



WIZARD 2.0

THE SPECIALIST

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NEW WIZARD CLASS

The Wizard				Spellslots per Spell Level								
Level	Prof. Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Student of Magic	3	2	-	-	-	-	-	-	-	-
2nd	+2	Arcane Tradition	3	3	-	-	-	-	-	-	-	-
3rd	+2		3	4	2	-	-	-	-	-	-	-
4th	+2	ASI	4	4	3	-	-	-	-	-	-	-
5th	+3		4	4	3	2	-	-	-	-	-	-
6th	+3	Arcane Tradition	4	4	3	3	-	-	-	-	-	-
7th	+3		4	4	3	3	1	-	-	-	-	-
8th	+3	ASI	4	4	3	3	2	-	-	-	-	-
9th	+4		4	4	3	3	3	1	-	-	-	-
10th	+4	Arcane Tradition	5	4	3	3	3	2	-	-	-	-
11th	+4		5	4	3	3	3	2	1	-	-	-
12th	+4	ASI	5	4	3	3	3	2	1	-	-	-
13th	+5		5	4	3	3	3	2	1	1	-	-
14th	+5	Arcane Tradition	5	4	3	3	3	2	1	1	-	-
15th	+5		5	4	3	3	3	2	1	1	1	-
16th	+5	ASI	5	4	3	3	3	2	1	1	1	-
17th	+6		5	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	ASI	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spells	5	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a wizard, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per wizard level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a quarterstaff or (b) a dagger
- a component pouch or (b) an arcane focus
- a scholar's pack or (b) an explorer's pack
- A spellbook

SPELLCASTING

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

CANTRIPS

At 1st level, you know three **general** cantrips of your choice from the [wizard spell list](#). **One of those cantrips can be from of school of magic that you are proficient with.**

You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table. **They can be general cantrips or from of school of magic that you are proficient with.**

SPELLBOOK

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice **from the general list or from a school of magic that you are proficient with**. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

The spells that you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse. You might find other spells during your adventures. You could discover a spell

recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

Copying a Spell into the Book. When you find a wizard spell of 1st level to 6th level, you can add it to your spellbook if it is of a spell level you can prepare, if it is on the general list or from a school of magic that you are proficient with, and if you can spare the time to decipher and copy it. You can add spells of 7th level and higher to your spelllist when they are from a school of magic that you have expertise in.

Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

PREPARING AND CASTING SPELLS

The Wizard table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain expended spell slots when you finish a long rest. The spell slots can have a combined level that is equal to your wizard level.

For example, if you are a 3rd-level wizard, you regain spell slots that have a combined level of 3. So you can choose to recover 3 first-level spell slots or 1 2nd-level spell slot and 1 1st-level spell slot.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell *magic missile*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your wizard spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Wizard table and if the spells require proficiency or expertise, you need proficiency or expertise in their school of magic to add them to your spellbook. On your adventures, you might find other spells that you can add to your spellbook.

STUDENT OF MAGIC

At first level, you also gain proficiency with the arcane skill. If you are already proficient with the arcane skill you can pick another skill to be proficient in.

Additionally, you gain proficiency in one School of Magic of your choice:

- Conjuration
- Necromancy
- Evocation
- Abjuration
- Transmutation
- Divination
- Enchantment
- Illusion

ARCANE TRADITION

When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of the following schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

The following arcane traditions are available to you:

- Specialist
- Generalist

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability

score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

SPELL MASTERY

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

SIGNATURE SPELLS

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

ARCANE TRADITIONS

WIZARD: SPECIALIST

During your studies, you decide to specialize in one kind of magic in order to master the highest spells of one school. You aim to be the uttermost expert in that field of magic.

2ND LEVEL:

SPECIALIZATION

If you choose this arcane tradition at 2nd level, you gain the following benefits:

- You gain proficiency in one additional school of magic of your choice.
- You gain expertise in one school of magic in which you are proficient.
- You can add one spell from your chosen school of expertise to your spellbook. This spell is always prepared, and it doesn't count against the number of spells you can prepare each day. At the levels 6, 10 and 14 each you can pick one additional spell of your chosen school of expertise. You can cast these spells once per day at their lowest level without expanding a spell slot.
- The gold and time required to copy a spell into your spellbook from a school of magic in which you have expertise is halved.

6TH LEVEL:

SPECIALIZED SPELLCASTING

Starting at 6th level, when you cast a spell from a school of magic in which you have expertise, the spell is cast as if it were cast with a spell slot one level higher. You can use this ability up to a number of times equal to your proficiency bonus, after which you can't use it again until you take a long rest.

10TH LEVEL:

SPELLPROTECTION

Beginning at 10th level, whenever you are a target of a spell from a school of magic in which you have expertise, you get advantage on saving throws against the spell effects and +2 to your

Armor Class if the spell is targeting you with a spell attack.

EXTRACURRICULAR ACTIVITIES

At 10th level, you also gain proficiency in one additional school of magic of your choice.

14TH LEVEL:

ADVANCED SPECIALIZED SPELLCASTING

Starting at 14th Level, you gain +1 to your spell attack bonus and +1 to your saving throw DC when you cast a spell from a school of magic in which you have expertise in.

WIZARD: GENERALIST

During your studies, you decide to study many different kinds of magic. You decide broad knowledge is better than niche specialization. You will be a wizard of all trade, but a master of none.

2ND LEVEL:

INTERDISCIPLINARY STUDIES

If you choose this arcane tradition at 2nd level, you gain the following benefits:

- You gain proficiency in one skill of your choice, in one tool of your choice and one language of your choice.
- You gain proficiency in 4 additional schools of magic of your choice.
- You can add your proficiency bonus to the number of wizard spells you can prepare.
- You learn one additional cantrip from the general list or from a school of magic that you are proficient in.
- Whenever you gain a Level you can exchange one cantrip you know with another cantrip from the general list or from a school of magic that you are proficient in.

6TH LEVEL:

SPELL EXPERIMENTATION

Starting at 6th level, when you cast a wizard spell using a spell slot, you have the ability to temporarily alter it with one of the following options:

- You can alter the damage type to match it to a different damage type from a spell from your spellbook.
- When you cast a spell that requires a saving throw, you can change the ability that this saving throw targets with an ability from another spell in your spellbook.

This alteration applies only to this particular casting.

You can use this option a number of times equal to your proficiency bonus, after which you can't use it again until you take a long rest.

10TH LEVEL:

ADV. INTERDISCIPLINARY STUDIES

At 10th level, you gain proficiency in one additional school of magic of your choice.

SPELL RESISTANCE

Starting at 10th level, you have advantage on saving throws against spells.

14TH LEVEL:

GENERAL INTERDISCIPLINARY STUDIES

At 14th level, you gain proficiency in one additional school of magic of your choice.

ARCANE FUSION

At 14th level you can now combine spells to create unique magical effects.

- Once per long rest, you can cast two spells with the casting time of one action and cast them simultaneously as an action, creating both spell effects at once.
- You have to spend spell slots for both spells.
- The combined spell must have a total spell level equal to or less than your wizard level.

WIZARD: BARD

During your studies you decided, that Expression through Arts – Music, Theater, Poetry – is more important than the mastery of spellcraft theory.

2ND LEVEL:

If you choose this arcane tradition at 2nd level, you gain the following benefits:

THE STUDY OF ARTS

- You gain two skill proficiencies, one tool proficiency and one instrument proficiency of your choice.
- You gain proficiency in the schools of enchantment and illusion. If you already have proficiency in one of those two schools, you gain proficiency in one other school of magic of your choice.
- You can use Charisma as your spellcasting ability for your Wizard Spells.
- You can use an Instrument, a poetry book, paintbrushes or other expressions of your arts as your spellcasting focus. You can replace all verbal, somatic and no-cost material spell components with the use of these spellcasting foci.

THEATRE STUDIES

BARDIC INSPIRATION

- You learn how to direct and motivate people, and improve their ability to perform through the expression of your arts. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.
 - Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.
 - You can use this feature a number of times equal to your Proficiency Bonus, unless you spend a Spell Slot

of Level 1 or higher to use that ability. You regain any expended uses when you finish a long rest.

- Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

BODY OF AN ARTIST

- You gain an additional 2 Hit Points per Wizard Level.
- You gain resistance from poison damage and the effects of alcohol and drugs.

6TH LEVEL:

BARDIC EXPERTISE

- At 6th level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
- You can pick two Spells that require proficiency from any School of Magic and add them to your Spellbook. You can cast those two spells as if you were proficient in those Schools of Magic. A spell you choose must be of a level you can cast.
- You can pick one expert Spell from any School of Magic and add them to your Spellbook. You can cast those two spells as if you had expertise in those Schools of Magic. A spell you choose must be of a level you can cast.
- You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

ADVANCED THEATRE STUDIES

- At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

10TH LEVEL:

INTERCULTURAL EXPERTISE

- Starting at 10th level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

ADDITIONAL EXPERTISE

- You can pick two Spells that require proficiency from any School of Magic and add them to your Spellbook. You can cast those two spells as if you were proficient in those Schools of Magic. A spell you choose must be of a level you can cast.
- You can pick one expert Spell from any School of Magic and add them to your Spellbook. You can cast those two spells as if you had expertise in those Schools of Magic. A spell you choose must be of a level you can cast.

14TH LEVEL:

PEERLESS SKILL

- Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.
- You gain expertise in either the Illusion or Enchantment School of Magic.

SPELLS

All existing spells that are sorted into the general category also keep their original School of Magic for the purposes of spells like Detect Magic. New General spells either have an additional School of Magic, which would be indicated in the spell description like *General Cantrip (Conjuration)* or they don't belong to any one School of Magic. General Spells that don't belong to any one School of Magic show up in spells like Detect Magic as Raw Magic.

Any spells from supplemental material can be sorted the following way:

- Additional cantrips require proficiency in their School of Magic.
- Spells from Level 1 to 2 count as general spells (if you deem a spell to powerful, you can always require proficiency or expertise).
- Spells from Level 3 to 6 count as advanced spells that require proficiency in that School of Magic (if you deem a spell to powerful, you can always require expertise).
- Spells from Level 7 to 9 always require expertise in their School of Magic.

CANTRIPS

General	Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
Prestidigitation	School proficiency required							
Message	Acid Splash	Chill Touch	Dancing Lights	Simple Ward*	Mending	True Strike	Silver Tongue*	Minor Illusion
Light	Poison Spray	Death Sight*	Fire Bolt	Warding Light*	Stone Fist*	Read Signs*	Distracting Whispers*	Illusory Touch*
Mage Hand			Ray of Frost					
Magic Shock*			Shocking Grasp					
Magic Throw*								
Magic Eruption*								

*New Spells

MAGIC SHOCK

General cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You channel your inner magic to force raw magic into a creature. Make a melee spell attack against the target. On a hit, the target takes 1d8 force damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

MAGIC THROW

General cantrip

Casting Time: 1 action

Range: 20/60 feet

Components: V, S

Duration: Instantaneous

You channel your inner magic to hurl raw magic at a creature or object within range. Make a

ranged spell attack against the target. On a hit, the target takes 1d6 force damage.

Because of the instability of the raw magic, any attack on a creature that is further away than 20 feet has disadvantage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MAGIC ERUPTION

General cantrip

Casting Time: 1 action

Range: self (5-Foot-Radius)

Components: V

Duration: Instantaneous

You release your inner magic in a powerful eruption. Each creature except yourself within 5 feet of you must make a Dexterity Saving Throw. On a failed save, the creature takes 1d6 force damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

SIMPLE WARD

Abjuration cantrip (proficiency required)

Casting Time: 1 action

Range: self

Components: V, S

Duration: 1 minute (concentration)

You create a simple magical ward protecting you from the next attack. Until the spell ends, you gain +1 to your Armor Class. The spell ends after you were targeted by an attack roll or take damage.

The spell's AC bonus increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

SILVER TONGUE

Enchantment cantrip (proficiency required)

Casting Time: 1 action

Range: self

Components: S, M (a droplet of oil that needs to be applied to your tongue)

Duration: 1 minute (concentration)

You imbue your speech with magical energy. Until the spell ends, you gain +1 to any Charisma checks you make as a result of speaking.

The spell's charisma bonus increases by 1 when you reach 5th level (2), 11th level (3), and 17th level (4).

DEATH SIGHT

Necromancy cantrip (proficiency required)

Casting Time: 1 action

Range: self

Components: V, S

Duration: 1 minute (concentration)

You imbue your eyes with necrotic energy. Until the spell ends, you peer into the ethereal plane, allowing you to see and identify undead creatures, even if they are invisible or in a state of etherealness, within a 30-Foot-Radius around you. While you use this spell you have disadvantage to see anything in the material plane. You can choose to end the spell early.

WARDING LIGHT

Abjuration cantrip (proficiency required)

Casting Time: 1 action

Range: self

Components: V, S

Duration: instantaneous

You emanate a radiant protective light. You shine a dim light in the radius of 5 feet around you. Until the end of your next turn, you and friendly

creatures within 5 feet of you have advantage on saving throws against being frightened.

STONE FIST

Transmutation cantrip (proficiency required)

Casting Time: 1 bonus action

Range: self

Components: S

Duration: instantaneous

You harden the skin of your fist, until the end of your next turn, when you make unarmed strikes, you do 1d6 + your strength modifier damage. You are proficient with these attacks.

READ SIGNS

Divination cantrip (proficiency required)

Casting Time: 1 action

Range: self

Components: V, S, M (a set of dice, small bones or similar trinkets to tell the future)

Duration: instantaneous

You read an omen for the future. Roll a d20 and a d4.

- **On a 1 to 10: Bad Omen.** The next time you make an ability check, attack roll or saving throw, you deduct the number rolled on the d4 from that roll.
- **On a 11 to 20: Good Omen.** The next time you make an ability check, attack roll or saving throw, you add the number rolled on the d4 to that roll.

The maximum number rolled for a Bad Omen to happen decreases by 1 when you reach 5th level (from 1 to 9), 11th level (from 1 to 8), and 17th level (from 1 to 7).

ANNOYING WHISPERS

Enchantment cantrip (proficiency required)

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: instantaneous

You send a whispering distraction to a creature within range. The target must succeed on a Wisdom saving throw or it will be temporarily distracted and until the end of your next turn, the next attack against the target gains advantage.

ILLUSORY TOUCH

Illusion cantrip (proficiency required)

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: instantaneous

You create the illusion of a gentle touch on a creature within range, making a target believe an unseen hand is touching them. This touch can mimic the sensation of warmth, cold, a light caress, or a subtle pressure. This cantrip doesn't cause any actual harm or healing, but the target must succeed on an Intelligence saving throw or be distracted and until the end of your next turn, the target has disadvantage on the next saving throw.

1ST LEVEL SPELLS

General	Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
Alarm	School proficiency required							
Color Spray	Find Familiar	False Life	Burning Hands	Mage Armor	Expeditious Retreat	Identify	Charm Person	Disguise Self
Comprehend Languages						Know Direction*		
Detect Magic								
Feather Fall								
Floating Disk								
Fog Cloud	Expert Spells							
Grease	Conjure Object*	Life Transfer*	Sculpt Spell*	Ethereal Ward*	Improve Body*	Detect Magic Residue*	Day Dream*	Shadow Theater*
Hideous Laughter		Create Undead Minion*						
Illusory Script								
Jump								
Longstrider								
Magic Missile								
Protection from Evil and Good								
Shield								
Silent Image								
Sleep								
Thunderwave								
Unseen Servant								

*New Spells

SCULPT SPELL

1st-level expert evocation spell

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 10 minutes

You can create pockets of relative safety within the effects of your spells. Until the spell ends, when you cast any spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour for each slot level above the 1st.

ETHEREAL WARD

1st-level expert abjuration spell

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 10 minutes

You create an ethereal ward, protecting you from attacks. Until the spell ends, you gain 10 temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increases by 5 for each slot level above the 1st.

CONJURE TINY OBJECT

1st-level expert conjuration spell

Casting Time: 1 action

Range: touch or 5 feet

Components: V, S, M (any Gems, Jewels, Copper, Silver or Gold Coins up to 10 Gold that the spell consumes)

Duration: Instantaneous

You conjure up a tiny inanimate, non-magical object in your hand. The object can't weigh

more than 1 pound and can't be worth more than the price of the gems, jewels and/or coins used to cast the spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher:

- The size of the object increases to small at 2nd Level, to medium at 5th level and to large at 7th Level.
- The coins, gems and jewels that can be consumed by the spell increase by 50 Gold for each slot level above the 1st.

KNOW DIRECTION

1st-level expert divination spell

Casting Time: 1 action

Range: touch

Components: V, S, M (a map)

Duration: Instantaneous

You touch one willing creature of your choice and imbue an intuitive sense of your current direction and orientation. That creature gains advantage on wisdom (survival) checks to navigate.

DETECT MAGIC RESIDUE

1st-level expert divination spell

Casting Time: 1 action

Range: self (30 feet radius)

Components: V, S, M (glasses)

Duration: up to 1 minute (concentration)

You sense lingering traces of magical energy in the environment, allowing you to detect the presence of recent magical spells or events. For the duration, you sense the residue of magical effects that happened and spells that were cast within the last hour within 30 feet of you. If you sense residue of magic in this way, you can use an action to see a faint glowing where the magical effect or spell originated and where it impacted, and you learn its school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher:

- At 3rd Level you can sense magical effects and spells that were cast 1 day ago, at 6th level 1 week ago and at 9th Level 1 Month ago.
- From 3rd Level on you also learn, if any magical objects were in that area during that timeframe.
- From 6th Level on you know the spells that were cast.
- When you use a 9th Level Spellslot you can magically replay the happening of the magical effect or the casting of the spell, being able to hear and see the creature who cast it and the creatures who were affected by it.

LIFE TRANSFER

1st-level expert necromancy spell

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: up to 10 minute (concentration)

For the duration of the spell, whenever you kill a creature with a spell of 1st level or higher you gain hit points up to your hit point maximum equal to 1d4 per level of the spell used to kill that creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the duration increases by 1 hour for each slot level above the 1st.

CREATE UNDEAD MINION

1st-level expert necromancy spell

Casting Time: 10 Minutes

Range: 5 feet

Components: V, S, M (A corpse or parts of several corpses of small or medium sized creatures worth at least 1CP, Needle and Thread at worth at least 1CP, embalming oil worth 10GP)

Duration: Instantaneous

You stitch together a corpse lying in an empty space within range and embalm it with oil. With each stitch, you infuse the body with undead life and bind it to your soul. When the spell is complete, the corpse will rise as an undead servant under your control. It uses the Undead Minion Stat Block.

Your Minion acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. It will always try to follow your commands to the best of its abilities.

Because the Minion is bound to your soul, you can't have more than one at a time. If you cast this spell while you already have a Minion, that Minion will die and fall to the ground in pieces.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, if you cast this spell while you already have a Minion, you can choose to improve it instead of creating a new one. The casting time increases by 1 hour for each spellslot above the first.

For each casting, you can pick one of the following options (you will need the material component that is named in the option):

- From 2nd Level on:
 - **Heart of Bull (1 GP):** you give your Minion a stronger heart, improving its constitution score to 20 (+5), which also changes its Hit Points to $15 + 10$ for each spell level above 2nd.
 - **Strong Arms (1 GP):** You attach stronger arms to your Minion. Its strength increases to 16 (+3), which adds +3 to his to Hit and +3 to his damage from his melee attacks.
 - **Fast Legs (1 GP):** You attach faster legs to your Minion. You increase its base speed by 10 feet and its Dexterity Ability Score by +4, which adds +2 to its armor class.
- From 3d Level on:
 - **Weapon Arm (Price of a single-handed melee Weapon):** You can replace one of the forearms of the creature with any single-handed melee weapon. The Slam Attack of the Minion will be replaced with a melee weapon attack based in the chosen melee weapon. The Minion is proficient with the attack. The Minion gains disadvantage on any task that requires two hands.
 - You can choose to use the options twice on a minion, replacing both forearms with a melee weapon. Then the Minion is unable to do any task that requires any hands but he gains the multi attack feature, allowing him to attack with his right Armweapon and his left Armweapon.
- From 4th Level on:
 - **Central nervous system (10 GP):** You upgrade the Central nervous system of your undead Minion. Its Dexterity Score increases by +4 and it gains proficiency in Dexterity Saving Throws.
- From 5th Level on:
 - **Acidic Blood (Vials of Acid worth at least 10 GP):** Your Minion gains proficiency in the Constitution Saving Throw. Additionally, whenever the Minion is hit by a melee attack, the attack must make a dexterity saving throw against $8 + \text{Proficiency Modifier} + \text{the Constitution Modifier of the Minion}$ or take 1d8 Acid Damage.
- From 6th Level on:
 - **Fresh Brain (50 GP):** You upgrade the brain of your undead Minion. It

gains +5 to its intelligence ability score and +4 to its wisdom score. It gains the ability to speak common or one of the languages its creator speaks (the creators choice). Its proficiency bonus increases to +3 – adding +1 to hit with its weapon attacks and +1 to all his proficient saving throws.

- From 7th Level on:
 - **Improve Body (Body Parts worth at least 50 GP):** You upgrade the body of your undead Minion. You can improve the Strength, Dexterity or Constitution ability modifier by +2 to a maximum of 22, increasing the associated abilities with it:
 - **Strength:** The to hit bonus and the the damage of melee weapon attacks dealt by the minion increase by +1.
 - **Dexterity:** The walking speed increases by 5ft. and the armor class increases by +1.
 - **Constitution:** The Maximum Hit Points increase by +1 per Character Level.
- From 8th Level on:
 - **Improve Mind (Brain Parts worth at least 100 GP):** You upgrade the mind of your undead Minion. You can improve the Intelligence, Wisdom or Charisma ability modifier by +2 to a maximum of 22, increasing the associated abilities with it.
 - **Spellcasting (Brain of a Spellcaster, 500 GP) (Prerequisite: Int, Wis or Charisma of at Least 13):** You transplant the skills of a spellcaster into your minion. It learns 2 cantrips that you can cast. His spellcasting ability is either Intelligence, Wisom or Charisma (Your choice). For the purpose of determining Character Level the Minion counts as a Level 5th Spellcaster.

- At 9th Level when you cast this spell, you can replace the minion statblock with any statblock from an undead creature with a challenge rating of 10 and below.

UNDEAD MINION					
Small or Medium undead					
Armor Class 8			Speed 20ft.		
Hit Points 10 + 5 for each spell level above 2nd					
STR 10 (0)	DEX 6 (-2)	CON 10 (0)	INT 3 (-4)	WIS 6 (-2)	CHA 5 (-3)
Damage Immunities Poison Condition Immunities Poisoned Senses Darkvision 60 Ft., passive Perception 8 Languages Understands the Language of its Creator Challenge 1/4 (50 XP) Prof. Bonus +2					
Soul Bound. If damage reduces the Hit Points of the Minion to 0, its Creator can choose to help his Minion to survive. As a reaction he can sacrifice a number of hit points equal to 2 + the excess damage dealt by the attack or effect that reduced the Minion to 0 HP. The Minion will then drop to 1 Hit Point instead of 0.					
Actions					
Slam. <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.					

IMPROVE BODY

1st-level expert transmutation spell

Casting Time: 1 action

Range: touch

Components: V, S

Duration: up to 1 minute (concentration)

You touch a willing creature and temporarily improve one aspect of their body. For the duration of the spell, you can imbue the creature with one of the following options:

- **Improved Health:** The creature's hit points and hit point maximum increase by 1 per character level (or 1 per hit die if it is not a player character).
- **Strong legs:** The creature gains 10 feet of movement and its jumping distance is doubled.
- **Strong arms:** When the creature makes a strength-based melee weapon attack, it gains a +1 bonus to the damage roll.
- **Improved Nervous System:** When the creature makes an attack roll, it gains a +1 bonus to the attack roll.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher:

- From 3rd Level on you can imbue 2 options, from 6th level on 3 options and at 9th Level 4 options.
- For every spell slot level above 2 the movement speed improvement of **Strong Legs** increases an additional 5 feet.
- From 3rd Level the Bonus to the damage roll of **Strong Arms** and the Bonus to the attack bonus to **Improved Nervous System** increase by 1 (2), from 6th level on it increases by 2 (3) and at 9th Level the bonus is 4.

DAY DREAM

1st-level expert enchantment spell

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of sand)

Duration: up to 1 minute (concentration)

You create a vivid, enchanting daydream in the mind of a creature you can see within range. The target must succeed on a Wisdom saving throw or be charmed by you. While it is charmed, the creature is stunned, blinded and deafened until the spell lasts. The target can repeat its saving throw at the end of each of its turns, ending the spell on a success. The spell also ends when the target creature takes damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher:

- For every spell slot level above 2 you can target one additional creature.
- For every spell slot level above 2 the duration increases by 1 minute.
- At 3rd level and above, you can enter the Day Dream of one of the creatures enchanted by the spell. While you are in the Day Dream, the creature doesn't make any Wisdom saves at the end of its turn to end the spell. You can observe the creature in its Day Dream without it noticing you, or you can interact with the creature by presenting yourself in the Day Dream as you normally would. While interacting with the creature it can continue to repeat its wisdom saving throws at the end of each of its turns.
- From 5th Level on you can turn the Day Dream of a creature you have entered into a Nightmare. The target must make a wisdom saving throw or take 3d6 psychic damage. Then the spell ends.
- From 7th Level on you can turn all the Day Dreams of creatures charmed by this spell into nightmares.
- From 7th Level on you can shape the Day Dream of all the creatures. You can shape the environment and create and control images or creatures.
- From 9th Level on you can make a creature that is charmed by this spell believe that their Day Dream was real. The creature must make a Wisdom Saving Throw or believe that the Day Dream was real and the things in the Day Dream actually happened.

SHADOW THEATER

1st-level expert illusion spell

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: up to 1 minute (concentration)

You create a shadow of humanoid, medium or smaller sized creature of your choosing. The shadow needs to be on a surface. The shadow moves and acts as you direct (no action required) within range and it is soundless. It can't leave your range, as if stopped by an invisible wall. The shadow can squeeze through areas as small as 1 Inch.

As a bonus action you can see through shadow creature's eyes and hear what it hears until the start of your next turn, the shadow creature has the same senses as you. During this time, you are deaf and blind with regard to your own senses.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher:

- For every spell slot level above 2 you can add one additional creature.
- For every spell slot level above 2 you can add an additional large or smaller shadow object to the scene (for example a table, chairs, a tree, a wall).
- For every spell slot level above 2 the range increases by 10 feet.
- For every spell slot level above 2 the duration increases by 1 minute.
- At 3d level and above, the shadows become dark opaque 3-dimensional bodily manifestations. The creatures can interact with the real environment. They have an AC 10, 1 hit point, a strength of 2. They can't attack. Objects have an AC 10 and 1 HP. When a creature or Object drops to 0 HP the shadows whisper away.

- From 5th Level on your Shadows can attack on your command. All the Shadows act as one, attacking one creature within range. The shadow creatures descend onto the target creature, making one melee weapon attack with your spellcasting attack bonus. The damage is 1d6 necrotic damage per creature. In direct sunlight the attack has advantage, in darkness the attack has disadvantage.
- From 7th Level on the objects and creatures no longer resemble shadows, they resemble real objects and creatures and can create realistic sounds, but they can't speak. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.
- From 7th Level on, If you use your bonus action to see through the shadow creature's eyes, you can speak with your voice through the shadow creature. You can also decide to swap places with the shadow creature, teleporting you to the location of the shadow creature and the shadow creature to your location.
- From 9th Level the damage dealt by the shadow creatures increases to 2d6.
- From 9th Level on, if you concentrate for the whole duration onto the spell (10 Minutes), you can make it last for a day at the current location. You can give the shadow creatures general instruction, such as to guard a particular chamber or corridor. Once given an order, the creature continues to follow it until its task is complete.

2ND LEVEL SPELLS

General	Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
	School proficiency required							
Acid Arrow	Summon Swarm*	Gentle Repose	Shatter	Protection Rune*	Enlarge/Reduce	Locate Object	Hold Person	Arcanist's Magic Aura
Arcane Lock								
Blur								
Cantrip Empowerment*								
Continual Flame								
Darkness								
Darkvision	Expert Spells							
Gust of Wind	Misty Step	Blindness/Deafness	Flaming Sphere	Spell Reflection*	Alter Self	Detect Thoughts	Suggestion	Invisibility
Knock								
Levitate								
Magic Mouth								
Magic Weapon								
Mirror Image								
Ray of Enfeeblement								
Rope Trick								
Scorching Ray								
See Invisibility								
Spider Climb								
Web								

*New Spells

CANTRIP EMPOWERMENT

2nd-level general spell

Casting Time: 1 bonus action

Range: self

Components: V, S

Duration: 10 minutes

You channel more energy into your cantrips and make them more potent.

When you cast this spell, you can choose one of the following options:

- **Precise Cantrip:** Until the spell ends, when a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.
- **Empowered Cantrip:** Until the spell ends, you can add your Intelligence modifier to one damage roll of any wizard cantrip you cast.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 hour for each slot level above 1st.

PROTECTION RUNE

2nd-level abjuration spell (proficiency required)

Casting Time: 1 action

Range: Touch

Components: V, S, M (Magical Ink worth 1 GP that the spell consumes)

Duration: 1 hour

You paint a rune of protection on a willing creature. Until the spell ends, that creature gains +1 to AC and 2d8 + the spell's level in temporary hit points. The spell ends when the temporary hit points drop to 0.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of temporary hitpoints given by this spell increase per 1d8 per Level above the 2nd.

SPELL REFLECTION

2nd-level expert abjuration spell

Casting Time: 1 reaction, which you take when you are targeted by a magical spell attack, but before you know the result of the attack

Range: Self

Components: V, S

Duration: instantaneous

A magical mirror appears between you and the incoming spell attack. If the spell is of 2nd level or lower, the spell attack is reflected back to the creature who has casted it. That creature is now the new target of that spell. If it is casting a spell of 3th level or higher, make an ability check using your spellcasting ability. The DC equals 12 + the spell's level. On a success, the creature's spell attack is reflected back, else the attack will target you as normal.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell attack will be reflected if its level is less than or equal to the level of the spell slot you used.

SUMMON SWARM

2nd-level conjuration spell (proficiency required)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny figurine of an insect, rat or bat worth at least a copper)

Duration: concentration, up to 1 minute

You throw the figurine on the ground within range. A creature swarm of the kind of figurine erupts from that figurine. The summoned swarm is friendly to you and your companions. Roll initiative for the summoned swarm, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the summoned swarm hit point maximum increases by 5 HP per level above the 2nd spell slot level and its attack bonus and damage increases by 1 per level above the 2nd spell slot level.

3RD LEVEL SPELLS

General	Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
School proficiency required								
Nondetection	Sleet Storm	Bestow Curse	Tiny Hut	Dispel Magic	Blink	Clairvoyance	Mind Twist*	Fear
Sending	Stinking Cloud	Vampiric Touch		Magic Circle	Haste	Tongues		Phantom Steed
				Protection from Energy	Slow			
				Remove Curse	Water Breathing			
Expert Spells								
	Misty Ways*	Animate Dead Summon Dead*	Fireball	Counterspell	Fly	Aura Sight*	Euphoria's Embrace*	Hypnotic Pattern
			Lightning Bolt	Glyph of Warding	Gaseous Form			Major Image

*New Spells

MISTY WAYS

3rd-level expert conjuration spell

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 minute

You shroud yourself into mystical mist. For the duration of the spell, you can use an action to teleport to an unoccupied space that you can see within range.

At Higher Levels.

- When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 1 minute and the range increases by 5 feet per each spell slot above the 3rd.
- From 6th level you gain the ability to take one other willing medium sized (or smaller) creature per spell slot above the 5th with you, when they are within 5 feet of you. The creatures will be whisked away with you into the misty ways, appearing in an unoccupied space within 5 feet of you.
- From 7th level on you gain the ability to take one hostile creature medium sized (or smaller) with you. The target creature must make a dexterity saving throw against your spell DC or be whisked with you into the misty ways appearing in an unoccupied space within 5 feet of you. It will also take 3d8 necrotic damage.

- At 9th level, when you use an action to teleport, you can teleport twice on your turn.

AURA SIGHT

3rd-level expert divination spell

Casting Time: 1 bonus action

Range: self (30 feet)

Components: V, S

Duration: up to 1 minute, requires concentration

You open your third eye to the world and can see the aura of all creatures and certain objects within 30 feet of you that you can see for the spell duration. The aura of a creature tells you its emotional state (calm, angry, happy, excited, bored ...) and if the creature is effected by any outside spell, blessing, curse or magical effect. You can also see if objects are magical or if they are effected by any outside spell, blessing, curse or magical effect.

Aura Sight only tells you what school of magic a spell effecting a creature or object belongs to and only that there is a curse, blessing or other magical effect, but doesn't specify what exactly that is.

At Higher Levels.

- When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 1 minute and the range increases by 5 feet per each spell slot above the 3rd.

- From 6th level you gain the ability to discern more specific details about the magical effects and auras you see. You can now identify the exact spells, blessings, curses, or magical effects affecting a creature or object.
- When cast with a 7th-level spell slot or higher, you can see the history of magical effects on a creature or object, allowing you to determine when the effects were cast and by whom.
- When cast with a 9th-level spell slot, you gain the ability to not only read auras but also manipulate them temporarily. You can change the mood of all creatures you can see within range. You can choose to suppress or intensify a creature's emotional for a limited time. This manipulation can affect their disposition, making them more hostile or friendly, angry or calm. At the end of their turn, each creature can make an intelligence saving throw against your spell DC and end the effect on themselves.

EUPHORIA'S EMBRACE

3rd-level expert enchantment spell

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a spoon-full of honey)

Duration: up to 1 minute

Choose a humanoid that you can see within range that you are not fighting. You envelop the target creature in a state of euphoria, causing them to become indifferent to their surroundings. The target must succeed on a Wisdom Saving Throw or be stunned for the duration or until you choose to end the effect. A creature can choose to willingly fail the saving throw.

After the spells ends, the effected creature knows that it was the target of a spell.

At Higher Levels.

- When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 1 minute and the range increases by 5 feet per each spell slot above the 3rd.

- When you cast this spell using a spell slot of 6th level or higher, you can choose to have lingering after effects of the spell. When the spells ends you can choose that the target creature must make a constitution saving throw or be addicted to the effects of the spell, craving them. At the end of each long rest, the creature can do a Wisdom Saving Throw, trying to overcome the addiction. The DC is your spellcasting ability. When the target creature was effect by this spell in the last 24 hours it has disadvantage on the saving throw. If the target creature was not effected by this spell in the last 48 hours, it has advantage on the saving throw.
- When cast with a 9th-level spell slot, you gain the ability to effect up to 10 creatures you can see within range.

MIND TWIST

3rd-level enchantment spell (required proficiency)

Casting Time: 1 reaction (when a creature makes an attack against you or an ally within range)

Range: 30 feet

Components: V

Duration: instantaneous

When a creature that you can see within range that makes an attack against you or an ally of yours, you can use your reaction to twist its mind. The creature must make a wisdom saving throw against your spell dc. If it fails, you can pick another target that the creature must attack instead. The new target must be within range of that creatures attack.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases by 5 feet per each spell slot above the 3rd.

SUMMON DEAD

3rd-level expert necromancy spell (replaces animate dead)

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, a bone)

Duration: instantaneous

This spell summons one or several undead servant. You place the bone and flesh on the ground and sprinkle them with the blood. From the bone and flesh an undead creature is rising. The target becomes a skeleton minion or zombie minion (your choice). The creature uses the Skeleton Minion (Horde) or Zombie Minion (Horde) statblock.

On each of your turns, you can use a bonus action to mentally command the creatures you made with this spell if the creature is within 60 feet of you. 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 stops obeying any command you've given it. To maintain the control 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 reasserts your control creatures you have animated with this spell, rather than animating a new one.

At Higher Levels.

- When you cast this spell using a spell slot of 4th level or higher, the Creature statblock gains an additional Hit Point Pool (one for each level over 4) that represent one additional minion.

ZOMBIE MINION (HORDE)

Medium undead (large when 2 to 3 Hit point Pools, huge when 4 or more Hit Point Pools)

Armor Class 8

Speed 20ft.

Hit Point Pools 22 | one additional Hit Point Pool for every Spell Level above the third

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)
Saving Throws Wis +0 Vulnerabilities Damage from Area of Attack-Effects Damage Immunities Poison Condition Immunities Poisoned, Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned Senses Darkvision 60 Ft., passive Perception 8 Languages Understands the Language of its Summoner Challenge 1/4 (50 XP) for each HP Pool					
Undead Fortitude. If damage reduces one Hit Point Pool of the Zombie Minion to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie hit point pool drops to 1 hit point instead and no excess damage is transferred to the next Hit Point Pool.					
Horde. When the Horde is Large or Huge or Gargantuan, it can occupy another creature's space and vice versa. The horde can move through any opening large enough for a medium sized creature. The Horde can't regain hit points or gain temporary hit points. Melee Weapon Attacks of the Horde have advantage when attacking a creature whose space they occupy.					
Actions					
Multiattack. The Zombie Minion makes one Slam attack for each Hit Point Pool it has.					
Slam. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.					

SKELETON MINION (HORDE)

Medium undead (large when 2 to 3 Hit point Pools, huge when 4 or more Hit Point Pools)

Armor Class 13

Speed 30ft.

Hit Point Pools 13 | one additional Hit Point Pool for every Spell Level above the third

STR 10 (0)	DEX 14 (+2)	CON 15 (+2)	INT 6 (-2)	WIS 8 (-1)	CHA 5 (-3)
Vulnerabilities Bludgeoning, Damage from Area of Attack-Effects Damage Immunities Poison Condition Immunities Exhaustion, Poisoned, Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned Senses Darkvision 60 Ft., passive Perception 9 Languages Understands the Language of its Summoner Challenge 1/4 (50 XP) for each HP Pool					
Horde. When the Horde is Large or Huge or Gargantuan, it can occupy another creature's space and vice versa. The horde can move through any opening large enough for a medium sized creature. The Horde can't regain hit points or gain temporary hit points. Melee Weapon Attacks of the Horde have advantage when attacking a creature whose space they occupy.					
Action Multiattack. The Skeleton Minion makes one Shortsword or Shortbow attack for each Hit Point Pool it has. Shortsword. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. Hit: (1d6 + 2) piercing damage. Shortbow. <i>Ranged Weapon Attack:</i> +4 to hit, reach 80/320 ft., one target. Hit: (1d6 + 2) piercing damage.					

HORDE CREATURES

HIT POINT POOLS

Horde-tagged creatures represent multiple creatures of a type sharing a stat block. This is intended to make it easier to simulate multiple creatures at once and to facilitate mass battles.

Horde creatures have hit point pools. Each Hit Point pool represents 1 creature that is part of the horde. The horde acts as a single creature, sharing initiative, stats, movement, and so on.

When another creature attacks a horde and hits, the damage taken is first removed from the first Hit Point Pool until it reaches 0 or less. Any excess damage taken is transferred to the next Hit Point Pool. If a hit point pool goes to 0, it represents a creature in the pool dying. This has an effect on the size of the horde and the number of attacks it can make. Hit Point Pools are shown on the stat block as follows

Hit Points Pools: 10 | 10 | 10 | 10

This means that this horde has 4 hit point pools of 10 HP each. If an attack deals 15 damage, the first HP pool is reduced to 0 and

the excess damage is transferred to the next pool, reducing it to 5:

Hit Point Pools: 0 | 5 | 10 | 10

Horde creatures are vulnerable to Spells and other effects that do Area of Attack-Damage, like Fireball.

SPLITTING UP A HORDE

When an effect would split up a horde, you can treat each Hit Point Pool as a separate creature that acts independently from each other.

YOU CAN CREATE YOUR OWN HORDE CREATURES.

Take a stat block of any simple medium sized creature, at best a CR under 1.

For the Size, you add:

- *(large when 2 to 3 Hit point Pools, huge when 4 or more Hit Point Pools, gargantuan for 10 and more Hit Point Pools)*

You replace the Hit Points with the following:

- **Hit Point Pools** 22 | 22 | 22 | 22

You add as many Hit Point Pools as you want creatures for your horde.

You add the following vulnerability and condition immunities:

- **Vulnerabilities** Damage from Area of Attack-Effects
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

You give it the horde trait:

- **Horde.** When the Horde is Large or Huge, it can occupy another creature's space and vice versa. The horde can move through any opening large enough for a medium sized creature. The Horde can't regain hit points or gain temporary hit points. Melee Weapon Attacks of the Horde have advantage when attacking a creature whose space they occupy.

And add the Multiattack Feature:

- **Multiattack.** The Horde makes one *[of the Attacks the Creature has]* attack for each Hit Point Pool it has.

Then you adjust any trait that could reasonably interact with the Horde-Feature, like for example the Undead Fortitude feature of the Zombie.

4TH LEVEL SPELLS

Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
School proficiency required							
Black Tentacles	Blight	Fire Shield	Stoneskin	Control Water	Locate Creature	Confusion	Phantasmal Killer
Faithful Hound		Ice Storm		Stone Shape			
Secret Chest							
Expert Spells							
Conjure Minor Elementals	Necromantic Grasp*	Resilient Sphere	Banishment	Fabricate	Arcane Eye	Ignore*	Greater Invisibility
Dimension Door		Wall of Fire	Private Sanctum	Polymorph			Hallucinatory Terrain

*New Spells

NECROMANTIC GRASP

4th-level expert necromancy spell

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (several small bone pieces)

Duration: up to 1 minute (concentration)

You throw small bone pieces on a place on the ground that you can see within range. Centered on the bone pieces, skeletal and spectral hands grow from the ground, filling a 20-foot square. For the duration, these skeletal and spectral hands turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 piercing damage and be restrained by the hands until the spell ends.

A creature restrained by the hands can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

A creature that starts its turn in the area and is already restrained by the hands takes 3d6 piercing damage and must make a strength saving throw or be prone.

A creature that starts its turn in the area and is also prone is pulled into the ground. It will sink 1 foot into the ground and take 1d6 bludgeoning damage.

If a creature is 5 feet underground, the hole it is in will collapse, burying it under earth and stone. It has enough air for 1 minute before it begins to suffocate. It needs to make three

successful strength checks to free itself from its shallow grave.

At Higher Levels. When you cast this spell using a spell slot of 5rd level or higher:

- the damage increases by 1d6 per spell level above the 4th.
- Creatures that start their turn in the area and are already restrained and prone take and additional 1d6 bludgeoning damage per spell level above the 4th.

IGNORE

4th-level expert enchantment spell

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a little statue of a monkey with four arms, covering its eyes and ears)

Duration: up to 1 minute (concentration)

Choose up to 4 humanoid creatures that you can see within range that you are not fighting. You remove suspicion and care from the mind of the creatures, causing them to become indifferent to to actions you choose. The target must succeed on a Wisdom Saving Throw or will be indifferent to you and your allies and ignore your presence or your behavior (your choice).

The spell will end when a target creature takes damage or if you choose to end the spell early (no action required).

After the spells ends, the effected creatures will remember what happened during the spell, but will still be indifferent about. But it will react normally to anything that happens after the spell ends.

At Higher Levels.

- When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases by 1 minute and the range increases by 5 feet per each spell slot above the 4th.

5TH LEVEL SPELLS

Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
School proficiency required							
Cloudkill	Ethereal Scream*	Cone of Cold	Anti-Magic Pulse*	Passwall	Legend Lore	Dominate Person	Dream
		Wall of Stone		Telekinesis	Contact Other Plane	Modify Memory	Mislead
					Telepathic Bond	Hold Monster	
Expert Spells							
Conjure Elemental	Vampiric Aura*	Arcane Hand	Planar Binding	Animate Objects	Scrying	Geas	Creation
Teleportation Circle		Wall of Force					

*New Spells

ETHERAL SCREAM

5th-level necromancy spell (required proficiency)

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: instantaneous

Choose a point within range. Unholy screams of the tortured dead erupt from that place. Each creature in a 20-Foot-radius sphere centered on that point must make a wisdom saving throw. A creature takes 6d8 psychic damage and becomes frightened on a failed save, or half as much damage on a successful save.

A creature can repeat the saving throw to end the frightened condition at the end of each of its turns.

At Higher Levels. When you cast this spell using a spell slot of 6th Level or higher, the damage increases by 1d8 For each slot level above 5th.

VAMPIRIC AURA

5th-level expert necromancy spell

Casting Time: 1 action

Range: self (20 feet-radius)

Components: V, S, M (a vampire tooth)

Duration: up to 1 minute (concentration)

You shroud yourself in shadows and darkness. You radiate an aura of dread in a 20-foot radius around you. In that aura bright light becomes dim light and dim light becomes

darkness and darkness becomes magical darkness that creatures with Darkvision can't see through. You can see normally in your aura. Each creature of your choice that starts its turn in the aura must succeed on a constitution saving throw or take 3d6 necrotic damage. You regain hit points equal to half the amount of necrotic damage dealt.

At Higher Levels.

When you cast this spell using a spell slot of 6th level or higher, the duration of the spell increases by 1 minute and the range increases by 5 feet per each spell slot above the 5th.

ANTI-MAGIC PULSE

5th-level abjuration spell (required proficiency)

Casting Time: 1 action

Range: self (30-feet Radius)

Components: V, S

Duration: instantaneous

You unleash a magical pulse that dispels magic around you. Within a 30-Foot-Radius around you, any spell or spell effect of 5th level or lower ends. For each spell or spell effect of 6th level or higher in the area, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th Level or higher, you automatically end the effects of a spell or the spell if the spell's level is equal to or less than the level of the spell slot you used.

6TH LEVEL SPELLS

Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
School proficiency required							
Instant Summons	Eyebite	Contingency	Guards and Wards	Flesh to Stone	Find the Path (from Bard Spell-List)	Irresistible Dance	<i>Make Reality*</i>
				Move Earth			
Expert Spells							
Conjure Fey (from Druid Spell List)	Circle of Death	Chain Lightning	Globe of Invulnerability	Disintegrate	True Seeing	Mass Suggestion	Programmed Illusion
	Create Undead	Freezing Sphere					
	Magic Jar	Sunbeam					
		Wall of Ice					

*New Spells

MAKE REALITY

6th-level illusion spell (required proficiency)

Casting Time: 1 reaction (when you cast an illusion spell or be in range of an ongoing illusion spell that you have cast)

Range: 60 feet

Components: V, S

Duration: instantaneous

You choose an illusion spell you cast of 6th level or lower. That Illusion gains corporal Form. It can interact and be interacted with as if it were real. This corporal Illusion can't directly deal damage to a creature or object other than the cast spell specifies.

At Higher Levels. When you cast this spell using a spell slot of 7th Level or higher, you can choose an Illusion spell if the spell's level is equal to or less than the level of the spell slot you used.

7TH LEVEL SPELLS

Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
Expert Spells							
Magnificent Mansion	Finger of Death	Arcane Sword	Symbol	Etherealness	Influence Fate*	Siren's Song*	Mirage Arcane
Plane Shift		Delayed Blast Fireball		Reverse Gravity			Project Image
Teleport		Forcecage		Sequester			Simulacrum
		Prismatic Spray					

*New Spells

INFLUENCE FATE

7th-level expert divination spell

Casting Time: 10 minutes

Range: self (20 feet-radius)

Components: V, S, M (some tokens, incense worth 10 GP that the spell consumes)

Duration: up to 24 hours

You go into deep meditation, trying to decipher the future. The glimpses of the future offer you a chance to change fate. You gain three points of fate. If you see a creature in 120 feet range doing a saving throw, attack roll or ability check, you can use your reaction and spend a fate point to do the following:

- You roll two d20s. You can pick one of the d20 and replace the result of the saving throw, attack roll or ability check with the chosen roll.

At Higher Levels.

When you cast this spell using a spell slot of 8th level or higher, you gain an additional fate point for every level above the 7th.

SIRENS SONG

7th-level expert enchantment spell

Casting Time: 1 action

Range: self (60 feet-radius)

Components: V, S, M (any instrument)

Duration: up to 1 hours

You create a mesmerizing song that entrances all creatures within hearing range. Every creature in a 60-foot radius must make a Wisdom Saving Throw or be charmed for the duration. If the creature can't be charmed the spell has no effect.

A creature charmed by the spell is incapacitated and will use its movement to come as close as possible to you to watch your performance. It can repeat its saving throw at the end of each of your turns.

If the creature takes damage, it can repeat the saving throw with advantage.

At Higher Levels.

When you cast this spell using a spell slot of 8th level or higher, the duration of the spell increases by 1 hour and the range increases by 10 feet per each spell slot above the 7th.

8TH LEVEL SPELLS

Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
Expert Spells							
Demiplane	Clone	Sunburst	Antimagic Field	Control Weather	Temporal Sight*	Antipathy/Sympathy	Me and my Army*
Incendiary Cloud			Mind Blank			Dominate Monster	
Maze						Feeblemind	
						Power Word Stun	

*New Spells

TEMPORAL SIGHT

8th-level expert divination spell

Casting Time: 1 action

Range: self (60 feet-radius)

Components: V, S, M (a glass shard)

Duration: up to 10 minutes, concentration

You fill your senses with divine energy, allowing you to see the past. While you concentrate on the spell, you can use your bonus action to shift the focus of your senses to the past. You can see anything that had happened in the last 24 hours within range. You are able to fast forward and backward through time to look for a specific period that you want to experience.

You experience it as if you were there, but creatures will ignore you and you cannot influence anything.

At Higher Levels.

When you cast this spell using a spell slot of 9th level, you can see what happened in range in the last week, the duration of the spell increases to 1 hour and the range increases by 60 feet.

ME AND MY ARMY

8th-level expert illusion spell

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a small toy soldier)

Duration: up to 8 hours, concentration

You conjure a vast and convincing illusionary army. Choose a spot within in range. In a 50 by 50 Feet-Area around that space you picked, 100 illusory images of creatures appear. They seem completely real, including equipment of your choosing, sounds, behavior and smells appropriate to the creatures depicted.

You can use your action to command the creatures and they will obey you. They can follow simple commands and perform simple tasks. They can't deal damage, but each creature has a strength score of 2, 10 AC and 1 HP.

At Higher Levels.

When you cast this spell using a spell slot of 9th level, the range increases to 1000 feet, the duration of the spell increases to 24 hour the creature are able to deal damage. Once per turn, you can make a combined ranged attack for the army with your spellcasting ability. On a hit you do 12d6 force damage.

9TH LEVEL SPELLS

Conjuration	Necromancy	Evocation	Abjuration	Transmutation	Divination	Enchantment	Illusion
Expert Spells							
Gate	Astral Projection	Meteor Swarm	Imprisonment	Shapechange	Foresight	Power Word Kill	Weird
Wish			Prismatic Wall	Time Stop			
				True Polymorph			