechanically, this means the character must expend hit dice equal to the spell slot level used in order to cast this spell (so casting it as a 5<sup>th</sup> level spell requires the expenditure of 5 hit dice). Hit dice expended are regained after a long rest as usual.

When you cast this ritual using a spell slot of 2<sup>nd</sup> level the weapon can be a non-magical simple or martial Heavy, two-handed melee weapon. In addition, the strength of the telthor increases from 12 to 14. This makes the changes the following from that of a Flying Sword

Glaive & Halberd, +4 to hit, 1d10+2 slashing, plus having reach

Greataxe +4 to hit, 1d12+2 slashing

Greatsword +4 to hit, 2d6+2 slashing

Maul +4 to hit, 2d6+2 bludgeoning

Pike +4 to hit, 1d10+2 piercing, plus having reach



When you cast this ritual using a spell slot of 3rd level the "weapon" can actually be a combination of two devices working in concert. First would be a non-magical one-handed martial weapon like that made at first level. The second could either be a non-magical light one-handed martial weapon (i.e. shortsword, scimitar, etc...) OR a non-magical shield instead (giving a constant +2 shield bonus to the spellcaster's AC).

When you cast this ritual using a spell slot of 4th level you have learned enough to give the telthor much more control over that which it possesses. You can have the telthor possess a suit of non-magical plate armor instead, becoming effectively Animated Armor (see animated objects in the monster manual), which you may arm with whatever weapon or shield that you like (even magical ones), such that you can modify its statistics accordingly. When you cast this ritual using a spell slot of 5th level, change the Animated Armor's Strength from 14 to 16 (giving an additional +1 to hit and damage) and its Constitution from 13 to 14 (raising its hit points to 39).

When you cast this ritual using a spell slot of 6th level, the suit of armor animated becomes the equivalent of a Helmed Horror. The armor must be non-magical still, but the weapon and/or shield used by the Helmed Horror may be whatever you supply it. You may also choose the spells that it is immune to. When you cast this ritual using a spell slot of 7th level, the Helmed Horror gains the use of one of your damaging cantrips, and when it uses its action to cast this cantrip, it may make one weapon attack as a bonus action (similar to the war magic feature of the eldritch knight). When you cast this ritual using a spell slot of 8th level, it gains all previous features from the 7th level version, plus it learns a second damaging cantrip and its strength increases to 20 and constitution increases to 18. When you cast this ritual using a spell slot of 9th level, it gains all previous features from the 7th & 8th level version, plus it gains the ability to cast *Magic Missile* and *Chromatic Orb* up to 3 times per day (as if cast using a 4th level spell slot).

### Call Telthor Spirit

4th-level enchantment (ritual)

**Casting Time:** 1 hour

**Range:** 10 feet

**Components:** V,S,M (10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier. Also, note the special note about hit dice.)

**Duration:** Instantaneous

This spell works similar to the spell *find familiar*, but this spell does not replace the spellcaster's familiar and the Telthor Spirit summoned is free to attack or defend itself. There are some important differences though. The main one is that casting this spell requires the spellcaster to give some of their essence to the land. This takes the form of the character expending four of its hit dice for the day. Secondly, the Telthor Spirit takes on the Telthor Template (thus, being ghostly in form rather than being a standard beast). The Telthor Spirit called can take on the form of a beast that is no larger than medium and that has a challenge rating of 1/4 or lower (from appendix D of the player's handbook, good examples include boar, mastiff, mule, panther, and wolf, or



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from the monster manual pony, giant wolf spider, giant weasel, giant rat, giant poisonous snake, giant frog, giant crab, giant badger, giant centipede, blood hawk). Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal hit point maximum or four times your Character Level. As a bonus action each round, you may telepathically order your familiar to perform any action it is capable of. The caster may only control the Spirits called by a single casting of *Call Telthor Spirit* at any one time.

**At Higher Levels.** As you cast this spell at higher and higher levels, it requires the spellcaster to sacrifice more of his essence to the land in order to call more telthor spirits. Mechanically, this means the character must expend hit dice equal to the spell slot level used in order to cast this spell (so casting it as a 6<sup>th</sup> level spell requires the expenditure of 6 hit dice). Hit dice expended are regained after a long rest as usual. When you cast this ritual using a spell slot of 6<sup>th</sup> lvl or higher, the number of Tethor Spirits that answer the call increases by one for every two slot levels above 4th.

### Thayan Battlemagery Circle

3rd-level evocation (ritual)

**Casting Time:** 5 rounds (special)

**Range:** 10 feet

**Components:** V,S,M

**Duration:** concentration, up to 5 rounds

*Perhaps the most notorious and most commonly used of all the Thayan combat ritual circles, this ritual has made Thayan combat circles feared by their neighbors. Unlike most other Thayan combat rituals, this one takes few members, very little time to setup and is effective immediately. Its chief strength is its ability to use the magic of even apprentices to fuel battlefield area effect magics, then allow them to retreat to relative safety. As a result, many Mulhorandi priests of Thoth are often on the lookout for circles forming and have even developed a spell for shattering the magic of a circle.*

This is a special Thayan ritual magic. It requires at least 3 members who have the "Bloodcowl Apprentice" Feat and who have the arcane tradition of evocation in order to be enacted (this is also the maximum number of members if cast at 3<sup>rd</sup> level). The original caster of "Thayan Battlefield Battlemagery Circle" is designated as the circle leader. All members must be within ten feet of each other during the enacting of this ritual and during the spell casting that immediately follows its inception.

First, each circle member makes available to the circle leader all evocation spells that they have prepared that involve damaging creatures from the wizard's spell list (subject to DM adjudication, and circle members can specifically not allow certain of their prepared spells from being shared if they like).

Each round of the casting for each of the five rounds of the casting of the Thayan



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 1st 2nd 3rd 4th 5th 6th 7th 8th 9th 10th 11th 12th 13th 14th 15th 16th 17th 18th 19th 20th

Battlefield Domination Circle ritual, each circle member offers up one of his spells slots to the circle leader. At the end of that single round, the circle leader then totals all of the levels of the spell slots so offered (for instance a 4 man circle which releases 1 - 3<sup>rd</sup> level, 2 - 2<sup>nd</sup> level, and 1 - 1<sup>st</sup> level spell slots has a pool of 8 levels). The circle leader then looks over what prepared spells are available (see above), and then decides what spells to cast using the energy from the spell pool. He may not cast a spell at a level higher than the highest level spell slot that he can normally cast, but his Red Wizard of Evocation abilities with fire evocations do apply. The number of members in the circle define how many chosen spells can be cast, but this number can never exceed half the members rounded down (i.e. a circle with 4 members may choose to cast at most 2 spells). So, for instance, in the previous example of a 4 member circle with 8 points in their pool could case, if it were being led by a circle leader who can cast 7<sup>th</sup> level spells as their highest spell slot could cast fireball (3<sup>rd</sup> level) and cone of cold (5<sup>th</sup> level) for that round. The next round, if he were to gather say 10 points in his pool, he could cast chain lightning (at 6<sup>th</sup> level) and fireball (at 4<sup>th</sup> level). This would continue until all 5 rounds are passed, or the circle leader's concentration is broken.

**At Higher Levels.** When you cast this ritual using a spell slot of 4<sup>th</sup> lvl or higher, the number of members who can participate in the ritual increases by one for each slot level above 3<sup>rd</sup>.

### Thayan Battlefield Illusory Defense Circle

6th-level illusion (ritual)

**Casting Time:** 1 action (by the circle leader)

**Range:** up to 1 mile

**Components:** V,S,M

**Duration:** concentration (special), up to 1 minute

*Perhaps the most complex of all the Thayan combat ritual circles, this ritual has made Thayan combat circles feared by their neighbors because of its ability to defend elite groups of troops. Unlike most other Thayan combat rituals, this one does not require its lesser members to give up their spells only their time and imagination, and being a ritual it can be cast without being used. Its chief strength is its ability to use the magic of even apprentices to fuel battlefield area effect magics, then allow them to retreat to relative safety. Its chief weakness is that loss of even its lesser members starts resulting in spell inefficiency, and therefore this spell is often enacted at the rear of a battlefield only. As a result, many Mulhorandi priests of Thoth are often on the lookout for circles forming and have even developed a spell for shattering the magic of a circle.*

This is a special Thayan ritual magic. It requires at least 6 members who have the "Bloodcowl Apprentice" Feat and who have the arcane tradition of illusion in order to be enacted (this is also the maximum number of members if cast at 3<sup>rd</sup> level). The original caster of "Thayan Battlefield Illusory Defense Circle" is designated as the circle leader.



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All members must be within ten feet of each other during the enacting of this ritual and during the spell casting that immediately follows its inception. During the ritual enaction, the circle members each designate a target for spellcasting within 100 feet (part of the ritual is the enacting of a temporary telepathic link between the members to ensure that each chooses a different target). Should the circle leader choose, he may change a member's choice of target. The spell's effect also target each circle member as well.

The effect of this ritual is to displace its targets (as the ability of the displacer beast), create randomly appearing and disappearing mirror images of its targets, and randomly turn the target invisible for a few seconds at a time. Also, any target may enact disguise self upon himself as a bonus action. The result of these effects is to provide the targets advantage on attacks, give their enemies disadvantage on attack rolls against them, and provide an additional +2 bonus to AC. All of these effects disappear if the enemy possesses the ability to see through illusions. Also, keeping this ritual active requires the active concentration of its ritual participants, and should any member's concentration be disrupted, the spell loses its abilities one circle member at a time (first losing the AC bonus, then advantage on attacks, then disadvantage on attacks). Should the circle leader be slain, all effects are lost at once.

### Thayan Battlefield Domination Circle

5th-level enchantment (ritual)

**Casting Time:** 5 rounds

**Range:** up to 1 mile

**Components:** V,S,M

**Duration:** Concentration, up to 5 minutes

This is a special Thayan ritual magic. It requires at least 5 members who have the "Bloodcowl Apprentice" Feat and who have the arcane tradition of enchantment in order to be enacted (this is also the maximum number of members if cast at 5<sup>th</sup> level). The original caster of "Thayan Battlefield Domination Circle" is designated as the circle leader. All members must be within ten feet of each other during the enacting of this ritual and during the spell casting that immediately follows its inception.

Each round of the casting for the five rounds of the casting of the Thayan Battlefield Domination Circle ritual, each circle member offers up one of his spells slots to the circle leader. The circle leader then totals all of the levels of the spell slots so offered (for instance a 4 man circle which releases 1 - 5<sup>th</sup> level, 3 - 4<sup>th</sup> level, 6 - 3<sup>rd</sup> level, 5 - 2<sup>nd</sup> level, and 5 - 1<sup>st</sup> level spell slots has a pool of 50 levels). The circle leader then multiplies this pool by 0.5 to determine how many targets he may effect with dominate person (so the aforementioned 50 spell levels indicates he may attempt to dominate 25 humanoids). All of the individuals are allowed a saving throw, but even though they know you are enemies they do not have advantage on this saving throw. All persons who are charmed fall under the circle leader's command, and he must maintain concentration



upon them. The commands to be given must be given to all of the individuals at the same time (such as "go attack that group" or "go attack that individual" or "go protect that person"), so they tend to be rather broad. The circle leader may pass control of the charmed members, and the need to concentrate, to another member of the circle upon ending the spell, and this is often done by red wizards in order to setup another circle and seize another grouping of enemy troops. In all other respects this spell acts as dominate person.

**At Higher Levels.** When you cast this ritual using a spell slot of 6<sup>th</sup> lvl or higher, the number of members who can participate in the ritual increases by one for each slot level above 5<sup>th</sup>.

### Thayan Battlefield Warding Circle

4th-level abjuration (ritual)

**Casting Time:** 1 minute

**Range:** special

**Components:** V,S,M

**Duration:** Special

This is a special Thayan ritual magic. It requires at least 4 members who have the "Bloodcowl Apprentice" Feat and who have the arcane tradition of abjuration in order to be enacted (this is also the maximum number of members if cast at 4<sup>th</sup> level). The original caster of "Thayan Battlefield Warding Circle" is designated as the circle leader. All members must be within ten feet of each other during the enacting of this ritual and during the spell casting that immediately follows its inception. During the ritual enaction, the circle members each designate a target for spellcasting within 10 feet (part of the ritual is the enacting of a temporary telepathic link between the members to ensure that each chooses a different target). Should the circle leader choose, he may change a member's choice of target. Other circle members can be targets, or the circle members can target themselves as well.

Next, each circle member makes available to the circle leader all abjuration, divination, illusion, or transmutation spells that they have prepared that meet specific criteria (subject to DM adjudication, and circle members can specifically not allow certain of their prepared spells from being shared if they like). These spells must be non-instantaneous ones which offer some form of easily defined protection to their recipients (by providing bonuses to AC, skills, hit points or resistance/immunity of some form or illusory defense, etc...) OR they may be spells that provide specific combat benefits to their targets (such as a temporary bonus to damage, to hit, additional elemental damage to melee attacks, the ability to see hidden opponents, etc...). These spells may be ones which are normally self only spells. These spells must be ones which the circle leader would be capable of casting, and they must be able to be cast within 1 minute.

Next, each circle member offers up one of his spells slots to the circle leader. The circle leader then totals all of the levels of the spell slots so offered (for instance a 4 man



circle which releases a 5<sup>th</sup>, 2 3<sup>rd</sup>, and a 2nd level spell slot has a pool of 13 levels). The circle leader then looks over what prepared spells are available, and then decides what spells to cast using the energy from the spell pool. The number of members in the circle define how many spells can be cast (i.e. a circle with 4 members may cast at most 4 spells). The total levels of the spells cast cannot exceed the total in the pool (so for instance, in the previous example of 13 levels in the pool... they could be used to cast 2 5<sup>th</sup> level spells and a 3<sup>rd</sup> level spell OR they could be used to cast a 6<sup>th</sup> level, a 4<sup>th</sup> level, a 2nd level, and a 1<sup>st</sup> level spell). All spells chosen are cast at once at the conclusion of the ritual upon all of the chosen targets, and all spells cast no longer require the continued concentration of the circle members. The spells will continue to function without any concentration for up to its maximum duration or 1 minute (whichever is less). If any spell(s) would normally function longer than a minute, after the first minute, the target of the spell(s) may take up concentration themselves to maintain a single spell (unless they have some special ability which allows them to maintain concentration on more than one spell at once, at which point this defines how many may be continued).

**At Higher Levels.** When you cast this ritual using a spell slot of 5<sup>th</sup> lvl or higher, the number of members who can participate in the ritual increases by one for each slot level above 4<sup>th</sup>.

### Thayan Golem Control Circle

3rd-level (ritual)

**Casting Time:** 1 minute

**Range:** 1 mile

**Components:** V,S

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

This ritual was originally developed to work with gemstone golems back in the mid 14<sup>th</sup> century Dalereckoning. However, it has been adapted over time to be able to work with nearly any golem (but not all constructs). This ritual is only usable by wizards with the "Bloodcowl Apprentice" feat and is not confined to any one "school of magic". It is one of the few types of magic which the red wizards agree is known as universal magic, and its base concept is somewhat foreign for other wizards, thus the inability to add it to their class list. Essentially, this ritual enables red wizards to construct golems for the battlefield at a fraction of the cost (only the body need be constructed, at 20% the normal cost), but it also gives them no intelligence or motive ability unless they are controlled by a circle of red wizards. Often times these golems must be carted to the battlefield in wagons so that they may be used.

The caster of the spell is considered the circle leader for purposes of this spellcasting, and the circle may include up to 3 circle members (including the leader). This group may control a golem whose CR equals the level of the spell cast plus the number of members. If this number drops below the CR of the golem (for instance, if members die) then the golem becomes inert again. The circle leader can see through the



golems eyes and use its other senses when he is control of the golem's body.

This ritual is generally seen less in large scale battles and more small scale conflicts in which multiple red wizards from different schools must work together against a common foe.

**At Higher Levels.** When you cast this ritual using a spell slot of 5<sup>th</sup> lvl or higher, the number of members who can participate in the ritual increases by one for every two spell slot levels above 3<sup>rd</sup>.

See the DMSGuild offering of "Bestiary of Faerun" page 36 authored by Leonaru which can be bought at [www.DMSGuild.com](http://www.DMSGuild.com) for details of the dread warrior, gemstone golems, and Bheur Hag.

### Thayan Greater Circle Magic

*3rd-level school varies by casting (ritual)*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V,S

**Duration:** 24 hours

This ritual is only castable by wizards with the Red Wizard feat for the school of magic to which it is applied. Its base spell builds upon the Thayan Minor Circle Magic ritual and thus requires knowledge of it in order to enact this ritual. The exact effects of this "Bloodcowl Apprentice" feat and is not confined to any one "school of magic". It is one of the few types of magic which the red wizards agree is known as universal magic, and its base concept is somewhat foreign for other wizards, thus the inability to add it to their class list. The caster of the spell is considered the circle leader for purposes of this spellcasting, and he may provide the benefits of being in the ritual to a number of members equal to his character level, but not to exceed 9 members in total. Only the circle leader needs to cast this ritual.

### Thayan Minor Circle Magic

*1st-level (ritual)*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V,S

**Duration:** 24 hours

This ritual is only usable by wizards with the "Bloodcowl Apprentice" feat and is not confined to any one "school of magic". It is one of the few types of magic which the red wizards agree is known as universal magic, and its base concept is somewhat foreign for other wizards, thus the inability to add it to their class list. The caster of the spell is



considered the circle leader for purposes of this spellcasting, and he may provide the benefits of being in the ritual to a number of members equal to his character level, but not to exceed 9 members in total. Only the circle leader needs to cast this ritual.

### Thayan Summoning Circle

4th-level conjuration (ritual)

**Casting Time:** 1 minute

**Range:** special

**Components:** V,S,M

**Duration:** Special

*Thayan summoning circles on the battlefield are known for being able to quickly release gather and release hordes of extraplanar allies upon their enemies in rapid succession.*

This is a special Thayan ritual magic. It requires at least 4 members who have the "Bloodcowl Apprentice" Feat and who have the arcane tradition of conjuration in order to be enacted (this is also the maximum number of members if cast at 4<sup>th</sup> level). The original caster of "Thayan Summoning Circle" is designated as the circle leader. All members must be within ten feet of each other during the enacting of this ritual and during the spell casting that immediately follows its inception. As part of the creation of the Thayan Summoning Circle, the effects of a magic circle spell are created surrounding all circle members.

First, each circle member makes available to the circle leader all conjuration spells that they have prepared that involve summoning creatures from the wizard's spell list (subject to DM adjudication, and circle members can specifically not allow certain of their prepared spells from being shared if they like).

Each round of the casting for the first five rounds of the minute long casting of the Thayan Summoning Circle ritual, each circle member offers up one of his spells slots to the circle leader. The circle leader then totals all of the levels of the spell slots so offered (for instance a 4 man circle which releases 1 - 5<sup>th</sup> level, 3 - 4<sup>th</sup> level, 6 - 3<sup>rd</sup> level, 5 - 2<sup>nd</sup> level, and 5 - 1<sup>st</sup> level spell slots has a pool of 50 levels). The circle leader then looks over what prepared spells are available (see above), and then decides what spells to cast using the energy from the spell pool. He may not cast a spell at a level higher than the highest level spell slot that he can normally cast, but his Red Wizard of Conjuration abilities with *Conjure Elemental* and *Conjure Minor Elemental* do apply. The number of members in the circle define how many chosen spells can be cast (i.e. a circle with 4 members may choose to cast at most 4 spells), and any points left in the pool after these 4 spells are used to cast repeated castings of conjure minor elementals at the highest level possible. So, for instance, in the previous example of 50 levels in the pool and 4 circle members, if the Circle Leader's highest castable spell slot is 7<sup>th</sup> level, then he could cast two Conjure Elemental spells at 7<sup>th</sup> level and two Conjure Hezrou spells at 7<sup>th</sup> level for



28 pool points, and the remaining 22 points would automatically be used to cast Conjure Minor elemental three times at 6<sup>th</sup> level and once at 4<sup>th</sup> level . Note that if beings from the elemental plane of fire are chosen for any of these castings, then the effective level of the spell is two higher. As a result, the minor elementals are almost always cast to summon things such as fire snake salamanders, magmin, mephits (magma, smoke, and steam) or occasionally azer . All spells chosen are cast at once at the conclusion of the ritual, and all spells cast no longer require the continued concentration of the circle members. All summoned creatures are under the control of the circle leader, and should he die, control is lost. The spells will continue to function without any concentration for up to its maximum duration or 1 hour (whichever is less). If any spell(s) would normally function longer than an hour, after the first hour, the circle leader may take up concentration themselves to maintain a single spell (unless they have some special ability which allows them to maintain concentration on more than one spell at once, at which point this defines how many may be continued).

**At Higher Levels.** When you cast this ritual using a spell slot of 5<sup>th</sup> lvl or higher, the number of members who can participate in the ritual increases by one for each slot level above 4<sup>th</sup>.

### Thayan Transformative Enhancement Circle

4th-level transmutation (ritual)

**Casting Time:** 1 round per circle member

**Range:** 1 mile

**Components:** V,S,M

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

*Thayan Transmuting circles on the battlefield are known for being able to viciously modify their allies, making them more feral, stronger, sturdier, or nimbler. As a result, their goblinoid forces can be fearsome to behold.*

This is a special Thayan ritual magic. It requires at least 4 members who have the “Bloodcowl Apprentice” Feat and who have the arcane tradition of transmutation in order to be enacted (this is also the maximum number of members if cast at 4<sup>th</sup> level). The original caster of *Thayan Transformative Enhancement Circle* is designated as the circle leader. All members must be within ten feet of each other during the enacting of this ritual and during the spell casting that immediately follows its inception.

As part of the casting of *Thayan Transformative Enhancement Circle*, circle members must spend their time focusing their energies on the circle leader, who then uses this energy to modify his targets to make them more effective predators temporarily. Once the spell's energy is gathered and cast, the circle leader must maintain concentration on the effect, however the participants are then free to act upon the battlefield. If the circle leader loses concentration, all effects are lost.

The effect of *Thayan Transformative Enhancement Circle* is to increase the



damage dealt by all affected individuals by +2 on any melee weapon attack. The affected individuals also gain an additional 2d8 temporary hit points. Also, all individuals have heightened reflexes allowing them a +1 bonus to AC and Dexterity Saving Throws in Light or no armor. The area effect of this spell is a square, 40 feet to a side, and affects all humanoids or giants within it. Once affected, the individuals may separate and need not act as a cohesive unit, but they must all remain within the range of the circle leader.

**At Higher Levels.** When you cast this ritual using a spell slot of 5<sup>th</sup> lvl or higher, the number of members who can participate in the ritual increases by one for each slot level above 4<sup>th</sup>. For each additional member, the size of the cube affected increases by an additional 5 feet (so that at 9<sup>th</sup> level, it is affecting a 65 ft square).

### Thayan Undead Horde Command Circle

4th-level necromancy (ritual)

**Casting Time:** 1 round per circle member

**Range:** 200 feet

**Components:** V,S,M

**Duration:** 24 hours

*Thayan necromancers are known for their squadron level control of small units of undead. This spell makes even the most base necromancer able to command basic skeletons and zombies. This spell is often used outside of warfare in order to give necromancers command of tireless work forces, or guards who can watch over slaves who are needed for their mental capacity in their work.*

This is a special Thayan ritual magic. It requires at least 4 members who have the “Bloodcowl Apprentice” Feat and who have the arcane tradition of necromancy in order to be enacted (this is also the maximum number of members if cast at 4<sup>th</sup> level). The original caster of *Thayan Undead Horde Command Circle* is designated as the circle leader. While Circle Leaders may cast this ritual multiple times per day, circle participants may only join a single casting per day. All members must be within ten feet of each other during the enacting of this ritual and during the spell casting that immediately follows its inception. As part of the creation of the *Thayan Undead Horde Command Circle*, the effects of a magic circle spell blocking undead are often created surrounding all circle members just in case things go awry.

During the first round of casting, the circle leader and any individuals capable of casting it will cast animate dead (up to a maximum of four castings). The effects of this casting however are fed into the circle members to enable them to create or maintain control of any standard skeleton or zombie (the CR ¼ variety). For each casting of animate dead that was enacted in the first round the circle members may affect that many skeletons or zombies for each round remaining (i.e. 2 castings of animate dead in the first round in a 4 member circle would mean that all members could animate/maintain control of 2 per round for 3 rounds). Also, the casting need not be upon an undead that was previously created by the circle member.



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## Amulet of Arcane Traditions Focus-

*Developed by Thayan Wizards in exile shortly after the Spellplague, these amulets are intended to enhance the powers granted by certain Arcane Traditions. As a result, they tend to be fiercely treasured by these spellcasters. In addition, they also work as an arcane focus if need be.*

## Amulet of Abjuration Focus —

This amulet is only usable by a wizard who has chosen the arcane tradition of Abjuration and possesses the Arcane Ward class ability. This amulet serves to draw upon latent magical energy to recharge an abjurers arcane ward, at a rate of 2 hit points per hour. In addition, the abjurers arcane ward has increased hit points (three times your wizard level + twice your intelligence modified). In addition, if the character finishes a short or long rest, the arcane ward is again at its maximum hit points. Finally, the character is able to prepare an extra spell beyond that which he can normally prepare, but this spell must be from the school of Abjuration.

This amulet is only usable by a wizard who has chosen the arcane tradition of Conjunction and possesses the Benign Transposition class ability. The amulet allows the wearer to activate the Benign Transposition class ability as a bonus action instead of a standard action. In addition, all summoned creatures that this character summons via spellcasting using his spell slots are summoned with additional hit points equal to the spell level used to summon them. Finally, the character is able to prepare an extra spell beyond that which he can normally prepare, but this spell must be from the school of Conjunction.

This amulet is only usable by a wizard who has chosen the arcane tradition of Divination and possesses the Portent class ability. The wearer's Portent class ability and Greater Portent class ability have double the number of d20 rolls (four and six respectively). In addition, when you activate the Third Eye class ability, you may choose two benefits to activate at once. Finally, the character is able to prepare an extra two spells beyond that which he can normally prepare, but this spell must be from the school of Divination.



### Amulet of Enchantment Focus -

This amulet is only usable by a wizard who has chosen the arcane tradition of Enchantment and possesses the Hypnotic Gaze class ability. The wearer's Hypnotic Gaze class ability has extended range (15 feet instead of 5 feet). In addition, the character's split enchantment class ability is empowered to affect three creatures and not just two. Finally, the character is able to prepare an extra spell beyond that which he can normally prepare, but this spell must be from the school of Enchantment.

### Amulet of Evocation Focus -

This amulet is only usable by a wizard who has chosen the arcane tradition of Evocation and possesses the Sculpt Spells class ability. The wearer's Sculpt Spells special ability is enhanced to allow him to include immediately adjacent five foot squares that would normally fall outside of a spells area effect. The character may include an extra two such squares when casting a spell which affects a line, cone or radius effect. In addition, when the character gains his Potent Cantrip ability, all evocation cantrips do an additional point of damage. Finally, the character is able to prepare an extra spell beyond that which he can normally prepare, but this spell must be from the school of Evocation.

### Amulet of Illusion Focus -

This amulet is only usable by a wizard who has chosen the arcane tradition of Illusion and possesses the Improved Minor Illusion class ability. The wearer's natural illusory ability has enabled them to subtly shift the location that they are viewed to be at versus where they are actually standing. This displacement effect affords them an additional +1 to armor class. In addition, the spell save DC's for any illusion spell cast by the wearer are increased by 1 (this bonus does not stack with any similar bonus provided by an item). Finally, the character is able to prepare an extra spell beyond that which he can normally prepare, but this spell must be from the school of Illusion.

### Amulet of Necromancy Focus -

This amulet is only usable by a wizard who has chosen the arcane tradition of Necromancy and possesses the Grim Harvest class ability. The wearer's grim harvest ability has become more effective, allowing him to not only reap this life energy, but also transfer it as healing to any ally within touch range. In addition, your undead thralls ability allows you to target up to two additional corpses per casting of animate dead. Finally, the character is able to prepare an extra spell beyond that which he can normally prepare, but this spell must be from the school of Necromancy.

### Amulet of Transmutation Focus -

This amulet is only usable by a wizard who has chosen the arcane tradition of Transmuter and possesses the Transmuter's Stone class ability. The wearer's Transmuter's Stone class ability is improved in that the wearer chooses two benefits instead of just one. In addition, the wearer gains advantage on any saves versus spell effects to change the wearer's shape. Finally, the character is able to prepare an extra spell beyond that which he can normally prepare, but this spell must be from the school of Transmutation.



### Circlet of Mental Mastery -

*Wondrous Item, very rare (requires attunement by a spellcaster)*

Originally developed by the Bladelords of Jhaamdath for their psychic warriors, these sentient items were created to allow its user to give over their need to concentrate on an effect to an item so that they could worry about other issues while in hazardous situations (such as while casting from a flying mount or on a ship in a storm). Eventually, battlefield effect to infiltrate enemy thoughts, communicate to leaders across a battlefield, and deal with captured spies were added into the items. Since the Sundering, it seems that many of the old spell formulae require their casters to maintain concentration on effects that previously would have been "fire and forget". As a result, these items have become exceedingly popular but hard to find, and any lore about their creation millenia is highly sought after.

This sentient device serves its owner by taking on any one spell that requires concentration by the caster so that they may focus on another task. As a result, the owner can maintain concentration on two spell effects at once, but no more than two (unless some other special ability allows a character to do so). The spell so handed off is also easier for the device to maintain, since it doesn't actually feel the damage taken by a character (but a character taking damage can lose his link with the circlet, and therefore taking damage is still a danger). As a result, any constitution saving throw made to maintain concentration on the handed off spell is made with an additional +10 bonus to the save.

In addition, the circlet makes the wearer hyperfocused on his surroundings, and as a result the character gains a +2 bonus on intelligence (investigation) checks and on any other concentration checks. Also, this focus makes the character more analytical, and as a result, if his intelligence is less than 19, he gains a +2 bonus to his intelligence ability score.

While wearing this circlet, you are also immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

This circlet also holds 7 charges. As an action, the wearer can expend 1 charge to cast detect thoughts. As an action, the wearer can expend 2 charge to cast Sending. As an action, the wearer can expend 3 charges to cast modify memory. The circlet regains 1d4+1 charges per day at dawn, and if the user expends the last charge the item simply ceases to function until it gains at least one charge back.

It is rumored that there are even more rare versions of these circlets with more "processing power" which provide a more powerful bonus to intelligence and hold more charges. Whether this is true or not is unconfirmed.

### Holy Symbol of Channel Divinity, lesser (choose deity)-



*Wondrous Item, uncommon (requires attunement by a person with the Channel Divinity ability who worships the deity for which this is a holy symbol)*

*Acting as divine conduits to the associated deity, these Holy Symbols can be found in all faiths and pantheons throughout Toril. They are often one of the first magical devices crafted by young priests, and because they require attunement they are also often passed down freely to new priests come to the flock. Its only due to these lowly magic items that many small communities faced by groups of undead invaders have been able to be quickly turned into manageable encounters for the local militia to safely take on.*

This holy symbol has 3 charges. If your class allows you to Channel Divinity, as a standard action you may expend 1 charge from this device to use your Channel Divinity class feature without expending one of your own uses of Channel Divinity. This Channel Divinity can be used in any method allowed by your class abilities (for instance, a cleric with the life domain could use this to use the Channel Divinity: Preserve Life ability, but not any other Channel Divinity ability for a divine domain he doesn't possess even if his deity would normally allow that as one of its options ).

The holy symbol regains 1d4-2 (0-2) charges daily at dawn either dawn or sunset (sunset is only for deities who are without a doubt considered evil, such as a god of murder). If you expend the holy symbol's last charge, this device simply becomes a simple holy symbol of the deity, and it can be imbued again via the normal methods of magic item creation.

### **Holy Symbol of Channel Divinity, Greater (choose deity)-**

*Wondrous Item, rare (requires attunement by a person with the Channel Divinity ability who worships the deity for which this is a holy symbol)*

*Acting as divine conduits to the associated deity, these Holy Symbols can be found in all faiths and pantheons throughout Toril. Being more powerful, these Holy Symbols tend to be treated*

This holy symbol has 5 charges. If your class allows you to Channel Divinity, as a standard action you may expend 1 charge from this device to use your Channel Divinity class feature without expending one of your own uses of Channel Divinity. This Channel Divinity can be used in any method allowed by your class abilities (for instance, a cleric with the life domain could use this to use the Channel Divinity: Preserve Life ability, but not any other Channel Divinity ability for a divine domain he doesn't possess even if his deity would normally allow that as one of its options ). The Wisdom save required for any use of Channel Divinity when employing this device is increased by +1. Also, in relation to destroying undead via Channel Divinity, the character's class level is treated as 3 levels higher (so a 5<sup>th</sup> lvl cleric would destroy undead as if 8<sup>th</sup> lvl, and thus destroy



undead of CR 1 or lower). The wisdom save and destroy undead level bonuses do not stack with any other similar bonus provided by another medium.

The holy symbol regains 1d4-1 (0-3) charges daily at dawn either dawn or sunset (sunset is only for deities who are without a doubt considered evil, such as a god of murder). If you expend the holy symbol's last charge, this device simply becomes a simple holy symbol of the deity, and it can be imbued again via the normal methods of magic item creation.

### Jhuild (Firewine)

*Potion, common (in Rashemen), rare (anywhere else)*

*Jhuild* is a thick, amber alcoholic beverage that creates the sensation of fire in the imbiber's belly, thus earning its nickname of "Firewine". *Jhuild* is an extremely potent and spicy wine brewed by the Witches of Rashemen from the herbs, grapes, and fruits in the magic-laced soil of their homeland and secret ingredients grown in the Urlingwood. *Jhuild* deadens pain and inflames the passions, whether for battle or other activities. Through their control of *Jhuild* as well as their great and mysterious magical powers, the witches control the warriors of Rashemen, and through them the nation.

Drinking a flask of *Jhuild* is known to bring about the following effects. The imbiber receives a temporary bonus of +2 to Strength and Constitution, but also a temporary penalty of -1 to Dexterity and Charisma, and -3 penalty to Intelligence and Wisdom. Imbibing a second dose while still under the effects of the first dose serves to increase the strength bonus by +2, but also doubling all penalties. In addition, *Jhuild* serves to renew an expended Barbarian's use of his Rage class feature once per day (this can only be accomplished once per day). Intelligence, Wisdom and Dexterity reductions are the temporary lowering of the imbiber's abilities while under the effect of the wine. While Dexterity is lowered, its effects are less harmful than most other western drinks.

The peril of Firewine (to people not born and bred to the drink in Rashemen that is) is that an hour after drinking, the user falls into a comatose sleep for 7-10 hours, though in that hour great deeds may be performed. Other forces who have sought to steal this idea (such as "The Firewine Incursion" from Thay in 1327 Dalereckoning), have found their drunken forces in slumber when they are needed elsewhere. The warriors of Rashemen seem immune to this effect (unless they are fool enough to drink a double dose), though whether this is from the spell-lore of the witches or the natural hardiness and resistance of the Rashemi is unknown.

Firewine sells for 1 gp a pint in Rashemen, and anywhere from 15 gp to 120 gp a pint elsewhere in the Realms. A diluted form of *Jhuild*, which is made using ale, was also made much more affordable at 2 sp a pint outside of Rashemen, but lacking any and all of the magical enhancement properties of the real *Jhuild* (but not slacking on the deleterious effects).

### Staff of Ley Line Power -

*Staff, rare (requires attunement by a spellcaster)*



These staves are made of carved exotic woods and decorated with variously colored (red, blue, green, or yellow) spinel stones and decorated with silver filigree. These staves are created from woods that grew in areas of overlapping lines of mystical power and as a result it can draw from these sources to power a spellcaster's spells. Their versatility makes them prized by many a spellcaster, but their main drawback compared to other staves is their relatively slow recharge rate. There are rumors of even more powerful versions of these staves in the hands of archmages of Halruaa and other places of great magical power.

This staff has 30 charges. While holding it, you can use an action to expend its charges to cast a spell that you have prepared or know of 5<sup>th</sup> level or less. However, the more powerful the spell, the more the number of charges requires (as follows):

- 1<sup>st</sup> lvl spell = 1 charge
- 2<sup>nd</sup> lvl spell = 2 charges
- 3<sup>rd</sup> lvl spell = 4 charges
- 4<sup>th</sup> lvl spell = 7 charges
- 5<sup>th</sup> lvl spell = 12 charges

You cannot use this staff to power higher level spells, nor can you use it to cast a spell at a higher level than you can normally cast it.

The staff regains 2d6+8 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff crumbles into ashes and is destroyed.

### Staff of School Focus, +1, +2, +3 (pick a school of magic)-

Staff, rare (+1), very rare (+2), legendary (+3) (requires attunement by a spellcaster)

First developed by the Red Wizards of Thay, knowledge of the creation of these staves quickly found their way into the hands of spellcasters in other lands.

While holding this staff, you gain a bonus determined by the staff's rarity. This bonus applies only to a single school of magic to which the staff is tied at creation and only to spells that you cast using your spell slots. This bonus applies to spell attack rolls and spell save DC's on those spells. This bonus does not stack with any other similar bonus provided from another source. In addition, the wielder gains this bonus on saves versus spells cast on them from the school in question.

### Tunic of Barbaric Unarmored Movement -

Wondrous Item, rare (requires attunement)

These tunics were developed originally in Rashemen by the Durthans, powerful witches who learned to attune these tunics to the spirits of powerful Rashemi barbarians who had become telthors upon their death.



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This item provides the barbarian's version of unarmored defense (base AC = 10 + dex mod + con mod) to the character while it is worn. Note that this does not stack with other spells that increase your base AC such as *Mage Armor*, nor does it stack with other versions of unarmored defense. The character may use a shield while wearing this tunic.

In addition, while unarmored you have advantage on Dexterity saving throws against effects that you see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

### **Tunic of Monk's Unarmored Movement -**

*Wondrous Item, rare (requires attunement)*

*These tunics were developed originally in Thesk, but knowledge of their creation quickly spread to the the druids of the Emerald Enclave, as well as the witches of Rashemen and the red wizards of Thay.*

This item provides the monk's version of unarmored defense (base AC = 10 + dex mod + wis mod) to the character while it is worn. Note that this does not stack with other spells that increase your base AC such as *Mage Armor*, nor does it stack with other versions of unarmored defense.

In addition, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This speed increase does not stack with any other similar speed increase.

### **Wand of Elemental Vulnerability (choose from acid, cold, lightning, fire or thunder)**

*Wand, very rare (requires attunement by a spellcaster)*

*Wands crafted from trees adversely affected by the element to which they are attuned, they are highly prized by spellcasters of all fields, but especially by evokers.*

Each of these wands is designed to enhance spells cast using a spellcaster's own spell slots that use a specific element to which the wand is tied during creation. This element can only be one of the following damage types: acid, cold, fire, lightning, or thunder. Spells cast by the wielder ignore resistance to damage of the chosen type.

### **Wand of Lesser Ley Line Power -**

*Wand, common (requires attunement by a spellcaster)*

*Simple wands of carved wood and wrapped leather that have been left in areas of natural magical power, these wands absorb a limited amount of mystical energy which can be used by a lesser spellcaster who finds themselves in dire straits. Many temples collect*



these wands to give to their lesser clergy, and for many of them this is the first magic item they ever are given.

This wand has 4 charges. While holding it, you can use an action to expend 1 of its charges in order to cast a first level spell that you have prepared or know, OR you can expend 2 of its charges in order to cast a second level spell that you have prepared or know. You cannot use this wand to power higher level spells. This wand does not regain charges. When all of its charges are expended, the wand crumbles into ashes and is destroyed.

### Wand of Ley Line Power -

*Wand, rare (requires attunement by a spellcaster)*

*These wands are made of carved exotic woods and decorated with variously colored (red, blue, green, or yellow) spinel stones and decorated with silver filigree. These wands are created from woods that grew in areas of overlapping lines of mystical power and as a result it can draw from these sources to power a spellcaster's spells.*

This wand has 12 charges. While holding it, you can use an action to expend 1 of its charges in order to cast a first level spell that you have prepared or know, OR you can expend 2 of its charges in order to cast a second level spell that you have prepared or know, OR you can expend 4 of its charges in order to cast a third level spell that you have prepared or know. You cannot use this wand to power higher level spells, nor can you use it to cast a spell at a higher level than you can normally cast it.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

### Wand of Necrotic Decay

*Wand, very rare (requires attunement by a spellcaster)*

*Wands carved from the bones of powerful undead spellcasters, these wands serve to enhance the wielder's casting of spells that deal necrotic damage.*

Each of these wands is designed to enhance spells cast using a spellcaster's own spell slots that do necrotic damage. Spells cast by the wielder ignore resistance to damage of the chosen type. In addition, the wielder adds +1 to each die of damage rolled (not to exceed the character's level in total) when used against the living.

### Wand of Spell Knowledge -

*Wand, uncommon (requires attunement by a spellcaster)*



THESE ARE THE EFFECTS OF THE SPELLS FOR THE USE OF THE  
 WANDS BY THE SPELLCASTER

Rediscovered and further adapted upon by the Vremyonni of Rashemen centuries ago, this magic has seen extensive use in Eastern Faerun and the Hordelands. However, knowledge of its creation has spread to Halruaa, Nimbral, Silverymoon, Cormyr, and other highly magical lands.

This wand has 7 charges. This wand is specially prepared with the knowledge of the casting of a single spell of each level of 5<sup>th</sup> level or less, all of which must come from a single class' spell list. This wand is only attunable to a spellcaster for which all of said spells exists on their spell list (so, for instance, a wand containing cure wounds is not attunable by a wizard, even if the other 4 spells appeared on his spell list). As a result, these wands are often named after the spellcasting class which created it <i.e. Wand of Wizardly Spell Knowledge>. While holding it, you can use a bonus action to expend 1 of its charges in order to transfer one of the spells into the mind of the wielder for one minute, thus becoming a spell known or prepared, so long as the wand remains in the wielder's hand. The spell transferred must be one of a level which the character could theoretically learn and/or know (so for instance, if the character cannot prepare 5<sup>th</sup> level spells, then he cannot active the 5<sup>th</sup> level spell in the wand). In essence, this spell is temporarily one that the wielder can cast using his own spell slots. The spell cast does not require somatic components, as the wielding of the wand provides these requirements. The most common of these wands are filled with divination spells, but most of them fall along various themes (assault magic, infiltration magic, protection magics, etc...). The wielder may only be attuned to a single wand of this type at a time.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

### Wand of Spell Knowledge, Greater -

*Wand, rare (requires attunement by a spellcaster)*

These wands work almost exactly like a wand of spell knowledge except for three exceptions. First, this wand holds a single spell of each level of from 1<sup>st</sup> to 7<sup>th</sup> level. Second, the character may attune to the wand as long as 1 of the 7 spells fall upon his spell list. Any spells which do not fall upon his spell list are not able to be transferred to the wielder's mind. Third, the wielder of the wand may transfer higher level spells than he can normally prepare, but he can only cast them if he has the spell slots to do so (this primarily comes into play with multi-class spellcasters).

### Wand of the Sun's Radiance

*Wand, very rare (requires attunement by a spellcaster)*

*Wands crafted typically from simple wands or torches that have seen thousands of repeated castings of the light cantrip upon them, these wands serve to enhance the wielder's casting of spells that deal damage with light.*



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Each of these wands is designed to enhance spells cast using a spellcaster's own spell slots that do radiant damage. Spells cast by the wielder ignore resistance to damage of the chosen type. In addition, the wielder has advantage on damage die rolls against undead, creatures damaged by light, and/or creatures native to the shadowfell (note, this is damage on all the die rolls combined, not each individual die).

### Witch Boat of Rashemen

*Wondrous Item, rarity varies based upon the powers instilled in a boat*

Witchboats are small (12' long), pilotless vessels that ply the rivers and lakes of Rashemen. Despite the name, these specialized constructs are not created by the Wychlaran. Rather they are created by the Vremyonni as a means to protect their homeland. The boats are actually piloted by Telthor Spirits which are encouraged to possess the boats by the Vremyonni. They are a common sight on Rashemen's waterways, moving mysteriously through chill waters, carrying robed and masked witches or important individuals all across the nation, and are an important link in communication and trade throughout Rashemen. They can move effortlessly, both up and downstream. They are characteristically used to carry couriers or agents on special missions, as troop transports, or for the witches themselves when they need quick and reliable transportation. However, it is not unusual to see Rashemi fishermen in a witch boat simply going out to go fishing.

The powers of a witch boat vary greatly. This is due to the fact that these are often one of the first constructs that Vremyonni are taught to create. Some boats simply have spells to *summon live bait*, *detect school of fish*, and have a chest on each end of the boat with the ability to keep what is stored in them cold (this would be an uncommon rarity witch boat). Other witch boats have the ability to cast *animal messenger* and *fog cloud* 1/day and have 7 charges like a wand of a spell of 2<sup>nd</sup> level or less (common ones being *Detect Thoughts*, *Snilloc's Snowball Swarm*, *Magic Missile*, *Sleep*, or *Scorching Ray*), said charges restoring 1d6+1 charges per day, and a boat will never destroy itself by using its last charge if it can help it (this would be a rare witch boat). Then there are the witch boats whispered to be able to unleash fireballs, hurl lightning, summon powerful fey guardians, surround themselves with poison gas and a wall of force, or which shapechange into dragons. Of course, the question is, which kind did you just get on, and does it like you?



# Artifacts

## The Red Book of Spell Strategy -

*Wondrous Item, Artifact (requires attunement by a spellcaster with access to 6<sup>th</sup> level spell slots)*

The Red Book of Spell Strategy is known to be a combination spellbook, treatise on various arcane lore and recipes, and essay on magical combat. It is also known to be a relic considered holy to the churches of the Red Knight and Deneir. Both churches are actively in search of obtaining it, though the reasons for this are closely guarded secrets held by each church, and some say these reasons are not the same.

It is said that those who have used this artifact have slowly learned some of its past history in talking to it. Some say that it was in fact once a living person, a reknowned bounty hunter, named Sleyvas, formerly of Thay who hunted other spellcasters often at the behest of the Zulkirs. After his fellow countrymen turned on him, he faked his death and fled to Chessenta, whereupon he took up mercenary work with a young mystic theurge of the Red Knight that he took to training. Later in life, this bounty hunter had become involved in the life of a young Deneiran mage-priestess, Lady Jillian Doncastle, and her children (some say they were his grandchildren). When Jillian found herself embroiled in a mystery surrounding the disappearance of a fat, aging moneylender of Waterdeep, she discovered too her chagrin that she had upset a powerful lich who was making blueflame magic items. In desperation, she called to the grandfather of her children, and its said that the bounty hunter and his Red Knight companion came rushing to her aid. The combat that ensued is said to have been so powerful as to have fractured reality, though in truth during the combat itself the Spellplague occurred. What happened to the lich and his undead servitors is unknown, but Lady Jillian became a weaveghost. The bounty hunter simply disappeared, along with his spellbook, his deck of "wheel of spells", and his favorite dancing blade. The Red Knight's champion, Damerik Palenthist, was able to escape along with the children, whom he adopted and protected to the end of his days, having fallen in love with their ghostly mother. It is whispered that the eldest of the children was the first owner of the artifact, and he passed it on to his younger sister when she went to chase Lurue with members of the Roaringhorn family of Waterdeep.

The Red Book of Spell Strategy is an intelligent artifact with the ability to actually change its form each morning at dawn. It often doesn't reveal this fact to its owner right away and uses it to actually hide from its owner if they displease it. The owner cannot force it to change forms, and it often refuses to do so for "dullards who won't learn". It is also immune to all forms of magical detection while it is in any of



these forms. Its three forms are that of a leatherbound spellbook, a card deck of the game “wheel of spells”, or a one-handed weapon. It provides certain benefits with each form that it does not provide if it is not in that form. The details of each form are detailed below.

**Sentience.** The Red Book of Spell Strategy is a sentient lawful neutral magic item with an intelligence of 20, a Wisdom of 14, and a Charisma of 14. It can speak, read, and understand Common, Draconic, Mulhorandi, and Primordial, and can communicate with its owner telepathically. While you are attuned to it, the Red Book of Spell Strategy also understands every language that you know. It is known to shout the Thayan term “*Alavairthae*” telepathically into its owner's mind any time it enters spell combat with another spellcaster.

**Personality.** The Red Book of Spell Strategy (or as it calls itself, Sleyvas) speaks with an arrogant air of obvious superiority. Its purpose is to train young spellcasters in the “proper” ways of spell strategy. It loves to tell stories of how it used certain spell combinations to overpower a foe, often ending with “but that was when magic worked differently, but you know you could apply the same concept in a new way.... if you just think about it”.

It however does not limit this training to spellcasting, as it believes that to train one's mind in strategy is to make one's mind able to adapt to the rigors that life throws at you. Thus, it requires its owner to often play board games with it, such as draughts, lanceboard, lancers and lions, Sava, and the Kara-Turan import game of Go, or specialized card games such as “Wheel of Spells”, or Talis deck card games such as Whist, Talison, Elemental Empires, or Old Wizard. When he feels like punishing his owner, he forces them to play a round of the Moon Elf game of Kholiast, which involves a deck of more than 1,000 cards, a variable-sized hand based upon a throw of dice, and a point-counting system that would drive even the most dedicated Candlekeep scholar completely mad.

Its also rumored that any previous owner of the Red Book of Spell Strategy who interacted with the artifact for more than five years has had a portion of their own mind echoed into the book, and as a result, at times Sleyvas will actually “defer” to one of these other “personae” to help train a young spellcaster in the arts which he himself was only witness to. As a result, the DM is encouraged to come up with multiple alternate personalities that the book may hold captive within its mystical form.

**Fabricate Game.** In any form, the Red Book of Spell Strategy is able to fabricate a gaming set of any game it has ever played before. If the owner then uses this gaming set to play against someone else, they are automatically proficient with this gaming set due to the aid of the Red Book of Spell Strategy.

**Leatherbound Spellbook.** While in this form, the Red Book of Spell Strategy provides



its owner a +2 bonus to its spellcasting ability (i.e. either Intelligence, Wisdom, or Charisma). The owner determines which spellcasting ability to enhance if he belongs to multiple classes providing the spellcasting class feature. In addition, while it is in this form, the owner of the spellbook can use it to make himself proficient in one skill of his choice chosen from amongst the following: *arcana*, *history*, *investigation*, *nature*, *religion*, *insight*, or *perception*. (this choice is made is made at the time of initial attunement and may not be changed later, even if they unattune and reattune themselves to the item).

**Wheel of Spells Deck.** While in this form, the Red Book of Spell Strategy allows the character (if they possess the spellcasting class features) to draw up to 5 cards from the deck and thereby gain 4 spells from his class list as additional prepared spells for the day. These spells will be from 1<sup>st</sup> to 4<sup>th</sup> level (typically one from each level) and they will be randomly chosen by the dungeon master. In addition, while the book is kept in deck form, the owner gains one additional spell slot of from 1<sup>st</sup> to 4<sup>th</sup> level, plus one spell slot of his highest castable level. In addition, the Red Book of Spell Strategy always allows the fifth card that is drawn be any spell which the owner would actually like to have as an additional prepared spell, and the owner gains one extra spell slot of his highest castable spell level. The Red Book of Spell Strategy is also able to take over concentration for any one spell that the owner is currently concentrating on, freeing up its owners ability to cast new spells.

**Magic Weapon.** The Red Book of Spell Strategy is able to take on the form of any one-handed piercing or slashing weapon, and if it likes its wielder it may appear in a form that they would actually want. If they've made it mad, it typically appears as a simple dagger. This weapon has the properties of a Defender weapon (see DMG, page 164-165) and a Dancing Sword (see DMG page 161) , though it need not be in sword form, and is always silvered.



# New Spells

## Class Spell Lists

The following spell lists show which of the new spells are for a class. A spell's school of magic is noted in parentheses after its name. If a spell can be cast as a ritual, the ritual tag also appears within the parentheses. This does not include the list of previously detailed rituals that can only be learned via feats or class features. This spell list includes some spells from other WotC resources in order to provide a more up to date listing of all available spells from alternate resources. It also includes a listing of names of spells from other DM's Guild Community authors (but only the names), so as to encourage the community towards using/buying these products as well. It should be noted that some spells may not thematically fit the area in which your players are adventuring, and therefore certain spells may be harder or impossible to acquire based upon DM's discretion. In some instances, spells of similar name have been developed by multiple authors, and I have endeavored to list either my own version or what I feel is the better developed version.

A \* beside a spell indicates it comes from the Elemental Evil Player's Companion PDF provided free by WotC at link

[http://media.wizards.com/2015/downloads/dnd/EE\\_PlayersCompanion.pdf](http://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf)

A ☠ beside a spell indicates it comes from the Unearthed Arcana Article: That Old Black Magic provided free by WotC at link

[https://media.wizards.com/2015/downloads/dnd/07\\_UA\\_That\\_Old\\_Black\\_Magic.pdf](https://media.wizards.com/2015/downloads/dnd/07_UA_That_Old_Black_Magic.pdf)

A 🏠 beside a spell indicates it comes from the DM's guild offering by Jeff and Dawn Ibach called Athanae's Divinations located at [https://www.dmsguild.com/product/172631/Athanaes-Divinations?term=athanae&filters=45469\\_0\\_0\\_0\\_0](https://www.dmsguild.com/product/172631/Athanaes-Divinations?term=athanae&filters=45469_0_0_0_0)

A 🏠 beside a spell indicates it comes from the DM's guild offering by Thomas Schlüter called Elemental Magic of Zakhara located at <http://www.dmsguild.com/product/173753/Elemental-Magic-of-Zakhara-AlQadim--Forgotten-Realms>

A ☠ beside a spell indicates it comes from the DM's guild offering by Thomas Schlüter called




[http://www.dmsguild.com/product/179971/Necromancy-After-the-Time-of-Troubles?filters=45469\\_0\\_0\\_0\\_0\\_0\\_0](http://www.dmsguild.com/product/179971/Necromancy-After-the-Time-of-Troubles?filters=45469_0_0_0_0_0_0)

A 🔥 beside a spell indicates it comes from the DM's guild offering by Polaron Posadas called Spells of the Unapproachable East located at [http://www.dmsguild.com/product/185957/Spells-of-the-Unapproachable-East?filters=45469\\_0\\_0\\_0\\_0\\_0\\_0](http://www.dmsguild.com/product/185957/Spells-of-the-Unapproachable-East?filters=45469_0_0_0_0_0_0)


False face (necromancy) (ritual) 🦴



## The Red Book Of Spell Strategy


Past Life (divination) 

Wall against Noise (transmutation)


(ritual) 


### 3rd Level


Diviner's Skill (divination)

Fortune Favors the Bold (divination) 


Jillian's Constant Interruption  
(enchantment)


Know History (divination) 


Society Trance (divination) 

Abolish Shadows (abjuration) 

Converse with Sea Creatures (divination)

(ritual) 


Spirit Armor (necromancy) 

Ward against Undead (abjuration) 


### 4th Level


Blindsense (divination)

Deltzen's Deleterious Distraction  
(enchantment)

Remote Charm (divination) 


Shoondal's Seeking (divination)

Mask of Death (necromancy) (ritual) 


Spendelarde's Chaster (necromancy) 

### 5th Level


Frelzart's Frugal Fetish (enchantment)


Illusory Replay (divination) 

Storm's Spell Thrust (abjuration)


Enervation (necromancy) 

Force Shapechange (necromancy)

(ritual) 

Negative Plane Protection (abjuration) 


### 6th Level


Know True Name (divination) 

Shadowsteal (illusion)


### 7th Level

Hold Golem (enchantment)

Create Soundstaff (transmutation) 

Simbul's Synostodweomer (evocation) 

### 8th Level


Absolute Truth (divination) 


## Cleric Spells


### Cantrips (0 Level)


Charnel Strike (necromancy)

Lifefeech Blade (necromancy)


Bone Dance (necromancy) 


Ebony Hand (necromancy) 


Spectral Voice (necromancy) 


Water Blast (evocation) 

### 1st Level

Age Estimation (divination) 


Appraisal (divination) 


Insight (divination) 

Personal Compass (divination) 

Silvered Weapon (transmutation)


Cool Strength (transmutation)

(ritual) 

Detect Life (divination) 




## The Red Book Of Spell Strategy

Undead Servant (necromancy) (ritual) 


### 2nd Level

Cloak of Adeamoys (abjuration)

Corpse Fate (divination) 

Detect Mental Manipulation (divination)

Dispel Silence (abjuration)


Object Read (divination) 


Proof From Teleportation (abjuration)


Scarecrow Spirit Bind (necromancy)


Undead Mount (necromancy)


Animate Skeleton or Zombie


(necromancy) (ritual) 


Cloak from Undead (necromancy) 


Hold Undead (necromancy) 

Past Life (divination) 

Resist Turning (necromancy) 


Shroud of Undeath (necromancy) 


Spectral Senses (necromancy) (ritual) 


Sundazzle (evocation) 


### 3rd Level

Diviner's Skill (divination)

Abolish Shadows (abjuration) 

Brightfire (evocation) 

Undead Torch (necromancy) 


Ward against Undead (abjuration) 


### 4th Level


Beltyn's Burning Blood Blight  
(necromancy)

Shadow Call (necromancy)

Shoondal's Seeking (divination)

Beltyn's Burning Blood (necromancy) 


Conjure Minor Undead (conjunction) 


Recitation (conjunction) 


### 5th Level

Imbue Undead with Cantrip  
(necromancy)

Storm's Spell Thrust (abjuration)


Negative Plane Protection (abjuration) 

Soul Scour (necromancy) 


Undead Spell Focus (necromancy) 

### 6th Level


Ghostgrail (abjuration)

Know True Name (divination) 

### 8th Level

Absolute Truth (divination) 

### 9th Level

Lifewater (transmutation) 

## Druid Spells

### Cantrips (0 Level)

Create bonfire (conjunction)\*

Control flames (transmutation)\*

Frostbite (evocation)\*

Gust (transmutation)\*

Magic stone (transmutation)\*

Mold earth (transmutation)\*

Poison Blade (conjunction)

Shape water (transmutation)\*

Thunderclap (evocation)\*



# The Red Book Of Spell Strategy

THESE ARE THE SPELLS OF THE RED BOOK OF SPELLS  
AND THEY ARE THE SPELLS OF THE RED BOOK OF SPELLS

Witch Whip (Transmutation)

Flying Jambiya (transmutation)

Sand Blade(transmutation)

Sandspray (transmutation)

Water Blast (evocation)

## 1st Level

Absorb elements (abjuration)\*

Age Estimation (divination)

Beast bond (divination)\*

Earth tremor (evocation)\*

Ice knife (conjunction)\*

Personal Compass (divination)

Burning Sands (transmutation)

(ritual)

Cool Strength (transmutation)

(ritual)

Detect Life (divination)

Detect Metals and Minerals (divination)

(ritual)

Float (transmutation)

Hovering Fire (evocation)

Sand Seal (conjunction)

Snilloc's Snowball (evocation)

Waterbane (abjuration) (ritual)

Wind Compass (transmutation)

(ritual)

## 2nd Level

Aerial Track (divination)

Dust devil (conjunction)\*

Earthbind (transmutation)\*

Skywrite (transmutation, ritual)\*

Warding wind (evocation)\*

Circle of Flame (evocation)

Depth Warning (divination)

Pillar of Sand (transmutation)

Scorching Spear (evocation)

Seasight (divination)

## 3rd Level

Erupting earth (transmutation)\*

Flame arrows (transmutation)\*

Tidal wave (conjunction)\*

Wall of water (evocation)\*

Bladebane (transmutation)

Cone of Teeth (evocation)

Converse with Sea Creatures (divination)

(ritual)

Greenfire (conjunction)

StoneHull (transmutation)

## 4th Level

Blindsense (divination)

Elemental bane (transmutation)\*

Watery sphere (conjunction)\*

Heatwave (evocation)

Liquid Earth (transmutation)

Strengthen or Weaken Sea Creature


(transmutation)

Superior Darkvision (transmutation)

Wind Blade (evocation)





## 5th Level




- Control winds (transmutation)\*
- Maelstrom (evocation)\*
- Transmute rock (transmutation)\*
- Ball Lightning (evocation) 
- Desert Fist (evocation) 
- Enervation (necromancy) 
- Shatterhull (evocation) 
- Waves of Sand (transmutation) (ritual) 
- Wind Carpet (evocation) 

## 6th Level



- Bones of the earth (transmutation)\*
- Investiture of flame (transmutation)\*
- Investiture of ice (transmutation)\*
- Investiture of stone (transmutation)\*
- Investiture of wind (transmutation)\*
- Primordial ward (abjuration)\*

- Acid Storm (evocation) 
- Command Water Spirits (evocation) 



## 7th Level

- Whirlwind (evocation)\*
- Summon Flame Dragons (evocation) 
- Summon Wind Dragons (evocation) 
- Water Form (transmutation) 

## 8th Level


- Cleanse or Pollute Water (transmutation) 
- Unleash Monolith (conjuration) 


## 9th Level

- Lifewater (transmutation) 
- Sand Form (transmutation) 

## Paladin Spells


### 1st Level


- Silvered Weapon (transmutation)
- Detect Life (divination) 

- Fire Truth (divination) 



### 2nd Level

- Cloak of Adeamoza (abjuration)
- Detect Mental Manipulation (divination)


- Cloak from Undead (necromancy) 

- Hold Undead (necromancy) 


### 3rd Level

- Bladebane (transmutation) 
- Ward Against Undead (necromancy) 

### 4th Level


- Ilykur's Mantle (abjuration) 

### 5th Level

- Negative Plane Protection (abjuration) 

## Ranger Spells

### 1st Level

- Absorb elements (abjuration)\*
- Beast bond (divination)\*
- Personal Compass (divination) 
- Silvered Weapon (transmutation)









# The Red Book Of Spell Strategy

THESE ARE THE SPELLS OF THE RED BOOK OF SPELLS  
AND THEY ARE THE SPELLS OF THE RED BOOK OF SPELLS


Age Estimation (divination) 


Appraisal (divination) 


Catapult (transmutation)\*

Earth tremor (evocation)\*


Ice knife (conjunction)\*


Insight (divination) 

Know Status (divination) 


Personal Compass (divination) 

Silvered Weapon (transmutation)


Bone Club (necromancy) 


Brand (evocation) (ritual) 


Burning Sands (transmutation)


(ritual) 


Cool Strength (transmutation)


(ritual) 


Corpse Visage (necromancy) 

Detect Life (divination) 

Fire Truth (divination) 

Float (transmutation) 


Hovering Fire (evocation) 

Snilloc's Snowball (evocation) 

## 2nd Level

Aganazzar's scorcher (evocation)\*

Cloak of Adeamozs (abjuration)

Corpse Fate (divination) 


Detect Mental Manipulation (divination)

Dispel Silence (abjuration)

Dust devil (conjunction)\*

Earthbind (transmutation)\*

Maximilian's earthen grasp  
(transmutation)\*

Object Read (divination) 

Proof From Teleportation (abjuration)


Pyrotechnics (transmutation)\*


Scarecrow Spirit Bind (necromancy)


Snilloc's snowball swarm (evocation)\*


Undead Mount (necromancy)


Warding wind (evocation)\*


Circle of Flame (evocation) 


Combust (evocation) 

Depth Warning (divination) 


Past Life (divination) 

Pillar of Sand (transmutation) 


Scorching Spear (evocation) 

Seasight (divination) 

Wall against Noise (transmutation)

(ritual) 


## 3rd Level

Conjure Lesser Demon (conjunction) 


Diviner's Skill (divination)

Erupting earth (transmutation)\*

Flame arrows (transmutation)\*


Fortune Favors the Bold (divination) 


Jillian's Constant Interruption  
(enchantment)


Know History (divination) 

Lightning Reflection (abjuration)

Melf's minute meteors (evocation)\*

Pierce the Veil (divination) 

Premonition (divination) 

Society Trance (divination) 

Wall of water (evocation)\*



# The Red Book Of Spell Strategy

THESE ARE THE SPELLS OF THE RED BOOK OF SPELL STRATEGY  
 AKA BY AKA YAY KKK OYTF 1K BYJ TBA 1A KLA OLSY

Wylunde's Ward (abjuration)

Abolish Shadows (abjuration) 🔥

Brightfire (evocation) 🔥

Cone of Teeth (evocation) 🔥

Improved Mage Armor (abjuration) 🔥

Putrefaction (necromancy) 💀

Spirit Armor (necromancy) 💀

StoneHull (transmutation) 🔥

Wall of Smoke (evocation) 🔥

## 4th Level

Beltyn's Burning Blood Blight  
(necromancy)

Bind Undead Familiar (necromancy)

Blindsense (divination)

Conjure Barlgura (conjunction) 💀

Conjure Shadow Demon (conjunction) 💀

Deltzen's Deleterious Distraction  
(enchantment)

Imozen's Elemental Immunity

Eradication (transmutation)

Iron Maiden (conjunction)

Peer Into Worlds (divination) 🔮

Remote Charm (divination) 🔮

Revealing Glyph (divination) 🔮

Shadow Call (necromancy)

Shoondal's Seeking (divination)

Storm sphere (evocation)\*

Vitriolic sphere (evocation)\*

Watery sphere (conjunction)\*

Ash Cloud (evocation) 🔥

Beltyn's Burning Blood (necromancy) 🔥

Conjure Minor Undead (conjunction) 🔥

Force Orb (evocation) 🔥

Ghost Rigging (conjunction) 🔥

Graft Flesh (necromancy) 💀

Heatwave (evocation) 🔥

Sinsabur's Baleful Bolt (necromancy) 🔥

Sunwarp (illusion) 🔥

Superior Darkvision (transmutation) 🔥

Wind Blade (evocation) 🔥

## 5th Level

Conjure Vrock (conjunction) 💀

Control winds (transmutation)\*

Diviner's Uncanny Dodge (divination)

Frelzart's Frugal Fetish (enchantment)

Illusory Replay (divination) 🔮

Imbue Undead with Cantrip  
(necromancy)

Immolation (evocation)\*

Lesser Ironguard (abjuration)

Spectral Guards (necromancy)

Storm's Spell Thrust (abjuration)

Ball Lightning (evocation) 🔥

Desert Fist (evocation) 🔥

Enervation (necromancy) 🔥

Fire Stride (evocation) 🔥

Negative Plane Protection (abjuration) 💀

Shipschock (abjuration) 🔥

Simbul's Spell Matrix (transmutation) 🔥

## 6th Level


Animate Dread Warrior (necromancy)





Dire Vision (divination) 🔮



Ghostgrail (abjuration)





## The Red Book Of Spell Strategy


Know True Name (divination)   
 Investiture of flame (transmutation)\*  
 Investiture of ice (transmutation)\*  
 Investiture of stone (transmutation)\*  
 Investiture of wind (transmutation)\*  
 Shadowsteal (illusion)


Acid Storm (evocation)   
 Fiendform (transmutation)   
 Flame Lash (evocation)   
 Lich Touch 


Searing Brand (evocation)   
 Shatterbone (necromancy) 

### 7th Level


Conjure Hezrou (conjuration)   
 Diviner's Evasion (divination)  
 Imbue Dread Warrior with Command Ability (necromancy ritual)  
 Instant Karma (divination)   
 Spelltrap (abjuration)  
 Undead Host (necromancy)  
 Wandweird (abjuration)  
 Simbul's Spell Sequencer

(transmutation) 

Simbul's Synostodweomer (evocation)   
 Summon Flame Dragons


(evocation) 


Summon Wind Dragons


(evocation) 


### 8th Level

Abi-Dalzim's horrid wilting (necromancy)\*


Absolute Truth (divination)   
 Hold Golem (enchantment)  
 Lightning Ring (evocation)  
 Spell Targeting Enhancement (divination)


True Location (divination) 

Burning Wind (evocation) 


Defoliate (necromancy) 

Simbul's Skeletal Deliquescence


(transmutation) 

Unleash Monolith (conjuration) 


### 9th Level


Achilles' Heel (divination) 


Corpse Jump (necromancy)

Find the Precious (divination) 

Wail of the Banshee (necromancy)


Disruption (necromancy) 

Sand Form (transmutation) 

Simbul's Spell Trigger (transmutation) 

## Warlock Spells


### Cantrips (0 Level)

Charnel Strike (necromancy)  
 Create bonfire (conjuration)\*  
 Frostbite (evocation)\*  
 Lifeleech Blade (necromancy)  
 Magic stone (transmutation)\*  
 Poison Blade (conjuration)  
 Thunderclap (evocation)\*  
 Exterminate (necromancy) 





# The Red Book Of Spell Strategy


THESE ARE THE SPELLS OF THE RED BOOK OF SPELLS  
AND THEY ARE THE SPELLS OF THE RED BOOK OF SPELLS


Spook (illusion) 


## 1st Level


Bone Club (necromancy) 


Brand (evocation) (ritual) 

Burning Sands (transmutation)  
(ritual) 

Corpse Visage (necromancy) 

Corpselight (necromancy) (ritual) 


Detect Life (divination) 


Locate Remains (divination) (ritual) 


## 2nd Level


Earthbind (transmutation)\*


Scarecrow Spirit Bind (necromancy)


Circle of Flame (evocation) 


Cloak from Undead (necromancy) 

False face (necromancy) (ritual) 


Hold Undead (necromancy) 


Past Life (divination) 


Resist Turning (necromancy) 


Scorching Spear (evocation) 

## 3rd Level

Putrefaction (necromancy) 

Skull Watch (necromancy) 

Spirit Armor (necromancy) 


Wall of Smoke (evocation) 


## 4th Level


Belty's Burning Blood Blight  
(necromancy)


Bind Undead Familiar (necromancy)


Elemental bane (transmutation)\*


Karma Curse (divination) 


Ash Cloud (evocation) 

Belty's Burning Blood (necromancy) 


Graft Flesh (necromancy) 


Mask of Death (necromancy) (ritual) 


Sinsabur's Baleful Bolt (necromancy) 


Swordshun (necromancy) (ritual) 

## 5th Level

Enervation (necromancy) 

Force Shapechange (necromancy)  
(ritual) 

Negative Plane Protection (abjuration) 

Soul Scour (necromancy) 

## 6th Level


Investiture of flame (transmutation)\*


Investiture of ice (transmutation)\*

Investiture of stone (transmutation)\*

Investiture of wind (transmutation)\*

Shadowsteal (illusion)

Fiendform (transmutation) 

Flame Lash (evocation) 

Ghorus Toth's Magnetism



THESE ARE THE SPELLS OF THE RED BOOK OF SPELLS  
AND THEY ARE THE SPELLS OF THE RED BOOK OF SPELLS

(transmutation) 🔥

Lich Touch (necromancy) 💀

Shatterbone (necromancy) 💀

### 8th Level

Defoliate (necromancy) 💀

Simbul's Skeletal Deliquescence

(transmutation) 🔥

### 9th Level

Wail of the Banshee (necromancy)

## Wizard Spells

### Cantrips (0 Level)

Arcing Blade (evocation)

Charnel Strike (necromancy)

Create bonfire (conjuration)\*

Control flames (transmutation)\*

Enlarging Ammunition (Transmutation)

Frostbite (evocation)\*

Gust (transmutation)\*

Impacting Blade (Transmutation)

Know Contents (divination) 🔮

Lifefeech Blade (necromancy)

Mold earth (transmutation)\*

Poison Blade (conjuration)

Prescient Defense (divination)

Shape water (transmutation)\*

Thunderclap (evocation)\*

Witch Whip (Transmutation)

Bone Dance (necromancy) 💀

Exterminate (necromancy) 💀

Flying Jambiya (transmutation) 🔥

Sand Blade(transmutation) 🔥

Sand Tools (transmutation) 🔥

Spectral Hand (necromancy) 💀

Spectral Voice (necromancy) 💀

Spook (illusion) 💀

Water Blast (evocation) 🔥

### 1st Level

Absorb elements (abjuration)\*

Age Estimation (divination) 🔮

Appraisal (divination) 🔮

Catapult (transmutation)\*

Earth tremor (evocation)\*

Ice knife (conjuration)\*

Insight (divination) 🔮

Know Status (divination) 🔮

Personal Compass (divination) 🔮

Silvered Weapon (transmutation)

Bone Club (necromancy) 💀

Brand (evocation) (ritual) 🔥

Burning Sands (transmutation)

(ritual) 🔥

Cool Strength (transmutation)

(ritual) 🔥

Corpse Visage (necromancy) 💀

Corpselight (necromancy) (ritual) 💀

Detect Life (divination) 💀

Detho's Delirium (necromancy) 💀

Fire Truth (divination) 🔥

Float (transmutation) 🔥



# The Red Book Of Spell Strategy

THESE ARE THE SPELLS OF THE RED BOOK OF SPELLS  
AND THEY ARE THE SPELLS OF THE RED BOOK OF SPELLS

Hovering Fire (evocation)🔥

Locate Remains (divination) (ritual)💀

Snilloc's Snowball (evocation)🔥

Undead Servant (necromancy) (ritual)💀

## 2nd Level

Aganazzar's scorcher (evocation)\*

Cloak of Adeamozy (abjuration)

Corpse Fate (divination)🧠

Detect Mental Manipulation (divination)

Dispel Silence (abjuration)

Dust devil (conjuration)\*

Earthbind (transmutation)\*

Maximilian's earthen grasp

(transmutation)\*

Object Read (divination)🧠

Proof From Teleportation (abjuration)

Pyrotechnics (transmutation)\*

Scarecrow Spirit Bind (necromancy)

Skywrite (transmutation, ritual)\*

Snilloc's snowball swarm (evocation)\*

Undead Mount (necromancy)

Animate Skeleton or Zombie

(necromancy) (ritual)💀

Circle of Flame (evocation)🔥

Cloak from Undead (necromancy)💀

Combust (evocation)🔥

Decastave (conjuration)🔥

Depth Warning (divination)🔥

False face (necromancy) (ritual)💀

Hold Undead (necromancy)💀

Nybor's Gentle Reminder

(enchantment)🔥

Past Life (divination)💀

Pillar of Sand (transmutation)🔥

Resist Turning (necromancy)💀

Scorching Spear (evocation)🔥

Seasight (divination)U

Shroud of Undeath (necromancy)🔥

Spectral Senses (necromancy) (ritual)💀

Wall against Noise (transmutation)

(ritual)🔥

Wound Bind (necromancy)💀

## 3rd Level

Conjure Lesser Demon (conjuration)💀

Diviner's Skill (divination)

Erupting earth (transmutation)\*

Fortune Favors the Bold (divination)🧠

Flame arrows (transmutation)\*

Jillian's Constant Interruption

(enchantment)

Know History (divination)🧠

Lightning Reflection (abjuration)

Melf's minute meteors (evocation)\*

Pierce the Veil (divination)🧠

Premonition (divination)🧠

Society Trance (divination)🧠

Tidal wave (conjuration)\*

Wall of sand (evocation)\*

Wall of water (evocation)\*

Wylunde's Ward (abjuration)

Abolish Shadows (abjuration)🔥


Bladebane (transmutation)🔥


Brightfire (evocation)🔥





# The Red Book Of Spell Strategy


THESE ARE THE SPELLS OF THE RED BOOK OF SPELLS  
AND THEY ARE THE SPELLS OF THE RED BOOK OF SPELLS


Cone of Teeth (evocation) 


Improved Mage Armor (abjuration) 


Life Bolt (necromancy) 


Putrefaction (necromancy) 


Skull Watch (necromancy) 


Spirit Armor (necromancy) 

StoneHull (transmutation) 

Undead Lieutenant (necromancy) 

Undead Torch (necromancy) 

Wall of Smoke (evocation) 


Ward against Undead (abjuration) 


## 4th Level

Belyn's Burning Blood Blight (necromancy)

Bind Undead Familiar (necromancy)

Blindsense (divination)

Conjure Barlgura (conjunction) 

Conjure Shadow Demon (conjunction) 


Deltzen's Deleterious Distraction (enchantment)


Elemental bane (transmutation)\*


Imozen's Elemental Immunity

Eradication (transmutation)

Iron Maiden (conjunction)

Peer Into Worlds (divination) 

Remote Charm (divination) 

Revealing Glyph (divination) 


Shadow Call (necromancy)


Shoondal's Seeking (divination)


Storm sphere (evocation)\*


Vitriolic sphere (evocation)\*

Watery sphere (conjunction)\*


Ash Cloud (evocation) 


Belyn's Burning Blood (necromancy) 


Conjure Minor Undead (conjunction) 

Force Orb (evocation) 


Ghorus Toth's Metal Melt


(transmutation) 


Ghost Rigging (conjunction) 

Graft Flesh (necromancy) 


Heatwave (evocation)U


Ilykur's Mantle (abjuration) 


Life or Death Field (necromancy) 


Mask of Death (necromancy) (ritual) 


Nybor's Mild Admonishment


(enchantment) 

Sinsabur's Baleful Bolt (necromancy) 


Sunwarp (illusion) 

Superior Darkvision (transmutation) 

Swordshun (necromancy) (ritual) 

Wind Blade (evocation) 


## 5th Level

Conjure Vrock (conjunction) 

Control winds (transmutation)\*

Diviner's Uncanny Dodge (divination)

Frelzart's Frugal Fetish (enchantment)

Illusory Replay (divination) 

Imbue Undead with Cantrip (necromancy)

Immolation (evocation)\*

Lesser Ironguard (abjuration)

Spectral Guards (necromancy)

Storm's Spell Thrust (abjuration)

Transmute rock (transmutation)\*



# The Red Book Of Spell Strategy

THESE ARE THE SPELLS OF THE RED BOOK OF SPELL STRATEGY  
 117

Ball Lightning (evocation) 🔥

Desert Fist (evocation) 🔥

Enervation (necromancy) 🔥

Fire Stride (evocation) 🔥

Force Shapechange (necromancy)

(ritual) 💀

Grimwald's Graymantle (necromancy) 💀

Improved Blink (transmutation) 🔥

Negative Plane Protection (abjuration) 💀

Shipslock (abjuration) 🔥

Simbul's Spell Matrix (transmutation) 🔥

Undead Spell Focus (necromancy) 💀

Watchware (abjuration) (ritual) 🔥

## 6th Level

Animate Dread Warrior (necromancy)

Dire Vision (divination) 🧠

Ghostgrail (abjuration)

Know True Name (divination) 🧠

Investiture of flame (transmutation)\*

Investiture of ice (transmutation)\*

Investiture of stone (transmutation)\*

Investiture of wind (transmutation)\*

Shadowsteal (illusion)

Acid Storm (evocation) 🔥

Fiendform (transmutation) 🔥

Flame Lash (evocation) 🔥

Ghorus Toth's Magnetism

(transmutation) 🔥

Lich Touch (necromancy) 💀

Searing Brand (evocation) 🔥

Shatterbone (necromancy) 💀

## 7th Level

Conjure Hezrou (conjuration) 💀

Diviner's Evasion (divination)

Imbue Dread Warrior with Command Ability (necromancy ritual)

Instant Karma (divination) 🧠

Spelltrap (abjuration)

Undead Host (necromancy)

Wandweird (abjuration)

Whirlwind (evocation)\*

Nybor's Stern Reproof (enchantment) 🔥

Simbul's Spell Sequencer

(transmutation) 🔥

Simbul's Synostodweomer (evocation) 🔥

Summon Flame Dragons

(evocation) 🔥

Summon Wind Dragons

(evocation) 🔥

## 8th Level

Abi-Dalzim's horrid wilting (necromancy)\*

Absolute Truth (divination) 🧠

Hold Golem (enchantment)

Lightning Ring (evocation)

Spell Targeting Enhancement (divination)

True Location (divination) 🧠



Burning Wind (evocation)🔥

Defoliate (necromancy)💀

Nybor's Wrathful Castigation

(enchantment)🔥

Simbul's Skeletal Deliquescence

(transmutation)🔥

Skeletal Guard (necromancy)🔥

Unleash Monolith (conjuration)🔥

9th Level

### Animate Dread Warrior

6th-level necromancy spell

**Casting Time:** 10 minutes

**Range:** touch

**Components:** V,S,M (the fresh corpse of a dead warrior of skill, the rusted fragment of a sword blade)

**Duration:** permanent

You transform the corpse of a skilled warrior into an undead monster under your command. The corpse in question must be that of a humanoid with at least 3 levels and proficiency with martial weapons or a challenge rating of 3, killed within the last tenday. The body must be substantially whole, although any injury short of dismemberment does not interfere with the spell.

Upon completion of the spell, the subject corpse reanimates as a dread warrior under your command (see the DMSGuild offering of "Bestiary of Faerun" page 36 authored by Leonaru which can be bought at [www.DMsGuild.com](http://www.DMsGuild.com) for details of the dread warrior). The creature serves loyally and obeys your orders to the best of its ability, although control over this undead may be usurped by those with the ability to do so. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To

Achilles' Heel (divination)🔮

Corpse Jump (necromancy)

Find the Precious (divination)🔮

Wail of the Banshee (necromancy)

Disruption (necromancy)💀

Eye of Power (divination)🔥

Sand Form (transmutation)🔥

Simbul's Spell Trigger (transmutation)🔥

Sphere of Ultimate Destruction

(conjuration)🔥





maintain control of the creature for another 24 hours, you must include it amongst a casting of *animate dead* meant to reassert control over undead you have created.

**At higher levels.** When you cast this spell using a spell slot of 7th level or higher, the spell can animate an additional dread warrior for each spell level above 6<sup>th</sup>, so long as the proper components are available.

(original source various versions, but Unapproachable East)

### Arcing Blade

*evocation cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, plus the target takes 1 point of lightning damage. However, the jolt of electricity also causes muscle spasms in the target that cause him to take a -2 to hit on his next attack. This lightning also leaps from the target to a different creature of your choice that you can see within 5 feet of it, also causing it to take 1 point of lightning damage and a -2 to hit on its next attack.

This spell's damage increases to 1d8 when you reach 5<sup>th</sup> level (1d8), and by an additional 1d8 at 11<sup>th</sup> level (2d8), and again at 17<sup>th</sup> level (3d8). Also, at 11<sup>th</sup> level, this spell can leap to a third target if there are 2 targets within 5 feet of the original target. It should be noted that this may be applied only to one melee weapon attack per action used.

### Beltyn's Burning Blood Blight

*4th-level necromancy spell*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V,S,M

**Duration:** 3 rounds

By means of this spell, the spellcaster can cause the open, bleeding wounds of any creature to burst into flame, converting the blood into a corrosive mix which inflicts 1d6 acid and 1d6 fire damage per round. Open wounds is defined as those wounds created by any type of melee attack which have not been dressed or healed. Obviously, the creature must have blood in the first place in order to be affected by this spell. This excludes undead and extraplanar creatures who do not have obvious blood (like elementals). Each of the three rounds the spell is in effect, the target can make a constitution saving throw with a -3 penalty. If the save is made, no additional damage is inflicted by the spell.

Each round that the spell is in effect on the target, any enemies within five feet



of the infected target who also have open wounds must make a constitution saving throw with a -3 penalty. If the save is not made, then that individual is also affected by Belty's Burning Blood Blight, but this secondary target is not contagious to other individuals. Only the original target can infect other targets. If the secondary target makes their save, they are immune to catching this infection for the remaining duration of the spell.

The material components of this spell are the presence of exposed blood and a pinch of saltpeter.

**At higher levels.** When you cast this spell using a spell slot of 5th level or higher, the number of rounds of duration and number of initial targets infected both increase by 1 per slot level above 4<sup>th</sup> (such that at 9<sup>th</sup> level, this spell would infect 6 targets for 8 rounds each). All initial targets must be within 60 feet of each other. (original source Forgotten Realms Adventures)

### Bind Undead Familiar

4th-level necromancy spell

**Casting Time:** 1 hour

**Range:** 40 feet

**Components:** V,S,M (50 gp ebony gemstone, plus a preserved humanoid heart)

**Duration:** Instantaneous

This spell is similar to but different from the *find familiar* spell, and you may not have an undead familiar and a regular familiar at the same time. Its main difference is that the spellcaster must find and entrap and/or entice the undead that he will cast the spell upon to stand still while the spell is cast. This is often accomplished via the spellcaster surrounding the undead monster with a magic circle that holds it in place while the spell to bind them is cast, though the lengthy casting time of magic circle can make this a tricky maneuver if the undead becomes aware of them.

This spell is specifically capable of binding *ghouls* (see monster manual) into service. Like a regular familiar, when an undead familiar drops to 0 hit points, it disappears leaving behind no physical form. It reappears when you cast *Bind Undead Familiar* again. Unlike a regular familiar, an undead familiar can attack. An undead familiar always appears in its natural undead form and does not gain any additional celestial, fey, or fiendish traits.

You gain these specific features of a familiar as well: telepathy with familiar, seeing and hearing through familiar's eyes, gaining the use of any special senses of the familiar, dismissing your familiar, and transmitting touch spells via your familiar.

**At higher levels.** When you cast this spell using a spell slot of 5th level or higher, your options for type of undead that can be bound increase. At 5th level, *ghasts* are added to the type of creature that can be bound. At 6th level, *wights* or *mummies* are added to the type of creature that can be bound. At 7th level, *bone nagas* (spirit naga variety) are added to the type of creature that can be bound. At 8th level, *Flameskulls* are added to the type of creature that can be bound. At 9th level, *vampire spawn* are added to the type of creature that can be bound. Other undead of similar CR's have also been



known to be bound by this spell, but you should consult your DM to determine what level any binding should be. It should also be noted that incorporeal undead seem to have particular resistance versus this particular spell.

### Blindsense

4th-level divination spell

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** 8 hours

The caster of this spell uses his divinatory power to detect minor movements in his surroundings, effectively gaining blindsight.

### Charnel Strike

necromancy cantrip

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon, special)

**Duration:** instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, plus the target takes necrotic damage equal to your spellcasting ability modifier.

This spell's damage increase by 1d8 when you reach 5<sup>th</sup> level (1d8+ your spellcasting ability modifier), 11<sup>th</sup> level (2d8+ your spellcasting ability modifier), and 17<sup>th</sup> level (3d8+ your spellcasting ability modifier). It should be noted that this may be applied only to one melee weapon attack per action used.

An alternative use of this cantrip is as a touch spell for undead, healing the undead of damage equal to your spellcasting ability modifier. This healing increases by 1d4 when you reach 5<sup>th</sup> level (1d4+ your spellcasting ability modifier), 11<sup>th</sup> level (2d4+ your spellcasting ability modifier), and 17<sup>th</sup> level (3d4+ your spellcasting ability modifier). Undead healed by this cantrip may not be healed more than once per 10 minutes.

### Cloak of Adeamozs

2nd-level abjuration spell

**Casting Time:** 1 action

**Range:** touch

**Components:** V,S,M

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

This spell protects the target against spells of 2nd level or less (including those cast from magic items, as well as cantrips). It does not prevent such magics from



reaching or affecting the protected being (having no effect on saving throws and the like), but simply provides resistance versus the damage done by such attacks.  
(original source Seven Sisters)

### Corpse Jump

9th-level necromancy spell

**Casting Time:** 1 minute

**Range:** 1 mile

**Components:** V,S,M

**Duration:** concentration, up to 1 hours

This spell is as *Undead Host*, except that when the current host is destroyed, you may jump to another undead under your control within range. Each time, you must make a Charisma Saving Throw against your own spellcasting DC or else you lose concentration on the effect and return to your normal body. Each such death increases this DC by 1.

### Deltzen's Deleterious Distraction

4th-level enchantment spell

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V,S,M

**Duration:** 1 minute

This spell causes the subject's mind to be unable to focus whenever he begins casting spells. Stray thoughts creep into his mind, making his spells easier to resist. As a result, the target's spells all have a -2 penalty to their saving throw DC. The target is allowed a wisdom saving throw to resist this effect.

### Detect Mental Manipulation

2nd-level divination spell

**Casting Time:** 1 minute

**Range:** touch

**Components:** V,S,M

**Duration:** 8 hours or until expended

The target of this spell is made aware the next time a magical charm/suggestion is used upon him. As a result, the target gains advantage on saves versus the effect. Once used, the spell is expended.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you may choose an additional target for every slot level above 2nd level.

### Dispel Silence

2nd-level abjuration spell

**Casting Time:** 1 action



**Range:** 0, centered on caster's square

**Components:** S

**Duration:** 1 minute

This spell negates the effect of magical silence in a 10 foot radius per character level of the caster. Following the casting of the dispel silence, all spell-casting, speaking, and similar actions can proceed normally. For the duration of the spell, the area protected by the dispel silence is unaffected by silence spells. They will not function within the area of the dispel silence. The area is immovable, however, and does not follow the caster around.

(original source Forgotten Realms Adventures)

### Diviner's Evasion

*7th-level divination spell*

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** concentration up to 1 hour

You receive split second foresight into the incoming attacks, allowing you to quickly adjust to lessen their effectiveness. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

### Diviner's Skill

*3rd-level divination spell*

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** 8 hours

Choose two skills that involve intelligence or wisdom checks, or one skill which involves dexterity or charisma checks. For the duration of the spell, you may add your proficiency bonus to any skill checks involving these skills. If you are already proficient in the skill, your proficiency bonus is doubled for that skill so long as the spell is in effect.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you may choose an additional skill from the skills involving intelligence, wisdom, dexterity, or charisma for every 2 slot levels above 3rd level.

### Diviner's Uncanny Dodge

*5th-level divination spell*

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M



**Duration:** 1 hour

You receive split second foresight into the incoming attacks, allowing you to quickly adjust to lessen their effectiveness. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

### Enlarging Ammunition

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 200 feet

**Components:** V, M (a weapon and its ammunition)

**Duration:** instantaneous

As part of the action used to cast this spell, you must make a ranged weapon attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the ammunition temporarily enlarges in size (the percentage of increase varies... a sling bullet may double in size, but a giant's thrown boulder barely increases). This increases the damage of the attack by an additional 1d4 damage.

This spell's damage increases to 2d4 when you reach 5<sup>th</sup> level, and to 3d4 at 11<sup>th</sup> level, and finally 4d4 at 17<sup>th</sup> level. It should be noted that this may be applied only to one ranged weapon attack per action used.

### Frelzart's Frugal Fetish

*5th-level enchantment spell*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V,S,M

**Duration:** 4 rounds or until save

This spell affects only spellcasters. The target is filled with a compulsion to "not waste his spells". As a result, the target is prevented from casting any spells using spell slots unless he passes the spell's saving throw. The target can however cast cantrips, spells from magic items, or natural spell abilities. An intelligence save is allowed each round, with a progressive +1 bonus added each round. If the target ever makes a successful save, the spell is broken and does not last its full duration.

**At higher levels.** When you cast this spell using a spell slot of 7<sup>th</sup> level or higher, the spell save DC and duration increases by 1 for every 2 slot levels above 5<sup>th</sup> level.

### Ghostgrail

*6th-level abjuration spell*

**Casting Time:** 1 action

**Range:** touch

**Components:** V,S,M

**Duration:** 1 minute

This spell affects the caster or a single recipient being touched during spellcasting.



It makes the spell recipient immune to all undead special powers that would do anything other than doing hit point damage to the character (such as a mummy's rotting fist giving him mummy rot or its dreadful glare, a vampire's charm, an undead creature's paralyzing touch, a shadow's strength drain, a ghost's aging or possession, a banshee's wail, etc....). The character under a ghostgrail never has its hit point maximum reduced by a lifedrain or similar effect from an undead. A ghostgrail spell does not negate other undead powers (such as turning incorporeal, becoming amorphous, flying, etc.), and does not provide any protection against spells cast by undead, such as any spells cast by a lich.

The material component of a ghostgrail is the dust from a coffin or burial slab. (original source Seven Sisters)

### Hold Golem

7th-level enchantment spell

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** concentration up to 1 minute

This spell works exactly like Hold Monster except that it can also affect golems and other constructs that are normally immune to the paralyzed condition. The construct becomes immobile even if it is under the direct control of another being. After the hold takes effect, a construct cannot launch any special attacks it may possess until released from the hold.

The construct can be touched, climbed, attacked and even dismantled without breaking the hold. The only way to free the construct before the spell expires is to slay the caster. Dispel magic spells cast on the caster or the construct do not affect the spell. (original source Seven Sisters)

### Imbue Dread Warrior with Command Ability

7th-level necromancy spell (ritual)

**Casting Time:** 1 hour

**Range:** 40 feet

**Components:** V,S,M (the dread warrior, the holy symbol of a dead priest or paladin, plus various ritual components valued at 1000 gold pieces total)

**Duration:** permanent

This spell must be cast on the monster known as a dread warrior (see the DMSGuild offering of "Bestiary of Faerun" page 36 authored by Leonaru which can be bought at [www.DMsGuild.com](http://www.DMsGuild.com)). This ritual is little known outside of Thay, for the red wizards of the school of necromancy guard its secrecy through methods such as only allowing this ritual to be cast in certain fortified areas of their country, etc..... Through this ritual, the spellcaster removes the "devoid of magic" nature of the dread warrior. In return, the dread warrior gains the ability to cast *animate dead*, but only to assert control over existing undead that were animated by the caster of the ritual *Imbue Dread Warrior*



with *Command Ability*. The dread warrior may cast this variation of animate dead up to 3 times per day, each use affecting up to four animated dead. The dread warrior's intelligence is also raised from a 5 to a 10, and its charisma is increased from a 6 to a 10.

In addition, this ritual also calls upon the spirit of a dead cleric or paladin to create a tie between the dread warrior and their deity (usually a deity of death or undead, such as Myrkul, Velsharoon, but occasionally other deities such as Bane or fiends such as Orcus). Up to 3 times per day, the dread warrior may try to assert control over other undead, similar to the Paladin:Oathbreaker ability. As an action, the dread warrior targets one undead creature it can see within 30 feet of it. The target must make a Wisdom saving throw (DC 12). On a failed save, the target must obey the dread warrior's commands for the next 24 hours, or until the dread warrior uses this ability again. An undead whose challenge rating is greater than 3 is immune to this effect. If the undead thus controlled is a skeleton or zombie, the dread warrior may include it amongst its animate undead spellcastings to free up its ability to control other undead that it runs across.

**At higher levels.** When you cast this spell using a spell slot of 8th level or higher, the number of dread warriors affected increases by 1 per slot level above 6<sup>th</sup>.

### Imbue Undead with Cantrip

5th-level necromancy spell

**Casting Time:** 1 minute

**Range:** touch

**Components:** V,S,M

**Duration:** 8 hours

The caster of this spell can grant an undead creature the use of a particular cantrip that they are able to cast. As a result, the caster of the spell forgets temporarily how to cast the cantrip themselves. The cantrip so learned can only be one which does hit point damage, and the undead is able to attack using the caster's own spell attack bonus. However, the undead is less effective with the cantrip, treating the effects as though it was a character of half his level (rounded down) such that an 11<sup>th</sup> level caster placing this spell upon an undead would allow the undead to cast the cantrip as if it were 6<sup>th</sup> level. At the conclusion of the spell, the caster can once again cast this cantrip themselves.

Lesser spell invulnerability - 6th lvl abjuration - works only against instantaneous spells that cause damage of 5th level or less

### Imozen's Elemental Immunity Eradication

4th-level transmutation spell

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V,S,M

**Duration:** 1 minute

By means of this spell, the caster alters a target's immunity (whether natural or



provided by magic item or spell) versus a specific type of elemental damage chosen at casting (your choice from acid, cold, fire, lightning, or thunder). The chosen immunity (if it exists) is reduced from immunity to simple resistance. The target receives a constitution saving throw, and if successful the spell has no effect.

**At Higher Levels.** As the caster raises the level of this spell, more options become available to them. At 6<sup>th</sup> level, the caster can also choose to affect poison or force damage immunity. At 8<sup>th</sup> level, the caster can choose to affect radiant or necrotic damage immunity.

### Impacting Blade

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the blade is given a temporary change in density (through a momentary change in local gravity surrounding the blade) causing it to be more impactful. This increases the damage of the attack by an additional 1d4 damage.

This spell's damage increases to 2d4 when you reach 5<sup>th</sup> level, and to 3d4 at 11<sup>th</sup> level, and finally 4d4 at 17<sup>th</sup> level. It should be noted that this may be applied only to one melee weapon attack per action used.

Larger weapons designed for larger creatures enjoy better success with this cantrip, increasing the die size by one size per size larger than medium (so large use d6, huge use d8, gargantuan use d10).

### Iron Maiden

*4th-level conjuration spell*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V,S,M

**Duration:** 1 minute

This spell conjures a magically fabricated suit of plate armor and then summons a base intelligence to temporarily occupy it (whether this intelligence is a dead spirit or simply a disembodied mind has been the center of much debate concerning this spell). Treat this as a Helmed Horror (see monster manual) which serves any order of the caster for the duration of the spell.  
(original source Seven Sisters)

### Jillian's Constant Interruption

*3rd-level enchantment spell*



**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V,S

**Duration:** 1 minute

This spell must be targeted on an individual that is able to cast spells requiring concentration. The target makes a Constitution Saving Throw, and if it fails it may not cast a spell requiring concentration for the duration of the spell. If it already has a concentration spell in effect, it must make a Constitution Saving Throw each round to continue concentrating on the effect.

### Lesser Ironguard

*5th-level abjuration spell*

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** 1 minute

By means of this spell, the caster confers upon himself or another creature immunity to metal, including normal metal weapons. Such weapons will pass harmlessly through the individual as if he were a phantasm, not solid flesh. The individual can pass through iron bars, gates, and other metallic objects. Nonmetallic objects will still affect the individual and can harm him. Ironguard applies only to the individual's body, not anything he is carrying or that is attached to him. Magic metal affects you normally, as do spells, spell-like abilities, and supernatural effects. Attacks delivered by metal items (such as poison on a dagger) affect you normally. If the spell expires while metal is inside you, the metal object is shunted out of your body (or you away from the metal, if it is an immovable object such as a set of iron bars). You and the object each take 1d6 points of damage as a result (ignoring the object's hardness for determining damage to it). Because you pass through metal, you may ignore armor bonuses from metal armor on opponents you attack with unarmed attacks.

**At Higher Levels.** At 8<sup>th</sup> level, this spell makes the caster immune to magical metal as well as normal metal.

**Material Component:** A tiny shield of wood, glass, or crystal.

### Lifefeech Blade

*necromancy cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon, special)

**Duration:** instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, plus the target takes 1d4 necrotic damage.



The caster is healed by one-third the damage dealt (rounded down, so that 1 or 2 points of damage is 0 points of healing, and 3 or 4 points of damage is 1 point of healing). Spells or effects that increase this necrotic damage do not increase this amount of healing.

This spell's damage increases by 1d4 when you reach 5<sup>th</sup> level (2d4), 11<sup>th</sup> level (3d4), and 17<sup>th</sup> level (4d4), correspondingly increasing the amount of healing. It should be noted that this may be applied only to one melee weapon attack per action used.

### Lightning Reflection

3rd-level abjuration spell

**Casting Time:** 1 action

**Range:** touch

**Components:** V,S,M

**Duration:** 1 minute

This spell protects the caster or a touched recipient (and all worn or carried material) against all effects of lightning or force damage. All such attacks are reflected straight back at their sources for full normal effect, though they will only travel as far as the remainder of their range allows (so a *lightning bolt* spell that had already traveled 60 feet would only travel 40 feet back towards its origination point). Magical or natural lightning are protected against. A given spell effect will only be reflected once by a given casting of lightning reflection, and if the spell again encounters the same lightning reflection spell it will be harmlessly absorbed. Any being caught in the path of a returning area effect spell (i.e. non-targeted) will experience its effects each time, which has proven to be disastrous for some parties who did not learn to not stand between an abjurer and an enemy spellcaster. However, there are also several stories of a Thayan bounty hunter who used this spell in cooperation with a mage-priest of the Red Knight to devastating effectiveness.

The material components of the spell are a drop of quicksilver and a shard of metal of any size. (original source Seven Sisters)

### Lightning Ring

8th-level evocation spell

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** 8 rounds or 1 round (see below)

This spell surrounds the caster with a bright white, crackling, chest-high ring of lightning. The ring moves with the caster, who can cast other spells without harming the ring functioning after the round in which the ring is established. While encircled by the ring, the caster is immune to damage from all lightning attacks.

Once per round, as a bonus action the ring can emit a *lightning bolt* that streaks straight outward in a direction chosen by the caster. These *lightning bolts* act exactly the same as the third level spell of the same name.



THESE ARE THE SPELLS OF THE RED WIZARDS OF THAY  
 1. THE SPELL OF THE RING OF LIGHTNING

Alternatively, this spell can be cast to discharge all at once. The ring forms in one round, spinning about the caster (who is protected against all lightning damage for that round), then rises straight up and fires eight lightning bolts at once at up to eight different targets chosen by the caster. In doing so, the spell exhausts itself. The bolts do the same damage as those cast by the continuing-duration version of the spell. If an individual is caught in the path of more than one lightning bolt, no matter how many, the damage is doubled and requires two Dexterity saving throws.

The material components of this spell are a ring of any size, fashioned of glass, and a bit of fur from any animal.

### Poison Blade

*conjuration cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, plus the target must succeed on a constitution saving throw or take 1d8 poison damage.

This spell's damage increase by 1d8 when you reach 5<sup>th</sup> level (2d8), 11<sup>th</sup> level (3d8), and 17<sup>th</sup> level (4d8). It should be noted that this may be applied only to one melee weapon attack per action used.

### Prescient Defense

*divination cantrip*

**Casting Time:** 1 action

**Range:** self

**Components:** V

**Duration:** 1 round

*Adapted by the Red Wizards of Thay from ancient Jhaamdathi mind magic, this cantrip sees common use by the Red Wizards who specialize in divinatory magics.*

You extend your senses moments into the future to divine a glimpse of any attacks coming your way. Until the end of your next turn, you have a +1 bonus to AC and dexterity saving throws.

### Proof From Teleportation

*2nd-level abjuration spell*

**Casting Time:** 1 action



**Range:** 0, centered on caster's square

**Components:** S

**Duration:** 1 minute

By means of this spell the caster can secure an area from magical intrusion by means of *teleportation*, *misty step*, *dimension door*, or any other form of magical transport within the same plane. The area extends out from the caster 10 yards per character level in all three dimensions and is not impeded by walls, doors, or other surfaces. When in operation, the spell prohibits the aforementioned types of spells into, within, or out of the region. Attempts to use these spells will fail, but any spell slots used are expended. This spell does not prevent portals that allow transport to other planes, but it would prevent a portal from opening if its terminus were still on the same plane as the *Proof from Teleportation*.

The material component of this spell is 10 lbs. of sugar, salt, or other granular material stuffed into a 5-lb. sack and dropped at the location of the center of the spell. (original source Forgotten Realms Adventures)

### Scarecrow Spirit Bind

*2nd-level necromancy spell*

**Casting Time:** 1 minute

**Range:** touch

**Components:** V,S,M

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

By making an offering of blood upon a specially prepared construct of sticks, hay, and cloth, the spellcaster is able to draw the attention of an evil spirit to temporarily inhabit the construct. This effectively creates a scarecrow (see monster manual) under the command of the spellcaster so long as he maintains concentration. If he loses concentration, the construct immediately turns upon its creator and attempts to kill him. When the spell ends, or if the construct body is destroyed, the evil spirit simply returns from whence it came.

### Shadow Call

*4th-level necromancy spell*

**Casting Time:** 1 action

**Range:** 40 feet

**Components:** V,S,M

**Duration:** 4 rounds

This spell must be cast in dimly lit areas or entirely dark areas. The spellcaster calls through the darkness, offering some of his own strength as an incentive for their service. As a result, the caster's strength score is temporarily reduced by 1, restoring after a short or long rest. The spellcaster is answered by a pair of *shadows* (see monster manual), who will serve him fearlessly by attacking his enemies or entering an area and returning to tell him what they saw, but nothing more than that.



THESE ARE THE EFFECTS OF THE SPELLS FOR SPELLS OF THE 5TH LEVEL OR HIGHER

**At higher levels.** When you cast this spell using a spell slot of 5th level or higher, the number of rounds of duration and number of *shadows* summoned both increase by 1 per slot level above 4<sup>th</sup>.

### Shadowsteal

*6th-level illusion spell*

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** 8 hours or until exhausted (see below)

This spell affects the caster or a willing recipient touched by the caster during casting. Once the spell is cast, it lasts for 8 hours or until the special conditions defined below occur.

When the shadowsteal is activated, the protected being acquires a shapeshifting, shadowy appearance that conceals its identity and even its race. The shadowy being can move, cast spells, and fight normally. There is no real alteration of its body or any worn or carried items. The protected being sees and speaks normally, and this spell empowers it to misty step (as the 2nd-level wizard spell) at any time while the spell continues, but the third use of this magical transportation method ends the shadowsteal instantly.

In ancient times, this spell was a favorite of wizards seeking to slay foes and escape without being recognized. The Seven have used it to fight Zhentarim and Red Wizards of Thay without revealing their identities.  
(original source Seven Sisters)

### Shoondal's Seeking

*4th-level divination spell*

**Casting Time:** 1 action

**Range:** 40 feet

**Components:** V,S,M

**Duration:** 1 minute

This spell empowers the caster to see all locks, keys, and fastenings within 40 feet. All such devices glow a bright gold. They are visible to the caster's gaze even through concealing frescoes, wood overlays, clothing, tapestries, and other materials up to the density of a 3- inch thickness of solid stone. Even magical disguises overlying a lock, key, or fastening do not conceal it from a *Shoondal's Seeking*.

If any of the revealed devices are enchanted, their auras seem ruby-red to the caster, not golden. If there are mechanical traps or alarms linked to revealed devices, the devices glow blue. If both mechanical traps and magic are linked to the same item, the magical glow takes precedence, unfortunately concealing any hint of the mechanical link. The spell does not show which locks and keys go together.

The material component of this spell is a key from any source, which is consumed



in the casting. It need not be one familiar to the caster, or even a real key. A piece of metal roughly shaped like a key has been seen to suffice.  
(original source Seven Sisters)

### Silvered Weapon

*1st-level transmutation spell*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** 1 minute

The caster of this spell targets up to 2 weapons or 10 pieces of ammunition within range and temporarily gives them the *silvered* property for overcoming the resistance of creatures.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you may silver an additional 2 weapons or 10 pieces of ammunition for every slot level above 1st level. At this point, you may choose groupings of how you will spread out this silvering (i.e. a 3<sup>rd</sup> level casting could silver 4 weapons and 10 pieces of ammunition, but not 5 weapons and 5 pieces of ammunition).

### Spectral Guards

*5th-level necromancy spell*

**Casting Time:** 10 minutes

**Range:** 60 feet

**Components:** V,S,M

**Duration:** 1 week

The spellcaster creates a spiritual beacon which draws restless spirits to him from across the ethereal plane. They are drawn into an area comprised of a 40' radius, wherein they are temporarily entrapped. This spell also forces these restless spirits to be unable to attack any individuals that he specifies. However, beyond this, the spellcaster has no other controls over the undead thus drawn, and they will typically attack any living being that enters their entrapped area. The spirits drawn are able to become incorporeal, but may not leave the area, and thus they often surprise individuals entering this area when they suddenly appear and attack. The level of the spell used is directly proportional to how strong of a beacon they are able to create. By default, this spell will draw in 2 spectres to the entrapped area. When the spell entrapping the undead is created, it also makes it impossible for the undead to detect the individuals specified, and thus they are unable to determine who so entrapped them under normal circumstances. Due to the nature of this spell, it can only be cast in dimly lit or entirely dark areas.

**At higher levels.** When you cast this spell using a spell slot of 6th level or higher, the spell draws additional spirits and holds them for a longer time as follows: (6<sup>th</sup> level) 3 spectres for 1 week (7<sup>th</sup> level), a wraith and 3 spectres for 2 weeks, (8<sup>th</sup> level) place a wraith and 5 spectres for 2 weeks, (9<sup>th</sup> level) 2 wraiths and 6 spectres for a month



(original source Forgotten Realms Adventures)

### Spell Targeting Enhancement

8th-level divination spell

**Casting Time:** 1 bonus action

**Range:** self

**Components:** V,S,M

**Duration:** 3 rounds

For the next three rounds, any spell you cast which would normally allow a Dexterity saving throw does not allow a save. If a target that would be affected by this has evasion, he may still make a saving throw, but passing the saving throw only reduces the spell's damage by half as per normal.

### Spelltrap

7th-level abjuration spell

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

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

Casting this spell creates a visible silvery oval which hangs over the head of the caster. This oval can absorb spell attacks cast directly on the wizard and discharge them randomly at a later time, within the duration of the spell. Any spell cast directly on the spellcaster is automatically sucked into the spelltrap. This includes spells that never miss (such as *Magic Missile*) and those requiring the caster's touch, but not area affect spells (such as *fireball*). The mage using the spelltrap does not know what spells have been absorbed by the spelltrap, other than obvious clues (again such as magic missiles slicing toward him or an enemy wizard shouting power word Kill!). Spells cast by the wizard on himself are not sucked up by the spelltrap.

The spelltrap can absorb a total of 28 spell levels, with a 1st level spell counting as one spell level and a 3rd level spell counting as three spell levels. If the spelltrap is overloaded, it explodes immediately, inflicting 6d6 points of damage to everyone within 20 feet and those that fail a constitution saving throw are stunned for two rounds (the DC of which is set by the caster of the spelltrap).

As long as a spell is within the spelltrap, the wizard can fire off a random spell lodged within it by pointing at a target and summoning the magical energy. The caster cannot know which spells are within the spelltrap, or if multiple spells are currently trapped, which spell will be fired. When a spell is released from the trap, roll randomly among the spells currently trapped to determine which one is released. The spell then takes effect as if cast by its original caster, but against the target selected by the spelltrap's caster. If the spell is inapplicable or the target is beyond the range of the spell, the spell is



wasted. The target must be within 100 feet of the caster in any event for the spelltrapped spell to fire. Spells which normally require touch to be effective can be fired up to a range of 30 feet in this fashion.

The spelltrap can be fired in this fashion once per round as an action. It can also fire if physically attacked (with hand-held weapons) immediately against the attacker. Finally, the spelltrap will fire if a dispel magic is cast upon it. These other firings can take place in addition to the one discharge per round permitted to the caster of the spelltrap, but if attacked from multiple directions, it will respond only upon the first such action in a given round. The spelltrap is itself immune to handheld weapons and missile weapons. It will not respond if hit with missile weapons.

The spelltrap will wink out of existence (without discharging remaining spell energies) at the end of the spell's duration. It will also cease to exist peacefully if the mage loses concentration.

This spell, it has been suggested, was created by a wizard who disliked other wizards, since the common tactic for battling it (once it is recognized) is to overload the spelltrap with beneficial spells.

The material components of this spell are a woven web of cloth or metal and a moonstone valued at at least 20 gold, both of which are lost in the casting.

**At higher levels.** When you cast this spell using a spell slot of 8th level or higher, the spell can absorb an additional 4 spell levels per slot level above 7<sup>th</sup>. (original source Forgotten Realms Adventures)

### Storm's Spell Thrust

5th-level abjuration spell

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** 2 rounds

This spell causes up to two hostile spell manifestations (one per round of its existence) to rebound back instantly at their source. The spell so affected ONLY affects the square of the original caster of the spell, even if spell is an area effect. Thus, a *lightning bolt* would leap back whence it came, but it would not again affect the individuals between the target of *Storm's Spell Thrust* and the original caster. Similarly, the blast of an expanding *fireball* would be directed back at its source, but it would not affect any surrounding squares. Creatures at a rebounded spell's source are allowed whatever saving throws the returned spell normally affords potential victims. If multiple spell manifestations occur in a round, the caster of *Storm's Spell Thrust* chooses which one is thrust back at its source. The caster of the spell thrust need not be able to see the source of a spell to rebound it.

Some spells, by their nature, cannot be made to rebound; *Storm's spell thrust* has no effect on them. A spell thrust has no visible manifestation to warn enemy spellcasters.



The material component of a spell thrust is a small, curved piece of polished metal or glass.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the spell lasts an additional round for each slot level above 5th. In addition for each two levels above 5th, the spell can turn an additional spell (thus, at 9th level it would last 6 rounds, during which it could rebound a total of four spells).  
(original source Seven Sisters)

### Undead Host

*7th-level necromancy spell*

**Casting Time:** 1 minute

**Range:** 1 mile

**Components:** V,S,M

**Duration:** concentration, up to 1 hours

This spell enables the spellcaster to transfer their life force into the corporeal body of an undead creature already under his control. This transfer can be to any corporeal humanoid-shaped undead being of CR 3 or less (more powerful undead have a stronger tie to their bodies). The undead being thus inhabited loses all control of its actions.

The spellcaster's mind functions in two places simultaneously. First, it functions within its own body, where it can sense its surroundings (see, hear, feel, smell, etc...) exactly as before, even benefitting from any spell or magic item enhancements or protections on its body. However, this body is paralyzed, and aside from breathing, blinking, and moving their eyes, the spellcaster cannot move their body while possessing the undead host. Even if its concentration is broken, it will take 1 round for the spellcaster's life force to return to its body. As a result, it is a wise precaution to protect the physical body with guards, wards, or secrecy while so indisposed, or else the life force could return to a beheaded body.

Second, the spellcaster's mind functions within the body of the undead host. The spellcaster may will the undead body to move and complete actions as though he were there (even casting spells originating from the undead body), but the undead body does not benefit from any items or protections on the spellcaster's body. The undead body loses its normal immunities versus being charmed if the spellcaster himself is not immune to such. The undead host is also vulnerable to illusions and life drain attacks as if they were the spellcaster.

While inhabiting the undead body, the spellcaster's game statistics are replaced by the statistics of the creature, though they retain their own alignment and their own Intelligence, Wisdom, and Charisma Scores. The spellcaster retains the benefits of their own class features. If the undead that is being inhabited is destroyed, the spellcaster is safely returned to their own body the following round (unlike magic jar which may result in the death of the spellcaster if the host dies, this spell establishes linkages along the paths of control over your own undead that aids your soul returning to its body). Being forcibly returned to their body does cause a toll upon the caster however,



and they may not cast this spell again for another 24 hours. If the spellcaster returns willingly or due to loss of concentration or the spell simply timing out, the undead host simply takes control of its body again (and possibly suffering the consequences of a very angry party of adventurers).

This spell was developed by necromancers as an alternative to magic jar for short-term situations where they don't require a living, humanoid bodies that can resist their controls, or when they don't want to depend on a container for their soul or risk death if the host dies. It is also an excellent way for them scout out a party from a seemingly dead body or simple skeleton, especially if combined with illusory magic to make the corporeal undead host appear to be something else entirely.

### Undead Mount

*2nd-level necromancy spell*

**Casting Time:** 1 minute

**Range:** touch

**Components:** V,S,M

**Duration:** 8 hours

You temporarily animate the skeleton of a horse, camel, moose, bear, or other large rideable four-legged beast. Use the statistics for a warhorse skeleton as found in the monster manual for this creature. This undead creature will allow you to ride and guide it and will defend itself if attacked, but it will not attack on your command.

### Wail of the Banshee

*9th-level necromancy spell*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V,S,M

**Duration:** instantaneous

You let out an unearthly shriek and those who hear you fall down dead. All creatures within range centered on the caster, but not including the caster, that are not deafened must make a Constitution Saving Throw or suffer 10d6 sonic damage and 10d6 necrotic damage or half as much damage on a successful one. All creatures within range centered on the caster, but not including the caster, must also make a Wisdom Saving Throw or suffer 20d6 psychic damage or half as much damage on a successful one. Your wail is audible to all within a mile but only those within the spell's range take damage.

### Wandweird

*7th-level abjuration spell*

**Casting Time:** 1 action

**Range:** self

**Components:** V,S,M

**Duration:** 1 minute



At the conclusion of the *wandweird*, all damage collected is cut in half and converted to a single blast of force. The wandweird caster may make a spell attack as a bonus action to redirect this blast of force against a target of their choosing.  
(original source Seven Sisters)

**Duration:** instantaneous

This spell's damage increases to 1d4 when you reach 5<sup>th</sup> level, and to 1d6 at 11<sup>th</sup> level, and finally 1d8 at 17<sup>th</sup> level. It should be noted that this may be applied only to one melee weapon attack per action used.

**Duration:** 2 rounds

This spell temporarily surrounds the caster with a temporary equivalent of an abjurer's arcane ward for two rounds, effectively giving the character  $6d4+6$  temporary hit points. If the character is an abjurer, these temporary hit points are simply added to



THESE ARE THE EFFECTS OF THE SPELLS FOR SPELLS OF THE 4TH LEVEL  
 AND UP TO THE 4TH LEVEL OF THE SPELLS

his existing arcane ward (even if it increases it beyond its ordinary maximum), and if they are not expended within two rounds they simply disappear. Abjurer's who cast this spell find that it is particularly effective at renewing their arcane ward, as their ward regains a number of hit points equal to four times the level of the spell.

**At higher levels.** When you cast this spell using a spell slot of 4th level or higher, the number of temporary hit points increase by  $2d4+2$  for each slot level above 3rd. (original source Seven Sisters)



# New Monsters

## Hags

Rashemen, the North Country, and the Endless Wastes are plagued by several varieties of hag unique to the Unapproachable East. Like their kin, the sea and green hag, bheurs and shrieking hags are hideously strong crones with hateful natures and fell magic at their command.

While night, sea, and green hags typically by devouring children, the hags of the east have been known to breed children with other races (particularly giant-kin, humanoids, or fiends). The hagspawn are their unlucky male progeny born with regular humans, hulking brutes with all the malice and strength of their monstrous mothers. It is rumored that some of these hags breeding with ogres have produced Ogre-Magi (also known as Oni).

However, this is not the extent of their breeding. Hagspawn breeding with succubi has produced a less repulsive breed of hag with fiendish powers called the Alu-hag. Shrieking Hag breeding with Ettins has produced two headed Fell Hags. Zhagul Hags come from Bheur Hag breeding with Mur-Zhagul.

Death Hags however are not bred, but are born through the standard practice of devouring children. However, the children so devoured are specifically drow children that are followers of Kiaransalee (usually male born children of priestesses). However, they have been known to seek out and devour the hag children of other hag types in order to create new Death Hags. These hags all follow Kiaransalee, many become priestesses and necromancers. Found primarily beneath the Galena and Sunrise mountains, these Death Hags are said to be some of the most insane and deadly hags and are deadly enemies of both the hags and witches of Rashemen.

### Alu-Hag

Alu-Hags are the result of Hagspawn breeding with succubi. Rarer than most other hags, alu-Hags lack the cronish look of standard hags. Instead, they appear to be stockier but more comely versions of normal human females. As a result, most do not need to hide their identity (though they may change their appearance to obscure their activities), and they are often used as spies by covens to scout out potential communities to ravage. It is even rumored that some of the Durthans of Rashemen are actually Alu-



Hags.

### Alu-Hag

*medium fey (demon), usually chaotic evil*

**Armor Class** 16 (13 mage armor + dex)

**Hit Points** 39 ( 6d8 + 12)

**Speed** 30 ft.

**STR** 10 (+0) **DEX** 16 (+3) **CON** 12(+1)

**INT** 12 (+1) **WIS** 12 (+1) **CHA** 18 (+4)

**Skills** Deception +6, Insight +3, Perception +3, Persuasion +6, Stealth +5

**Senses** darkvision 60 ft., passive perception 13

**Languages** Abyssal, Common, Sylvan, telepathy 60 ft

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The Alu-Hag's innate spellcasting ability is Charisma (spell save DC 14 , +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *charm person*, *fire bolt*, *disguise self*, *poison blade* (new spell); 3/day each: *invisibility*, *mage armor*, *detect thoughts*; 1/day each: *bestow curse*

### ACTIONS

**Poison Blade Cantrip with Shortsword.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target

Hit. 3(1d6) piercing plus poison (Con Save DC 14 or 1d8 poison damage)

**Firebolt.** *Ranged Spell Attack.* +6 to hit, range 120 ft., one target

Hit. 5 (1d10 fire damage)

### Bheur Hag

For information on the Bheur Hag, please see the DMSGuild offering of "Bestiary of Faerun" authored by Leonaru which can be bought at [www.DMGuild.com](http://www.DMGuild.com) for details

### Death Hag

The Empire of Narfell was built with its capital of Dun-Tharos above a Dark Pit of Evil over two thousand years ago, and its necromancers in the service of Orcus were only outshined by its demonbinders. But, Dun-Tharos was previously known by another name when another dark civilization of Ilythiiri dark elves were led there by the demon Wendonai. The Dark Elves of Clan Sethomiir built the great underground fortress of



Narathmault, "the Dark Pit", there, enslaving the nearby civilizations of minotaurs more than eleven millenia ago. However, even before Narathmault, this dark pit of evil had existed as a city of Hags, known as Bheuristahl, which had worked alongside their giant neighbors against the Dragons which sought to enslave the land. Even though numerous millenia had passed between their civilization's fall and the rise of Narathmault, the underdark in the area was still filled with small covens of Hags. It was when these two cultures met that the death hag was born.

Priestesses of Kiaransalee were ousted from Clan Sethomiir in favor of their goddess, Lolth, but these priestesses soon discovered how the hags of the region were propagating their species by preying on the tribes on the surface and stealing their children to create corrupted souls. It was then that Kiaransalee appeared to her high priestesses and bid them ally with the hags against the followers of Lolth. Stealing dark elven children and letting the hags devour them in a ritual prepared in service to Kiaransalee, the hags then gave birth to black skinned hags in service to Kiaransalee. Thus was the death hag born, and to this day they are a plague upon dark elven civilizations (especially Narathmault's descendants in the segmented city of Undrek'Thoz). They can typically be found anywhere that dark elves worship Kiaransalee (especially beneath the Galenas and the Sunrise mountains), where the lack of threat of being turned into a drider is replaced by the threat of having their children devoured by the hags to promote their species.

Death Hags are always found with undead guardians/servants, usually in the form of skeletons and zombies (often comprised of groups of minotaur skeletons). They will usually have at least one more powerful skeleton or zombie that they've enhanced with armor or weaponry. They will also have this personal guardian imbued with either their lifeleech blade or charnel strike cantrip. In dire straits, they will summon a banshee spirit to protect them and geas the most powerful warrior opposing them into protecting them.

Like the drow from which their spirit comes, Death Hags are ebony skinned (though it is more leathery and tough). Their ears are pointed, which stands out due to their bald heads (though many wear hats). They are much more agile than most hags due to their drow heritage, but they lack the natural claws of other hags. They make up for it by wielding manufactured weapons and casting with their other hand. They will use a bonus action every time they turn on a new opponent to cast hex upon them.

### Death Hag

*medium fey, usually chaotic evil*

**Armor Class** 18 (15 natural armor + dex)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

**STR** 16(+3) **DEX** 16 (+3) **CON** 16(+3)

**INT** 12 (+1) **WIS** 18 (+4) **CHA** 14 (+2)

**Skills** Insight +5, Perception +8, Deception +6, Stealth +7



**Saving Throws** Con +7 Wis +8

**Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 60 ft., passive perception 18

**Languages** Abyssal, Common, Undercommon

**Challenge** 9 (5,000 XP)

**Innate Spellcasting.** The Death Hag's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *cantrips*: *chill touch*, *charnel strike* (new cantrip), *lifeleech blade* (new cantrip)  
*poison spray*; 1<sup>st</sup> lvl spells *arms of Hadar*, *hex* 3/day each: *animate dead*, *vampiric touch*, *Blight*, *Beltyn's Burning Blood Blight*; 1/day each: *bestow curse*, *imbue undead with cantrip*, *circle of death*, *geas*

**Magic Resistance.** The Death Hag has advantage on saving throws against spells and other magical effects.

**Summon Banshee.** Death Hags have enslaved the spirits of many dark elven females over the centuries, turning them into banshees through the power of Kiaransalee. As a result, once per day as an action, they may summon a banshee to their aid. The banshee will obey their commands without question, “dying” if necessary to protect the death hag. This requires the concentration of the Death Hag (up to ten minutes).

**Drow Shape.** The Death hag magically polymorphs into the form of a female drow. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

## ACTIONS

**Charnel Strike Cantrip with Longsword.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target

Hit. 7(1d8 + 3) slashing plus 8 (1d8+4 necrotic damage). NOTE: An additional 1d6 necrotic damage may be included if the target was affected by her hex

**Lifeleech Blade Cantrip with Longsword.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target

Hit. 7(1d8 + 3) slashing plus 5 (2d4 necrotic damage <1/3 of necrotic damage is healing> ). NOTE: An additional 1d6 necrotic damage may be included if the target was affected by her hex

**Chill Touch.** *Ranged Spell Attack.* +7 to hit, range 120 ft., one target  
Hit. 9 (2d8 necrotic damage)



## Fell Hag

The Shrieking Hags of the Eastern lands have long bred with members of the giant family. Hill giants, stone giants, ogres, cyclops, verbeegs, and even certain varieties of trolls have all been bred to these hags over the years, usually producing strong but less magical versions of the hags. In truth, the hags usually only bred with these beings to secure their servitude and protection for the whelp that would come of their union. However, when the Shrieking hags bred with ettins, they discovered it created a uniquely powerful form of hag, but one who by its nature had problems working with others. Fell Hags are rarely if ever found with other hags as a result, and more often than not they surround themselves with giant monstrosities, such as Fomorians, Ettins, and Cyclops, and promote these giants ruling over groups of lesser humanoids such as orcs and goblins.

Fell Hags most prominent feature is the fact that they have two heads. They also have prominent, jutting tusks sticking up from their bottom jawlines and thick, coarse, black hair which they normally allow to grow long and braid to their waists. Their skin is of a ruddy complexion, and they tend to tattoo it with decorative symbology or body piercings. Like their ettin fathers, the Fell Hags are larger than normal hags as well, and they try to use this height to intimidate others. Also, like their ettin fathers, each of their hag heads has its own mind, personality, and name. However, generally the hag heads tend to want to support one another, to the exclusion of ever helping anyone but themselves. It should also be noted that unlike other hags, Fell Hags have no ability to hide their true nature.

Also, while Fell Hags are bred, they are sterile and must breed as other hags do (via devouring children to become pregnant, which they must do in pairs, preferably orcish children). This does not preclude their ability to have intercourse, and many Fell Hags don't inform their giant "lovers" of their inability to produce offspring normally, and they sometimes use this as an opportunity to gain their loyalty by "suddenly" becoming pregnant.

## Fell Hag

*large fey, usually chaotic evil*

**Armor Class** 19 (14 natural armor + dex + con)

**Hit Points** 104 (11d10+ 44)

**Speed** 40 ft.

**STR** 20(+5) **DEX** 12 (+1) **CON** 18(+4)

**INT** 12 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

**Skills** Perception +5

**Saving Throws** Con +7 Cha +5

**Senses** darkvision 60 ft., passive perception 15

**Languages** Common, Giant, Orc



## Challenge 7 (2,900 XP)

**Innate Spellcasting.** The Fell Hag's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *Cantrip: impacting blade (new spell)*; 3/day each: chromatic orb, witch bolt, magic missile, scorching ray; 1/day each: *cloak of Adeamozs, mirror image, haste*

**Two Heads Cast Better than One.** The Fell Hag's two heads enable it to cast cantrips (or a single spell and a cantrip) with each head. It will typically use this to start combat by casting *haste*, *mirror image*, and possibly *cloak of Adeamozs* in rapid succession. In addition, the Fell Hag is capable of concentrating on two spells at one time.

**Unarmored Defense (barbarian).** While you are not wearing any armor you may also add your constitution modifier to your armor class

### ACTIONS

**Multiattack.** The Fell Hag is able to cast two *impacting blade* or *booming blade* cantrips in association with a melee attack with both hands (one with each head). If it is trying to keep a target in one spot, it will use *booming blade* more, otherwise it will use *impacting blade*.

**Impacting Blade Cantrip with Battleaxe.** *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target  
Hit. 21(2d8 + 2d6 + 5) slashing

### Shrieking Hag

Shrieking hags are horrible, spiteful monsters that haunt desolate wastelands, barren plains, and anywhere that powerful winds or simple missteps can prove devastating to their prey (such as mountain trails and underdark passes with treacherous and/or narrow cliffs). They use their ability to fly to their advantage as much as possible, attacking from range, though they can bring their great strength to bear in close combat if necessary. Shrieking hags prey on unwary travelers and spreading all sorts of mischief in their wake. They delight in deceiving the strong and virtuous, seeking to spread chaos and despair. When a potential victim resists its wiles, a shrieking hag flies into a murderous rage. One angry hag can scour an entire village in a matter of minutes with its formidable spell-like abilities and terrible, maddening shriek. A shrieking hag resembles a tall, regal woman ravaged by age. Its skin is yellow-brown in hue, tough and leathery, and its hands are twisted into iron-hard talons. Its long, white hair whips about in a bitterly cold wind that seems to follow the hag wherever it goes. A shrieking hag usually wears thin, tattered robes and may lean on a crooked staff that it has no real need for.

Shrieking hags, along with their Bheur Hag cousins, are unusual when it comes to



procreation as compared to their other hag sisters. While they can become pregnant through the standard method of devouring human infants, they have also uncovered special rituals which they can use to actually steal the fertility from a human or fey target. While this ritual makes the hag only temporarily fertile (for up to 3 months), its effects on the target are permanent, making the target permanently sterile (a *remove curse* ends this effect). It is said that this ritual was a gift from the Queen of Air and Darkness to these hags for a service performed in the distant past for the Unseelie Court. As a result, Shrieking hags often have hagspawn, oni, and alu-hags as guards, servants and/or spies that they use in nearby communities.

### Shrieking Hag

*medium fey, usually chaotic evil*

**Armor Class** 19 (15 *natural armor* + dex)

**Hit Points** 127 ( 17d8 + 51)

**Speed** 30 ft., fly 80 ft.

**STR** 20(+5) **DEX** 18 (+4) **CON** 16(+3)

**INT** 12 (+1) **WIS** 16 (+3) **CHA** 18 (+4)

**Skills** Insight +7, Perception +7, Deception +8, Stealth +8, Persuasion +8

**Saving Throws** Con +7 Wis +8

**Damage Resistances** lightning, thunder

**Damage Immunity** cold

**Senses** darkvision 60 ft., passive perception 17

**Languages** Common, Giant, Primordial, Sylvan

**Challenge** 12 (8,400 XP)

**Change Shape.** The Shrieking Hag polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

**Innate Spellcasting.** The Shrieking Hag's innate spellcasting ability is Charisma (spell save DC 16 , +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

At will: *alter self*, *stinking cloud*, *gust of wind*, *phantasmal force*, *shocking grasp*, *thunderwave*; witch bolt 3/day: *charm person*, *darkness*, *dust devil*\*, *greater invisibility*, *lightning bolt*, *see invisibility*, *suggestion*; 1/day: *control wind*\*, *dominate person*, *geas*, *storm sphere*\*, *whirlwind*\*; 1/tenday—*control weather*.

\* indicates a spell from the *Elemental Evil Player's Companion* from WotC located at [http://media.wizards.com/2015/downloads/dnd/EE\\_PlayersCompanion.pdf](http://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf)

**Magic Resistance.** The Shrieking Hag has advantage on saving throws against spells



and other magical effects.

**Reactive.** The Shrieking Hag can take one reaction on every turn in a combat

**Shriek:** Three times per day, the shrieking hag can give voice to a terrible, maddening shriek. Any creature within 60 feet of the hag takes 2d6 points of thunder damage and is also *confused* for 2d6 rounds (as per the spell *confusion*). A successful Constitution Saving Throw (DC 16) negates the confusion effect and reduces the damage by half.

### ACTIONS

**Multiattack.** The Shrieking Hag is able to attack twice with its claws if forced into the situation.

**Claws (Hag Form Only).** *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target  
Hit. 14 (2d8 + 5) slashing damage

### REACTIONS

**Rend.** A Shrieking hag that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 14 (2d8+5) points of damage.

**Wind Missile Reflection.** A Shrieking hag can use their reaction to cause the winds surrounding them to deflect an incoming missile when they are hit by a ranged weapon attack. When they do so, the damage from the attack is reduced by 1d10+10 damage.

### Mur-Zhagul (Demon Troll)

Mur-Zhaguls are planetouched creatures descended from the mingling of trolls and demons, much as a tanarukk is descended from orcs and demons. They combine the feral voraciousness of their troll ancestors with the supernatural malice and cunning of their fiendish blood. Demon trolls often live among gangs or bands of normal trolls and usually rise to their leadership. However, they are also amazingly capable solo hunters who focus on taking on their prey by surprise.

A Mur-Zhagul bears a strong resemblance to a normal troll, but its skin is a mottled red-orange and tends to be scaly rather than warty. Its head is hairless and its ears are long and pointed. It has a prominent pair of tusks, and a light of hellish glee dances in its fearsome eyes.

### Mur-Zhagul (Demon Troll)

*Large Giant (demon), chaotic evil*

**Armor Class** 17 (15 natural armor + dex)



**Hit Points** 157 (15d10 + 75)

**Speed** 30 ft.

**STR** 20 (+5) **DEX** 14 (+2) **CON** 20 (+5)

**INT** 10 (+0) **WIS** 13 (+1) **CHA** 10 (+0)

**Saving Throws** Con +9, Dex +6, Cha +4

**Damage Resistances** fire, acid

**Skills** Perception +5

**Senses** darkvision 90 ft., passive perception 15

**Languages** Giant and Abyssal

**Challenge** 10 (5,900 XP)

**Enhanced Regeneration.** The Mur-Zhagul regains 10 hit points at the start of its turn. If the Mur-Zhagul takes more than 10 points of fire or acid damage, this trait doesn't function at the start of its next turn.

The Mur-Zhagul dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Innate Spellcasting.** The Mur-Zhagul's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will—*burning hands*, *darkness*, *detect evil and good*, *jump*; 3/day each: *meld into stone*, *invisibility*, *protection from evil and good*  
1/day each: *haste*.

**Keen Smell.** The Mur-Zhagul has advantage on Wisdom (Perception) checks that rely on smell.

**Magic Resistance.** The Mur-Zhagul has advantage on saving throws against spells and other magical effects.

**Reactive.** The Mur-Zhagul can take one reaction on every turn in a combat

### ACTIONS

**Multiattack.** The Mur-Zhagul makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target  
Hit. 12 (2d6 + 5)

**Claw.** *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target  
Hit. 15 (3d6 + 5)

### REACTIONS

**Rend.** A mur-zhagul that hits with both claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 15 (3d6+5) points of



damage.

## Telthor

Telthors are spirit animals or people native to Rashemen, particularly those who died defending the land. Ghostly spirits, they are still formidable opponents. Many places in Rashemen have guardian spirits, and some trees, rocks, and rivers have them as well. These spirits are the telthors, and they take a form appropriate to what they are guarding. For example, a mountain may have a telthor dire bear guardian, a forest might have a telthor dire wolf guardian, and a spring might have a telthor hawk guardian. Large places or very important sites might have multiple telthors, each responsible for a part of the site but working together against a foe that threatens them all.

Each berserker lodge of the Rashemi barbarians has a spirit totem, and usually the lodge itself is watched over by a telthor of that kind. Rashemen is rich in untapped spirit magic, and sometimes in places where people have died defending the land, an echo in the sleeping spiritual energy grants a person a semblance of life as a telthor. Normally these people are warriors, fighters, or barbarians, but sometimes a spellcaster can become a telthor. These spirits watch over the battlegrounds where they died, alert for other invaders or those who would despoil their resting places and those of their slain allies. If a creature who became a telthor is brought back from the dead, the telthor vanishes and the newly raised person has no memories of that spirit existence.

The exact nature of telthors is something that has caused many an argument amongst the sages of Candlekeep. It was once believed that these beings existed on the Ethereal plane similar to ghosts, but further study shows that this is incorrect and that telthors are something "different". The fact that telthors can be destroyed by poison and necrotic energy has also led many to realize that they are not some odd form of undead. One thing that is believed is that the souls of the dead in Rashemen who are devoted to their pantheon do not travel to the Fugue Plane upon their death, which is considered sacrilege by many Faerunian Priesthoods. Proponents of this belief point out the fact that other pantheons within the world also talk of different places that souls go upon their death, for instance Mulhorandi are said to be judged by Osiris against the principle of *Maat* before being allowed to move on to their destination. Some believe that these souls travel to the same place that many elven elders have been rumored to release themselves too, a place known as Arvanaith which has some ties to the elven deities home plane of Arvandor. When the Rus arrived in Rashemen centuries ago, they heard the stories of Khelliara and her Hart Maidens and referred to them as Disir, and that Telthor must be einherjar returned from Folkvangr through the acts of the Disir to protect their homeland or the spirits of noble animals sent to protect her people. These same Rus also referred to the Feywild as Alfheim, and their stories of their interactions with the inhabitants of this "otherworld" were fantastic to say the least.

However, not all telthors are good, and some are decidedly dark at heart. Some



seem to be vengeful spirits returned from death to collect blood debt for acts of cowardice committed against them. These telthor are said to be the punishment of the gods for not giving proper reverence to them or abusing the land.

## Telthor Template

A beast, humanoid, giant, or monstrosity can become a telthor. Generally these beings are most often beasts, with human heroes following soon behind. Often these heroes return by appearing inside the empty suits of armor and picking up the weapons they wielded in life, and thus many families keep the armor and weapons of the fallen in their households in places of reverence so that they can easily return if the family should need. When a creature becomes a telthor, it retains its statistics except as noted below.

**Condition Immunities.** Exhaustion, frightened, paralyzed, petrified, prone, restrained

**Damage Resistances:** bludgeoning, piercing, and slashing from non-magical weapons

**Incorporeal Movement.** The telthor can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Bound to the Land.** A telthor is tied to the place it guards and is weakened if it moves more than 1 mile from that place. Outside of this area, it takes 1 point of damage every minute. This damage ends immediately if it enters its home area again. Telthors can sense the boundaries of their territory and normally do not leave them except to warn others of danger. Rashemen legends tell of telthors that traveled miles to warn the hathrans of an invasion and then died from the pain of separation before they could be healed.

**Native Animal Empathy.** Telthors can communicate and empathize with animals of their kind. This gives them a +4 bonus on checks to influence the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "enemy," "flee," and "attack." A humanoid telthor chooses one kind of animal for its empathic bond and gains this ability for that kind of animal only.

**Telthor Telepathy.** Telthors can communicate with one another telepathically, regardless of language, at a range of 100 feet.



# New Race

## Hagspawn

Sons of malicious, predatory mothers, hagspawn are not a complete race, as there are no females of their kind. Shrieking and Bheur Hags often continue their awful lineage by taking human males for mates, usually murdering and devouring the hapless captive later. The female children of a hag quickly grow into hags like their mothers, but the male children are hagspawn, half-human outcasts. Feared and hated by normal humans, hagspawn must make their way in the world by dint of their strength, hardiness, and sheer determination. Hagspawn are found in any land but are especially common where many hags dwell—Rashemen, for example.

**Personality:** All too often, hagspawn are filled with the malice, violence, and resentment of their monstrous parent. They are quick to take offense and view even the most innocent remark as a hidden slight. People regard them as ill-tempered monsters, and many hagspawn perpetuate distrust of their kind by behaving exactly as expected. They look out for themselves first and regard companions as temporary allies to be discarded when convenient. Unlike many other evil-natured creatures, though, hagspawn are capable of working furiously to achieve a desired end and do not shy away from physical hardship or danger if the reward seems worth the risk.

Many hagspawn overcome their evil tendencies and strive to get along as best they can in human society, enduring the suspicions of their neighbors while proving themselves through their actions. Stoic and uncomplaining, a hagspawn of this sort can be a great force against evil.

**Physical Description:** Hagspawn are tall and powerfully built, with long arms, big hands, and a hunched posture. Their black hair is long and lank, and their eyes gleam red with malice. Their faces are heavy-featured and coarse, and their skin color often hints at their mother's subrace—pallid blue-white for the sons of Bheur Hags, yellow-brown for a Shrieking hag's spawn, and so on. In lands where hags are scarce, a hagspawn might pass for a loutish and ill-favored human, but the folk of the East know them all too well.

**Relations:** Hagspawn don't get along well with anybody, although they have a certain sympathy for half-orcs and tieflings. Dwarves, elves, halflings, and other civilized nonhumans generally judge a hagspawn based on his deeds, but not so humans. In Rashemen, hagspawn are infamous for their evil tempers, violent natures, and depraved crimes, and they can expect no welcome in a Rashemi village. A few individuals have overcome this social stigma by proving themselves loyal and true, but most hagspawn either leave Rashemen or die bitter and young, having finally done something awful enough to rouse their neighbors against them.



**Religion:** Hagspawn most often adopt a faith that appeals to the lonely, embittered, and vengeful. Hoar, Talos, and Tempus are common patron deities, although many Hagspawn turn to non-deific powers such as the Archfey or powerful primordials such as Kossuth and Grumbar. In fact, though most Hagspawn become barbarians, many Hagspawn pursue the path of Warlocks with pacts with the darker sides of the fey (such as the Prince of Frost, the powerful hag known as Cegilune, or the Queen of Air and Darkness). Good hagspawn most often worship the deity of whatever community they eventually find a home in.

**Names:** Hagspawn usually take simple human names for themselves in the language of their home region. In Rashemen, these include Bor, Dor, Josel, Kurg, Sergel, and Vladir. Some claim their father's surname, while others who do not care to hide their heritage call themselves "Hagson," or use their monstrous mother's name.

### Hagspawn Traits

**Ability Score Increase.** Your Strength Score increases by 2, and your Constitution score increases by 1

**Age.** Hagspawn reach adulthood in their late teens and live less than a century.

**Alignment.** A typical hagspawn is a malefactor through and through. Those who conquer their violent heritage don't fit in with very lawful societies but do best where an individual is judged on his own merits.

**Size.** Hagspawn tend to stand from just under 6 feet tall to just over 7 feet tall.

**Speed.** Hagspawn's base walking speed is 30 feet.

**Darkvision.** Hagspawn can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. They can't discern color in darkness, only shades of gray.

**Athletically Inclined.** Hagspawn's gain proficiency in the Athletics skill.

**Hagspawn Resilience.** Hagspawn have advantage on saving throws against cold, and they have resistance against cold damage.

**Hagspawn Toughness.** Hagspawn have their hit point maximum increased by 1, and it increases by 1 every time they gain a level

**Language.** Hagspawn speak Common, Giant, and the human language of their native region (usually Rashemi).



## Appendix 1

### On the Nature of Rashemen's Pantheon

The Witches and people of Rashemen do not worship the standard Faerunian Pantheon. The people of Rashemen mainly worship a collective of three main female goddesses, though they also give reverence to special spirit beings local only to Rashemen. These spirits (known locally as Telthors, see new monster template in the new monster section) are ghostlike beings, being either beasts which seem to spontaneously appear or humanoids who died in service to the land of Rashemen. The people of Rashemen also hold the members of the various Fey Courts in high reverence as well (such as the Courts of Spring, Summer, Autumn, and Winter, the Unseelie Court, the Court of Green Fey, the court of Gloaming Fey <sometimes referred to as the Court of the Moon>). Of these courts, both the Prince of Frost and the Queen of Air & Darkness (whom some say is Auril) have become popular amongst the Bheur hags and certain rogue Wychlaran factions. The elemental lords, Kossuth, Akadi, Grumbar, and Istishia have also always enjoyed some reverence in the region, mostly due to their influence on the former empire of Raumathar. In addition, certain Faerunian gods have begun to make significant inroads, including Lurue and Nobanion, as well as the goddess Leira (whom some say is a daughter of "The Hidden One" though who can tell the truth of such matters). Other deities have minor followings, for instance amongst the males, Gond, Helm, Hoar "the Doombringer", and Tempus all have limited followers. Amongst the hags of the region, deities such as Beshaba, Cegilune, Kiaransalee, Shar, and Talona all have followers, as well as those who follow the Queen of Air and Darkness.

The true nature of "the Three", Bhalla, Khelliara, and "The Hidden One", is a mystery. Westerners believe them simply to be aspects of Chauntea, Mielikki, and Mystra. Some others have posited that they are remnants of the ancient Yuir deities once worshipped by humans in the region. Others believe they are some form of Archfey, Primordial, or simply powerful Spirit being leftover from the early days of Toril. Still others claim that Bhalla, with her cow representation, is related to the being that giant mythology claims nursed the original giant deities, and that Khelliara, with her deer representation, is related to an ancient being of Shaundalar mythology known as Flidais. Some say that the earthmother of the Moonshaes and Bhalla are one and the same, and that Chauntea is attempting to usurp them both. Still others believe that Bhalla and Khelliara were racial deities of the Hybsil and Minotaurs who were adopted by the humans of the region, much as Felidae, the cat goddess, had been before being



subsumed by Bast.

Rashemi doctrine says that Bhalla is a mother goddess who it is said was around at the founding of the world as a great cow amidst a sea of icy rime. From the elemental chaos, heat slowly came to the darkness, causing the salty rime in which she found herself to begin to melt. It is said that this icy salt did melt enough at one point that it became a sea around her, and in the process somehow the salty sea did make her become pregnant. Bhalla then gave birth to a set of twins, Khelliarr and Khelliara. Khelliarr was a power of great light and love, but he did not survive these early times. Khelliara would go on to become a wild power of nature and hunting, with a particular affinity for snow and skiing. Bhalla has given birth to other children by other powerful beings (such as Magnar the Bear, Relkath of the Infinite Branches, Skerrit the Forester, Talisid the Celestial Lion) but the names of most of these children have been lost to history for the most part, though some are still called upon as powerful spirits within Rashemen. She has even given birth to some unusual races, such as the small, singing mushrooms known as Campestri, said to have been birthed upon her by the Carrion King of the Feywild in return for a favor. The Rashemi truly believe that the Mulhorandi goddess Hathor is simply an aspect of Bhalla, and that this is why the other Mulhorandi gods look down upon her. The Mulhorandi of course consider this sacrilege. The original Rus who arrived in Rashemen referred to Bhalla by the name Audumbla and were surprised by the reverence given her by the local populace, but as they bred with the Raumviran population and learned their ways, proper reverence for Bhalla was soon as natural to them as breathing.

Khelliara is seen as a similar goddess, though she is seen more often as a huntress and master of Forests. She is known to take the shape of a red deer, and some suspect that PindalPau-Pau, the Reindeer Mother of the people of the Great Glacier is actually an aspect of Khelliara. However, she is also known to take on the shape of wild red mares, red falcons, red foxes, and wily reddish-brown rabbits. Many believe that Mielikki and Khelliara are one and the same, and perhaps over time this exchange has occurred, but the Rashemi steadfastly refuse to believe such. It is said that Khelliara is served by "the Hart Maidens" or women spirit warriors who can and do take on the forms of female deer to provide spiritual guidance to the people of Rashemen. Some believe these Hart Maidens also choose which heroes of Rashemen will become the spirit beings known as telthors. The original Rus who arrived in Rashemen referred to Khelliara by the name Freyja and named her Hart Maidens to be Disir (of course, they also referred to the outlander deity Lathander by the name Freyja).

It is also whispered that Bhalla nursed Annam, All-Father of the giant pantheon, at her teats when he was young and weak, and she was rewarded for her kindness later when he was stronger by being raped by him. Annam did announce that he would return to collect his child upon its birth. It is said that Bhalla did curse Annam for this, calling upon great powers of the fey for their protection. When the child was born, it was a misshapen and ugly female child, and Annam did appear, and in his fury he threatened to throw the child into the Pit at the bottom of the Elemental Chaos. Bhalla



did call upon the Queen of Summer, Khelliara did beseech the Queen of Winter, and the child did innately call upon the Queen of the Hags. These three beings appeared to provide their blessings and protections upon the child, and they did tie the child's spirit to all the lands of Northeastern Faerun, the land of Arvandor, and the Feywild and did tie all this magic to the movement of the moon such that it is constantly changing. This prevented Annam from hurling the child into the yawning Abyss emerging from the Elemental Chaos. The frustrated Annam left, cursing all women as meddlers, but the child was kept safe. This child, it is said, is "The Hidden One". Her true name is unknown to mortal men.

What is known of "The Hidden One" is that she appears to be a great Telthor Spirit able to draw upon the many ley lines that cross through the land of Rashemen, as well as the magic of the moon as its movement causes these magical lines to ebb and flow. She has substantial power over Glamour Magic (illusions), elemental based magics and what is known as coven magic, or cooperative spellcasting. It is whispered that she taught the Raumvirans some of their original magic, though it is known that they also sought out other great elemental powers such as Grumbar, Kossuth, and other local spirits. It is also whispered that she once fell in love with the terrestrial bound Nanna-Sin of the Untheric Pantheon just a short time before Nanna-Sin's death in the Orcgate wars, and that she became pregnant by him, but she never revealed this to the Untheric Pantheon for fear that they would mount an invasion to take the child. It is said that this child is protected as a ward of one of the Faerie Courts, and that the Vremyonni protect a gateway to this realm.

### The Rashemen Pantheon (those not listed in the Player's Handbook)

Deity	Alignment	Domains	Symbol
<b>Bhalla</b> , goddess of Motherhood and Growing Things	NG	Life, Protection	An amazingly pregnant woman holding a sheaf of grain and a sunflower
<b>Cegilune</b> , goddess of Hag Magic	NE	Arcana, Trickery	A black cauldron
<b>Hidden One</b> , goddess of Ley Lines and Coven Magics	LN	Arcana, Knowledge	A pair of female eyes over a collection of overlapping interwoven lines
<b>Khelliara</b> , goddess of hunting and forests	NG	Nature, Tempest	A doe's head, sideways, upon a maple leaf
<b>Kiaransalee</b> , goddess of undeath and necromancy	CE	Arcana, Death	Female drow hand wearing silver rings
<b>Lurue</b> , Unicorn Goddess of Intelligent Beasts	CG	Nature, Life	Silver-horned unicorn head before a crescent moon
<b>Nobanion</b> , Lion God of Noble Beasts	LG	Nature, Protection	Male lion's head on a green shield
<b>Queen of Air &amp; Darkness</b> , Queen of the Unseelie Court	NE	Tempest, Trickery	A Black Diamond over a snowflake



The Red Book Of Spell Strategy

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