

Mysteria Motus of Brysis

1st Level

Absorb elements EEPC
Disguise Self
Earth tremor EEPC
Feather Fall

2nd Level

Earthbind EEPC
Knock
Magic Weapon
Maximilian's earthen grasp EEPC
Spider Climb

3rd Level

Animate Dummy (Transmutation) see below
Counterspell
Erupting earth EEPC
Leomund's Tiny Hut

4th Level

Animate Armor (Transmutation) see below
Arcane Eye
Elemental bane EEPC
Leomund's Secret Chest
Stone Shape
Stoneskin
Vitriolic sphere EEPC

5th Level

Animate Objects

Passwall

Transmute rock EEPC

Wall of Stone

6th Level

Awaken Animated Object (Transmutation) see below

Flesh to Stone

Investiture of stone EEPC

Move Earth

Sunbeam

Animate Dummy

3rd-level transmutation

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, flint, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an animated servant. Choose a mannequin, puppet, or dummy within range. Your spell imbues the target with a mimicry of life, raising it as a construct creature. The target becomes an Animated Mannequin if you chose a mannequin, an Animated Puppet if you choose a Puppet, or an Animated Dummy if you chose a stuffed dummy (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures.

Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it de-animates. To continue animation of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell

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continues animation on up to four creatures you have animated with this spell, rather than animating a new one.

You may only have one Animate Dummy spell or Animate Armor spell active at a time.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reanimate two additional construct creatures for each slot level above 3rd. Each of the creatures must come from a different mannequin or stuffed dummy.

Any weapons used must be provided.

Animate Armor

4th-level transmutation

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, flint, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an animated servant. Choose an appropriate suit of armor within range. Your spell imbues the target with a mimicry of life, raising it as a construct creature. The target becomes an Animated Armor of a type matching the target armor (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures.

Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it de-animates. To continue animation of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell continues animation on up to two creatures you have animated with this spell, rather than animating a new one.

You may only have one Animate Dummy spell or Animate Armor spell active at a time.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you animate or reanimate one additional construct creatures for each slot level above 4th. Each of the creatures must come from a different suit of armor.

Any weapons used must be provided.

Awaken Animated Object

6th-level transmutation

Casting Time: 8 hours

Range: Touch

Components: V, S, M (an emerald worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

After spending the casting time tracing magical pathways within a precious gemstone, you touch a Huge or smaller construct which you have animated. The target must have either no Intelligence score or an Intelligence of 3 or less. The target gains an Intelligence of 10. The target also gains the ability to speak one language you know.

Your DM chooses statistics appropriate for the awakened construct, such as a modified version of its form.

The awakened construct is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

They lose any damage and condition immunities gained from their status as unintelligent constructs such as: psychic damage immunity, and the Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, and petrified.

Animated Armor (Heavy)

Medium construct, unaligned

Armor Class Equal to normal Armor Class.

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages understands all languages spoken by its creator but can't speak

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

This suit of magically animated armor clamors as it moves, banging and grinding like the vengeful spirit of a fallen knight.

Or whatever weapon it is supplied in place of the slam. Animated Heavy Armors are proficient with all melee weapons.

Animated Armor (Medium)

Medium construct, unaligned

Armor Class Equal to normal Armor Class+1.

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages understands all languages spoken by its creator but can't speak

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

Or whatever weapon it is supplied in place of the slam.

Animated Medium Armors are proficient with simple melee and ranged weapons.

Animated Armor (Light)

Medium construct, unaligned

Armor Class Equal to normal Armor Class+3.

Hit Points 27 (6d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	11 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages understands all languages spoken by its creator but can't speak

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

Or whatever weapon it is supplied in place of the slam. Animated Light Armors are proficient with simple melee and ranged weapons plus the Heavy crossbow.

Animated Dummy

Medium construct, unaligned

Armor Class 8

Hit Points 19 (3d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius),

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passive Perception 6

Languages understands the languages spoken by its creator but can't speak

Challenge 1/4 (50 XP)

Stuffed Fortitude. If damage reduces the animated dummy to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is acid, fire, or from a critical hit. On a success, the dummy drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Animated Dummies move with a jerky, uneven gait. They

are clad in the apparel they wore when put together, and carry the stench of sweat and mold.

Animated Mannequin

Medium construct, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius),

passive Perception 6

Languages understands all languages spoken by its creator but can't speak

Challenge 1/4 (50 XP)

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Or whatever weapon it is supplied in place of the slam.

Animated Mannequins are proficient with simple melee and ranged weapons plus the Shortsword. A mannequin can wear armor but is not proficient in any armor.

Animated Puppet

Small construct, unaligned

Armor Class 14

Hit Points 11 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	3 (-4)	10 (+0)	8 (-1)

Skills Acrobatics +5

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned **Senses** darkvision 60 ft. passive Perception 10

Languages understands all languages spoken by its creator and can speak messages from its creator

Challenge 1/4 (50 XP)

Actions

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. Or whatever weapon it is supplied in place of the slam.

Animated Puppets are proficient with simple melee and ranged weapons plus the Shortsword.

Depending on the construction of the armor, dummy, mannequin, or puppet alternate forms can be created.

Supplies for Animation

A dummy requires only a set of clothes and stuffing.

A mannequin requires Joints and wooden parts. Joints can be reused.

The finest Animated Mannequins have porcelain masks, use weapons, and wear clothing. House Cannith has secret forges where they can create and awaken War Mannequins also known as Warforged.

Dummy costs determined by Clothes used and available stuffing (grass, leaves, straw)

Clothes, common	5 sp	3 lb.
Clothes, costume	5 gp	4 lb.
Clothes, fine	15 gp	6 lb.
Clothes, traveler's	2 gp	4 lb.
Mannequin Joints	2 gp	5 lb.
Porcelain Mask	5 gp	1 lb.
Puppet (small)	3 gp	5 lb.
Wood Limbs, Head, Torso	1 sp	25 lb.