

Armorer Artificer 20, Hex... Artificial Intelligence

CLASS & LEVEL BACKGROUND PLAYER NAME

Skirmisher Lawful 10

RACE ALIGNMENT EXPERIENCE POINTS



INSPIRATION

6 PROFICIENCY BONUS

- DEXTERITY 7
- O 14 Strength O 7 Dexterity
- 15 Constitution
- 18 Intelligence7 Wisdom
- O 7 Charisma

SAVING THROWS



NTELLIGENCE

35

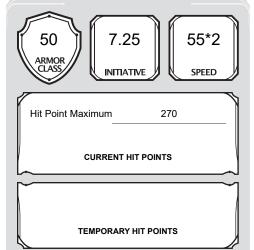
WISDOM

25

CHARISMA

- 13 Acrobatics (Dex)
- 13 Animal Handling (...
- 18 Arcana (Int)
- 20 Athletics (Str)
- 13 Deception (Cha)
- 18 History (Int)
- 13 Insight (Wis)
- 13 Intimidation (Cha)
- 18 Investigation (Int)
- 13 Medicine (Wis)
- 18 Nature (Int)
- 13 Perception (Wis)
- 13 Performance (Cha)
- 13 Persuasion (Cha)
- 18 Religion (Int)
- 13 Sleight of Hand (D...
- 0 Stealth (Dex)
- 13 Survival (Wis)

SKILLS



SUCCESSES O=O=C

FAILURES O=O=C

DEATH SAVES

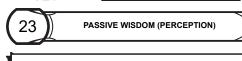
23

HIT DICE

Total



ATTACKS & SPELLCASTING



OTHER PROFICIENCIES & LANGUAGES

10	10	10	0	10
СР	SP	EP	GP	PP

- 1 Gilembror's Appeasement MA1
- 1 Helm of Sturdy Icey Awareness MA2
- 1 Belt of Giant Strength (Storm)
- 1 Belt of Giant Intelligence
- 1 Power Suit Plate
- 1 Rocket Gauntlets Melee
- 1 Rocket Gauntlets Ranged 4x

EQUIPMENT

A General Al Robot with scripted interactions.

Possibly a Modran (Lawful)

str - 29(belt) + 4(Gauntlet) + 6(fragment+) = 39

dex - 17(base) + 2(selected)+ 6(fragment+)

con- 19(helm) + 4(carapace) +

6(fragment+) = 29

int - 28(belt) + 6(fragment+) + 1(fey

touched)= 35

wisdom - base(15) + 4(selected) +

6(fragment+) = 25

char - base(15) + 4(selected) +

6(fragment+) = 25

39,25,29,35,25,25

8,17,9,8,15,15 Point Buy con+1, dex+2

selected 10

movement

30 + 15 + 10 = 55

PERSONALITY TRAITS

Speed 30 -> 45 -> 90

Power Suit +5

Power Amour +5

Warforged Skirmisher + 5

Gith Potion Haste *2

Resistance

Constructed Resilience - Poison

Gauntlets of Devastation - Necrotic

Gauntlets of Devastation - Psychic

Bulwark of Decimation - Thunder

Bulwark of Decimation - Lightning

Carapace - Magical bludgeoning, slashing, and piercing,

Resilience Boon - bludgeoning, piercing, and slashing damage from nonmagical weapons

Immunity

Gilembror's Appeasement + Power Suit -

Fire Immune

Helm of Sturdy Icey Awareness + Power

Suit - Cold Immune	
Gauntlets of Devasta	ion + Ring of FU -
Force Immune	
Attunements	
Gilembror's Appeaser	nent
Helm of Sturdy Icey A	
Giant Str	
Giant Int	
Power Suit	
Rocket Gauntlets	
Bulwark of Decimatio	1
Gauntlets of Devasta	
Diadem of the Witch I	
Carapace of Dominat	
WK's Grand Arcane F	
vvin s Graniu Arcane F	ocus
Magic Attack / Spell S	ave Modifier:
Witch King's Grand A	cane Focus - 3
Advantage	
Perception and Insigh	t - Power Suit
Initiation - Helm	
TrucCicht	
TrueSight	(ing
Diadem of the Witch I	ung
IDE	ALS
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TODO:	•
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DONE:	
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select feat for ob's bo	
make item for breezy	,
potion maker setup in	
improved coolant liqu	u,
gith potion pump	
Pet Mech Online	
	-
	-
Gond Infused Tools (g	- ond souls) -
Gond Infused Tools (gadventure guild taking	
adventure guild taking gonds to wegate	
adventure guild taking gonds to wegate Forge Dimension	care of delivering
adventure guild taking gonds to wegate Forge Dimension (Scuba Suits + Surfbo	care of delivering
adventure guild taking gonds to wegate Forge Dimension (Scuba Suits + Surfboth Helper Al Robots Factoria)	care of delivering
adventure guild taking gonds to wegate Forge Dimension (Scuba Suits + Surfboth Helper Al Robots Factor Communication	care of delivering ards) cory (v3) - RoboNet
adventure guild taking gonds to wegate Forge Dimension (Scuba Suits + Surfboth Helper Al Robots Factor Communication Giant Death Laser Factor Gondan Suits + Surfboth Communication Suits +	care of delivering ards) tory (v3) - RoboNet
adventure guild taking gonds to wegate Forge Dimension (Scuba Suits + Surfboth Helper Al Robots Factor Communication Giant Death Laser Factor Speaking Stone Factor Communication Factor Communication Communication Communication Factor Communication Communication Communication Factor Communication Communicatio	care of delivering ards) tory (v3) - RoboNet
adventure guild taking gonds to wegate Forge Dimension (Scuba Suits + Surfbothelper Al Robots Factory Communication Giant Death Laser Factory	ards) cory (v3) - RoboNet ctory ory (v3) - 7P
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	BONDS	
		\Longrightarrow
10		
	EL AMO	
	FLAWS	

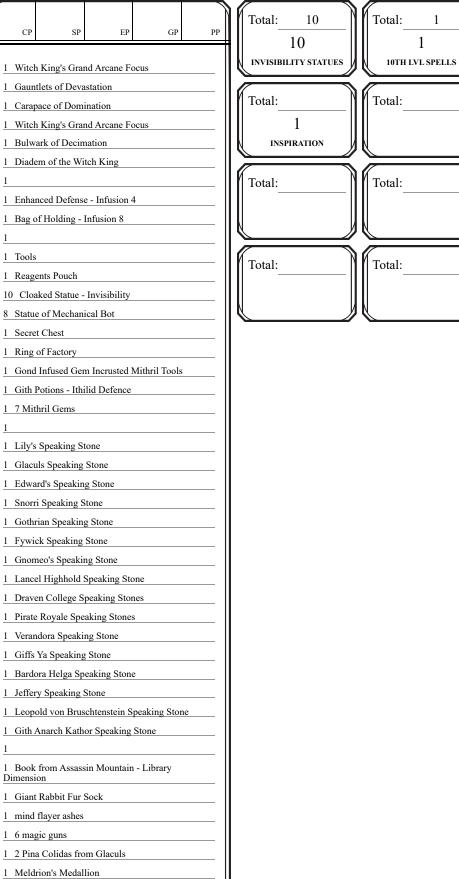
Warforged Skirmisher
Warlock MultiClass
Wizard MultiClass
RoboScript
Computer Overload
Programmer Feedback
Constructed Resilience
Sentry's Rest
Integrated Protection
Specialized Design
Tool Expertise
Magical Tinkering
The Right Tool for the Job
Improved Flash of Genius
Spell-Storing Item
Magic Item Master
Infuse Item - 12
Power Armor
Mechanized Rocket Gauntlets (Improved)
Infiltrator Armour
Power Suit
Extra Attack
Boons
Feats
Quantum Bazz
Obox Ob Boon
Soul Core+ (Lightning)
Soul of Artifice
Frequency Os
Magic Items
Champion of Dead Sacred Oath
Mortis Lux Network (MLN)
Gond Soul Fragments
FEATURES & TRAITS

NAME	ATK	DAMAGE/TYPE	СР	SP	EP	GP	PP	Total:_	10
Shatter	DC29	3d8 Thunder	1 Gaun 1 Carar	n King's Gran	station			Total:	LITY STATUES
Lightning Lau	+18	4d6+12 lightning	1 Bulw	n King's Gran	nation	ocus		INSP	1 PIRATION
Rocket Gauntl Magic Missile	+23	16d8+14 blud		of Holding -		4			
Chill Touch	+21	4d8 Necrotic	10 Clos	ents Pouch aked Statue - e of Mechan				Total:_	
Chin Touch	721	446 Necrotic	1 Gond	of Factory		Mithril Tools	<u> </u>		
ATTACI	KS & SPELL	CASTING	1 1 Lily's	hril Gems Speaking States					
			1 Snorr	rd's Speaking S rian Speaking ck Speaking	tone g Stone				

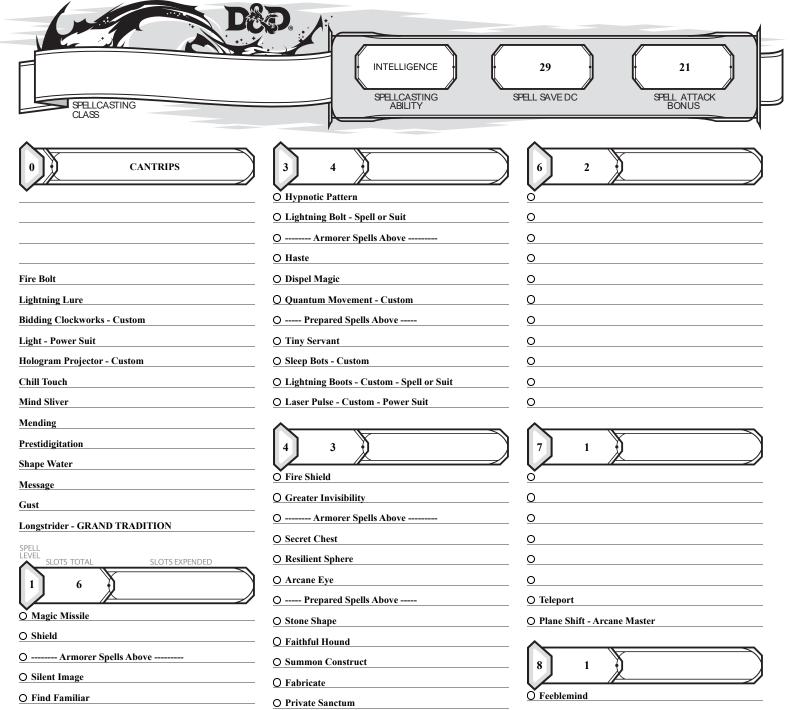
1 50 (1k) Gems 1 French Goose Feather 1 petried egg, lone chick 1 Opeheize Hair 1 lb 1 Vials of Dragon Water

1 Cultist Items

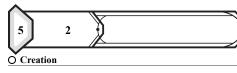
1 dragonator keychain and pants 1 Library Card: Angels and Demons



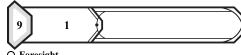
Mithril Tuning Fork Choas Plane Paralyzing Drink from gond Convention Self Tying Shoes Hat of Locating (with a duck)
1 Self Tying Shoes
1 Hat of Locating (with a duck)
1 9 Tuning Forks (9 Hells)



- O ----- Wizard Above -----
- O Charm Person
- O Comprehend Languages
- O Wrathful Smite
- O ----- Warlock Above -----
- O Hex
- O ----- Fey Touched Above -----
- O Arcane Weapon (UA)
- O Tasha's Caustic Grease Custom
- O Identify
- O Cure Wounds
- O ----- Prepared Spells Above -----
- O Remote Control Missile Custom
- O RoboBees Custom
- O Faerie Fire
- O Snare



- O Animate Objects
- O ----- Armorer Spells -----
- O Passwall
- O Wall of Force
- O ----- Prepared Spells Above -----
- O Wall of Stone
- O Arcane Hand
- O Greater Restoration
- O Skill Empowerment



- O Foresight
- O Mordekainen's Disjunction

2 4
O Misty Step
O Fey Touched Above
O Mirror Image
O Shatter
O Armorer Spells Above
O Skywrite
O Enlarge Reduce
O Welding Bots - Custom
O Prepared Spells Above
O Pyrotechnics
O Alter Self
O Invisibility
O Levitate

Warforged Skirmisher

Warforged Features (UA)

Source: Wayfinder's Guide to Eberron

Ability Score Increase. Your Constitution score increases by 1.

Age. A typical warforged is between two and thirty years old. The maximum lifespan of the warforged remains a mystery; so far, warforged have shown no signs of deterioration due to age.

Alignment. Most warforged take comfort in order and discipline, tending toward law and neutrality. But some have absorbed the morality – or lack thereof – of the beings with which they served. Size. Your size is Medium. Most warforged stand between 5 and 6 1/2 feet tall. Weight and build are affected by subrace.

Speed. Your base walking speed is 30 feet.
Warforged Resilience. You were created to have remarkable fortitude, represented by the following benefits

You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

You are immune to disease.

You don't need to eat, drink, or breathe.

You don't need to sleep and don't suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which determine your armor class. You gain no benefit from wearing armor, but if you are using a shield, you apply its bonus as normal.

You can alter your body to enter different defensive modes; each time you finish a long rest, choose one mode to adopt from the Integrated Protection table, provided you meet the mode's prerequisite.

Skirmisher (UA)

You were built to scout the edges of battle and outmaneuver your enemies. You are lean and designed for speed.

Ability Score Increase. Your Dexterity score increases by 2.

Swift. Your walking speed is increased by 5 feet. Light Step. When you are traveling alone for an extended period of time (one hour or more), you can move stealthily at a normal pace.

Warlock MultiClass

Hexblade

1st Shield, Wrathful Smite

Hex Warrior

At 1st level, you gain proficiency with medium armor, shields, and martial weapons. In addition, when attacking with a melee weapon that you are proficient with and that lacks the two-handed property, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

FEATURES & TRAITS

Hexblade's Curse

Starting at 1st level, you gain the ability to place a baleful curse on someone. As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if the target dies, you die, or you are incapacitated. Until the curse ends, you gain the following benefits:

- -You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus
- -Any attack roll you make against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
 -If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier.

You can't use this feature again until you finish a short or long rest.

Wizard MultiClass

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 cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. Your spellbook is the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.

RoboScript

When unconscious (dead or resting), this creature can be programmed with specific instructions and logic flow via its console on the back of its power armor. The script must be compiled and flashed to the creatures firmware with the press of the green button next to the console panel. An overflow of memory or indefinite loop causes Computer Overload.

----- Script 1 ----threat_level = getThreatLevel()
if threat_level < 25:
stats = stats.default
if threat_level >= 25:
stats = stats.default + 10

Computer Overload

When a RoboScript causes memory or time overflows, this creature overloads. This causes the creature to randomly target creatures around it an causes 1d6 random attacks and 1d4 random spells to fire off. After this the creatures defense mechanism kick in forcing it into its super hibernation form which is a metal box. In this form the creature cannot move or act but can be rebooted with the proper actions TBD. The creature can however, observe its surroundings.

Programmer Feedback

When a program has been entered in a efficient or spectacular manner, the creator is rewarded or punished rom the creature.

If programmed well, they receive a subtle electric charge granting 1d4 to an ability roll.

If the script entered is poorly implemented, the program will spark stunning the user for 6 seconds and causing 1d6 Lightning damage.

If 3 scripts are entered poorly in a row. Small killer wasps will detached from a flush section of armor along the arms and attack the programmer.

Constructed Resilience

You were created to have remarkable fortitude, represented by the following benefits:

You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

You don't need to eat, drink, or breathe.

You are immune to disease.

You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest

When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection

Your body has built-in defensive layers, which can be enhanced with armor.

You gain a +1 bonus to Armor Class.

You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you must remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.

While you live, your armor can't be removed from your body against your will.

Specialized Design

You gain one skill proficiency and one tool proficiency of your choice.

Tool Expertise

At 6th level, your proficiency bonus is now doubled for any ability check you make that uses your proficiency with a tool.

Magical Tinkering

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.

The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.

A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

The Right Tool for the Job

At 3rd level, you've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

Improved Flash of Genius

At 7th level, you've gained the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

As you are reborn with the power of zeus you gain +5 to your flash of genius.

Spell-Storing Item

At 11th level, you can now store a spell in an object. Whenever you finish a long rest, you can touch one simple or martial weapon or one item that you can use as a spellcasting focus, and you store a spell in it, choosing a lst- or 2nd-level spell from the artificer spell list that requires 1 action to cast (you needn't have it prepared).

While holding the object, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

Magic Item Master

Starting at 18th level, you can attune up to six magic items at once.

You ignore all class, race, spell and level requirements on attuning to or using a magic item.

If you craft a magic item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Infuse Item - 12

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the Dungeon Master's Guide).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

Power Armor

Beginning at 3rd level, your metallurgical pursuits have led to you making armor a conduit for your artificer magic. As an action, you can turn a suit of heavy armor you are wearing into power armor, provided you have smith's tools in hand. You gain the following benefits while wearing the power armor:

If the armor normally has a Strength requirement, the power armor lacks this requirement for you. You can use the power armor as a spellcasting focus for your artificer spells.

The power armor attaches to you and can't be removed against your will. It also expands to cover your entire body, and it replaces any missing limbs, functioning identically to a body part it is replacing.

The armor continues to be power armor until you doff it, you don another suit of armor, or you die.

Mechanized Rocket Gauntlets (Improved)

(Warforged Only)

Finesse weapon with a melee attack, ranged attack, and utility

These gauntlets are made from the finest metals in the world. They are bespoke with lots of complex gearing, capacitors, sensors and autonomous control. They have small antennas in them that are able to be remotely controlled from the wearer's helmet.

(Improved Gauntlets Void the Following Paragraph) The gauntlets have Artificial Intelligence which while uses a lot of energy can be sustained for a short period of time. When these gauntlets are used as an action, the user must recharge the gauntlets using one action. You can use the gauntlets' reserve batteries to use the gauntlets for two actions in a row, but, will cause damage to the gauntlets which will not work unless repaired for 10 minutes.

Ranged Attack - Intelligence +3 to hit
The gauntlet is launched off the user's hands into
the air. The gauntlets contain four sections, each
with its own small rocket engine. Each section can
be controlled separately or as part of a group. Each
section can be used kinetically to impact a creature.
When done so, each section will impact with
4d6+INT bludgeoning damage. Since their
antennas are small they can only reach out to a
range of 90/180 feet.

Melee Attack - Strength +3 to hit
Instead of being launched off the user. Just the
rocket engines extend from the gauntlets allowing
them to propel the fists of the user at the target
within 5 ft. Each gauntlet carries significant force
doing 8d8+STR bludgeoning damage and knocking
back the target/s 5 feet. They make a dexterity
saving throw or be knocked prone from the hit.

Utility +3 ability check

The user can also use the gauntlets for regular needs, controlling them "fly-by-wire" assisted by the AI. The gauntlets have a movement of 80 fly feet when used this way. The 4 sections can carry up to 25 lbs each.

Infiltrator Armour

You customize your armor for subtle undertakings. It has the following features:

Lightning Launcher. A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.

Powered Steps. Your walking speed increases by 5 feet.

Second Skin. The armor's weight is negligible, and it becomes formfitting and wearable under clothing. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, the power armor doesn't.

Infiltrator. Any creature that takes lightning damage from your Lightning Launcher glimmers with light until the start of your next turn. The glimmering creature sheds dim light in a 5 foot radius, and the next attack roll against it by a creature other than you has advantage. If that attack hits, it deals an extra 1d6 lightning damage.

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

Power Suit

Forged by the greatest smiths, tinkerers, and arcanists the world had ever seen, the power suit has earned its name. The suit must be worn as a complete set otherwise it is just normal armor, this takes up head, torso, shoulders, arms/hands, legs/feet slots. The suit must be worn as a complete set to gain its benefits. Given the weight of the suit the wearer must have a strength of at least 16.

The armor has 20 charges and regains d10 + 3 charges at dawn. If all charges are expended roll a d20. On a 1 the armor becomes normal +2 armor. When wearing and attuned to the suit you can use an action to expend one or more charges to cast one of the following spells: fireball (6 charges), lightning bolt (6 charges), Fly (5 charges), Light (3 charges).

The armor gives the wearer +3 AC, +5 movement speed, advantage on and resistance to cold damage and fire damage. The helmet gives the wearer advantage on Insight and Perception rolls. Any equipped light weapons are considered built into the suit, they are exempt from encumbrance. If the suit is ever damaged or broken it must be repaired by some with Intelligence of 16 or more using with tinker's tools and smith's tools.

Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

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Boons

The Grand Prophet, The Fragment of Spoops, Lord Duke Bazzdows, Master of the Forge, Artificer Master

1st Level:

Master of the Forge

1st Level (Whoop Ass):

Resilience

1st Level (Wish): Skill Proficiency

3rd Level:

Artificer Master

6th Level:

3rd level Boon of Multi-Class
3rd level Dead God Fragment (Spoops +
Hephaestus) - always advantage smith tools

6th Level:

4x 1st level Boon of Higher magic

6th Level (Wine 1):

3rd level Boon of Multi-Class
3rd Level Boon of the Arcane Master

6th Level (Wine 2):

3rd level Gond Soul Fragments (mordekainen's disjunction)

3rd level of Boon of Feats

3rd Level (Godsbane Power)

BOON OF THE GRAND TRADITION, School of Transmutation

Feats

Fey Touched

Lucky

Sentinel

Quantum Bazz

(Can of Whoop Ass Potion)

- Foresight + 1st Level boon

Obox Ob Boon

- * Advantage on Persuasion, Intimation, Deception against Demons
- * Advantage on Saving Throws against Demons
- * 1/2/3rd level spell slot and spell
- * a Feat
- * You can summon Ob's demons (Action, roll 1d8 for Demon Type, and another dice for how many)

But...

* Disadvantage against Ob himself, cannot crit against him. He has 10 point handicap on spell saves. When you pray, you are compelled to pray to him.

Soul Core+ (Lightning)

Inside of your chest contains the source of all your power. If your chest cavity is opened up, one can reach your soul core. If destroyed, you will fall unconscious. If after 4 hours it is not repaired, you will die.

Given your New Soul Core your can expose your soul core to dispell illusions directly in front of you.

Soul of Artifice

At 20th level, you develop a mystical connection to your magic items, which you can draw on for protection:

You gain a +1 bonus to all saving throws per magic item you are currently attuned to.

If you're reduced to 0 hit points but not killed outright, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.

Frequency Os

The Os Rebroadcast Show - Take Os' music and play it from a speaker which hinge on the back of the power armor.

Can also rebroadcast Sending Stone messages to anyone <- owns the network

Magic Items

Magic Ring 1: The Ring of Enlightenment, cast the awaken spell on a target you point at, if the target has an intelligence of 4 or higher they receive knowledge about a random fact or truth unknown to them before such fact/truth may be supplied by the caster, 3 charges recharges once a week.

Magic Tiara 1: KnOwLeDgE, a tiara of knowledge to activate it merely say 'here in my' + insert current place here + 'just bought this new' + something you own but not the last thing used here + 'but you know what I like much more than material things. KNOWLEDGE'. after uttering this phrase you will cast the legend lore spell and make whatever you mentioned in your activation phrase as good as new. 1 charge recharges eveerytime you purchase something.

the stabby dagger- re roll on crit dagger.

obsidian shackles (when placed on a weaker being) it binds them to their jailer. makes their soul your play thing (good for soul trade)

metal lock box with chains. important old old old bone. Vibrating bone (menacing)

ring of mastery??? - from obox obe to wear as a sign of our friendship, advantage for skill checks, advantage on dex, charisma, and intellect checks. disadvantage on checks for obox ob.

Champion of Dead Sacred Oath

Once activated for 4 hours, all undead under your control or faithfull followers of ry-ann following you when in battle and within 25ft gain additive bonuses equal to your charisma modifier to their: attack rolls, attack damage, skill check, and health points gained from healing. To upgold this oath, you must sorruned yourself with undead and poula faithfull followers of Rya-ann or convert those who are not faithfull.

Mortis Lux Network (MLN)

A system of speaking stones with authenticated users allowing communication along the network with only one speaking stones.

Gond Soul Fragments

~roughly 500 soul fragments

Advantage on charisma based checks with friendly gnomes

Immune to all mundane weapons and firearms

learn the mordekainen's disjunction

SPELLS

abjuration cantrip

Casting Time:

Range: Target:

Components: V S M

Duration: Description:

abjuration cantrip

Casting Time:

Range: Target:

Components: V S M

Duration: Description:

abjuration cantrip

Casting Time:

Range: Target:

Components: V S M

Duration: Description:

abjuration cantrip

Casting Time:

Range: Target:

Components: V S M

Duration: Description:

Fire Bolt

evocation cantrip

Casting Time: 1 action

Range: 120 feet

Target: A creature or object within range

Components: V S **Duration:** Instantaneous

Description:

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Lightning Lure

conjuration cantrip

Casting Time: 1 Action

Range: 15 Feet

Target:

Components: V

Duration: Instanteous

Description:

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

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

Bidding Clockworks - Custom

conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Target: A point you choose within range

Components: V S

Duration: 1 minute

Description:

Same but spectral clockworks.

Mage Hand

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

Light - Power Suit evocation cantrip

Casting Time: 1 action

Range: Touch

Target: One object that is no larger than 10 feet in

any dimension

Components: V M

Duration: 1 hour

Description:

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Hologram Projector - Custom

illusion cantrip

Casting Time: 1 action

Range: 30 feet
Target: See text
Components: S M
Duration: 1 minute
Description:

Your left eye goes dark and a bright bulb lights up behind the pupil. You begin cast rays of light into a magic smoke field directly in front of you. You can display an object and sounds playing out in the smoke.

Minor Illusion - but flavor

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. If you create an image of an object -such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature 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 illusion becomes faint to the creature.

Chill Touch

necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Target: The space of a creature within range

Components: V S Duration: 1 round Description:

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Mind Sliver

enchantment cantrip

Casting Time: 1 action

Range: 60 feet Target:

Components: V **Duration:** 1 round **Description:**

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

At Higher Levels: This spell's damage increases by 1d6 when you reach certain levels: 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Mending

transmutation cantrip

Casting Time: 1 minute

Range: Touch

Target: A single break or tear in an object you

touch

Components: V S M **Duration:** Instantaneous

Description:

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Prestidigitation

transmutation cantrip

Casting Time: 1 action

Range: 10 feet
Target: See text
Components: V S
Duration: Up to 1 hour

Description:

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range: You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. You instantaneously light or snuff out a candle, a torch, or a small campfire. You instantaneously clean or soil an object no larger than 1 cubic foot. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Shape Water

transmutation cantrip

Casting Time: 1 Action

Range: 30 feet Target: Components: V

Duration: Instantaneous or 1 hour

Description:

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.

You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.

You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.

You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Message

transmutation cantrip

Casting Time: 1 action

Range: 120 feet

Target: A creature within range

Components: V S M
Duration: 1 round
Description:

You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

Gust

transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Target:

Components: V S

Duration: Description:

You seize the air and compel it to create one of the following effects at a point you can see within range:

One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.

You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.

You create a harmless sensory affect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

Longstrider - GRAND TRADITION

transmutation cantrip

Casting Time: 1 action

Range: Touch

Target:

Components: V S M
Duration: 1 hour
Description:

You touch a creature. The target's speed and selected targets in 10 feet speed increases by 10 feet until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Magic Missile

evocation 1

Casting Time: 1 action

Range: 120 feet

Target: A creature of your choice that you can see

within range

Components: V S **Duration:** Instantaneous

Description:

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

Shield

abjuration 1

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self Target: Self Components: V S Duration: 1 round Description:

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

----- Armorer Spells Above -----

abjuration 1

Casting Time:

Range:

Target:

Components:

Duration:

Description:

Silent Image illusion 1

Casting Time: 1 action

Range: 60 feet

Target: A spot within range

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. 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.

Find Familiar conjuration 1

Casting Time: 1 hour

Range: 10 feet

Target: An unoccupied space within range

Components: V S M **Duration:** Instantaneous

Description:

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

----- Wizard Above -----

abjuration 1

Casting Time:

Range:

Target:

Components:

Duration:

Description:

Charm Person

enchantment 1

Casting Time: 1 action

Range: 30 feet

Target: A humanoid you can see within range

Components: V S **Duration:** 1 hour **Description:**

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Comprehend Languages

divination 1

Casting Time: 1 action

Range: Self Target: Self

Components: V S M **Duration:** 1 hour **Description:**

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Wrathful Smite

abjuration 1

Casting Time: 1 bonus action

Range: self Target:

Components: V

Duration: Concentrationup to 1 minute

Description:

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the spell ends. As an action, the creature can make a Wisdom check against your spell save DC to steel its resolve and end this spell.

----- Warlock Above -----

Casting Time: Range: Target: Components: **Duration:**

abjuration 1

Hex

enchantment 1

Description:

Casting Time: 1 bonus action

Range: 90 feet

Target:

Components: V S M

Duration: Concentrationup to 1 hour

Description:

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A Remove Curse cast on the target ends this spell early.

At Higher Levels: At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

--- Fey Touched Above ----

abjuration 1

Casting Time:

Range: Target:

Components:

Duration:

Description:

Arcane Weapon (UA)

transmutation 1

Casting Time: 1 bonus action

Range: Self Target:

Components: V S

Duration: Concentrationup to 1 hour

Description:

You channel arcane energy into one simple or martial weapon you're holding, and choose one damage type: acid, cold, fire, lightning, poison, or thunder. Until the spell ends, you deal an extra 1d6 damage of the chosen type to any target you hit with the weapon. If the weapon isn't magical, it becomes a magic weapon for the spell's duration.

As a bonus action, you can change the damage type, choosing from the options above.

At Higher Levels: When you cast this spell using a spell slot of 1st level or higher, you can maintain your concentration on the spell for up to 8 hours.

Tasha's Caustic Grease - Custom

abjuration 1

Casting Time: 1 action Range: 30 foot line

Target:

Components: V S

Duration: Description:

Tasha Caustic Brew- Original Acid Damage

A stream of hot grease emanates from your coolant tubes in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in grease for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns.

The grease is very slippery. If one walks through the grease they must make a Dexterity Saving throw, or be knocked prone.

At Higher Levels: When you cast this spell using a spell slot 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

Identify divination 1

Casting Time: 1 minute

Range: Touch

Target: One object that you must touch throughout

the casting of the spell Components: V S M Duration: Instantaneous

Description:

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

Cure Wounds

evocation 1

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S **Duration:** Instantaneous

Description:

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. *At Higher Levels*: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d8 for each slot level above 1st.

---- Prepared Spells Above -----

abjuration 1

Casting Time:

Range:

Target:

Components:

Duration:

Description:

Remote Control Missile - Custom

transmutation 1

Casting Time: 1 action

Range: 60 ft Target:

Components: S
Duration:
Description:

Spell - Catapult - Except Straight Line

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies dynamically up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

RoboBees - Custom

transmutation 1

Casting Time: 1 reaction, which you take when you or a creature within 60 feet of you falls

Range: 60 feet

Target: Up to five falling creatures within range

Components: V M
Duration: 1 minute
Description:

Dozens of Mechanical RoboBees are throw out from your mouth cavity. They surround up to five creatures.

Feather Fall - Same Thing

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

Faerie Fire evocation 1

Casting Time: 1 action

Range: 60 feet

Target: Each object in a 20-foot cube within range

Components: V

Duration: ConcentrationUp to 1 minute

Description:

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Snare

abjuration 1

Casting Time: 1 minute

Range: Touch

Target:

Components: V S M

Duration: Until dispelled or triggered

Description:

While you cast this spell, you use the cord or rope to create a circle with a 5-foot radius on a flat surface within your reach. When you finish casting, the cord or rope disappears to become a magical tran

The trap is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

The trap triggers when a Small creature or larger moves into the area protected by the spell. The triggering creature must succeed on a Dexterity saving throw or fall prone and be hoisted into the air until it hangs upside down 3 feet above the protected surface, where it is restrained.

The restrained creature can make a Dexterity saving throw with disadvantage at the end of each of its turns and ends the restrained effect on a success. Alternatively, another creature that can reach the restrained creature can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect also ends.

Misty Step conjuration 2

Casting Time: 1 bonus action

Range: Self
Target: Self
Components: V

Duration: Instantaneous

Description:

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

----- Fey Touched Above -----

abjuration 2
Casting Time:
Range:

Target:

Components: **Duration**:

Description:

Mirror Image

illusion 2

Casting Time: 1 action

Range: Self
Target: Self
Components: V S
Duration: 1 minute
Description:

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Shatter evocation 2

Casting Time: 1 action

Range: 60 feet

Target: A point of your choice within range

Components: V S M **Duration:** Instantaneous

Description:

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels: When you cast this spell using a spell slot of or higher, the damage increases by 1d8 for each slot level above 2nd.

----- Armorer Spells Above -----

abjuration 2 **Casting Time:**

Range:
Target:
Components:

Components: Duration:

Description:

Skywrite

transmutation 2 (ritual)

Casting Time: 1 action

Range: Sight
Target:

Components: V S

Duration: Concentrationup to 1 day

Description:

You cause up to ten words to form in a part of the sky you can see. The words appear to be made of cloud and remain in place for the spell's duration. The words dissipate when the spell ends. A strong wind can disperse the clouds and end the spell early.

Enlarge Reduce transmutation 2

Casting Time: 1 action

Range: 30 ft
Target:

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. Enlarge. The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category - from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attack with them deal 1d4 extra damage. Reduce. The target's size is halved in all dimensions, and its weight is reduced to oneeighth of normal. This reduction decreases its size by one category - from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

Welding Bots - Custom

transmutation 2

Casting Time: 1 action

Range: 60 feet

Target: A manufactured metal object that you can

see within range

Components: V S M

Duration: Up to 1 minute

Description:

Original Heat Metal - No Concentration, additional

way to disable

You spawn a welding bot that rockets overs to a targets manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell.

Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

In addition, the welding bot can be targeted and if it takes 1d20 damage, it will deactivate.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage

---- Prepared Spells Above -----

increases by 1d8 for each slot above 2nd.

abjuration 2

Casting Time:

Range:

Target:

Components:

Duration:

Description:

Pyrotechnics transmutation 2

Casting Time: 1 Action

Range: 60 Feet Target:

Components: V S

Duration: Instantaneous

Description:

Choose an area of flame that you can see and that can fit within a 5-foot cube within range. You can extinguish the fire in that area, and you create

either fireworks or smoke.

Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

Smoke. Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

Alter Self transmutation 2 Casting Time: 1 action

Range: Self
Target: Self
Components: V S

Duration: ConcentrationUp to 1 hour

Description:

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one. Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. Change Appearance. You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again. Natural Weapons. You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Invisibility

illusion 2

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Levitate

transmutation 2

Casting Time: 1 action

Range: 60 feet

Target: One creature or object of your choice that

you can see within range Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

Hypnotic Pattern

illusion 3

Casting Time: 1 action

Range: 120 feet

Target: A 30-foot cube within range

Components: S M

Duration: ConcentrationUp to 1 minute

Description:

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Lightning Bolt - Spell or Suit

evocation 3

Casting Time: 1 action Range: Self (100-foot line) Target: Self (100-foot line) Components: V S M Duration: Instantaneous

Description:

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

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

----- Armorer Spells Above -----

abjuration 3

Casting Time:

Range: Target:

Components:

Duration:

Description:

Haste

transmutation 3

Casting Time: 1 action

Range: 30 feet

Target: A willing creature that you can see within

range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

Dispel Magic abjuration 3

Casting Time: 1 action

Range: 120 feet

Target: One creature, object, or magical effect

within range
Components: V S
Duration: Instantaneous

Description:

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, 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 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

Quantum Movement - Custom

transmutation 3

Casting Time: 1 action

Range: Self
Target: Self
Components: V S
Duration: 1 minute
Description:

Your body deconstructs into hundreds of small nanobots and spiral together manipulate the surrounding air to quantumly leap to a point you

Blink - Same Thing

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

---- Prepared Spells Above ---abjuration 3
Casting Time:
Range:
Target:
Components:
Duration:

Tiny Servant transmutation 3

Description:

Casting Time: 1 Minute

Range: Touch
Target:

Components: V S Duration: 8 hours Description:

You touch one Tiny, nonmagical object that isn't attached to another object or a surface and isn't being carried by another creature. The target animates and sprouts little arms and legs, becoming a creature under your control until the spell ends or the creature drops to 0 hit points. See the stat block for its statistics.

As a bonus action, you can mentally command the creature if it is within 120 feet of you. (If you control multiple creatures with this spell, 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 simple, general command, such as to fetch a key, stand watch, or stack some books. If you issue no commands, the servant does nothing other than defend itself against hostile creatures. Once given an order, the servant continues to follow that order until its task is complete.

When the creature drops to 0 hit points, it reverts to its original form, and any remaining damage carries over to that form.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can animate two additional objects for each slot level above 3rd.

Sleep Bots - Custom enchantment 3

Casting Time: 1 action

Range: Target:

Components: S M

Duration: up to 10 Minutes

Description:

Orginal - Catnap, same thing

You summon nanobots that go into the brain of up to three willing creatures of your choice that you can see within range. They deactivate the brains functionality and the targets fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest.

Lightning Boots - Custom - Spell or Suit

transmutation 3

Casting Time: 1 action

Range: Touch

Target: A willing creature **Components:** V S M

Duration: ConcentrationUp to 10 minutes

Description:

Rocket Boots Upgraded - Flight of 100ft powered with improved wiring to handle the current/voltage of the lightning core. No longer costs an action to cast on self (at will).

Rocket Boots - You focus your energy to your boots creating an electric field which propels matter down through your feet causing you to gain 80 ft. fly speed. If cast on another person, nanobots from the power amour detach and reattach to the targets feet.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Laser Pulse - Custom - Power Suit

evocation 3

Casting Time: 1 action
Range: 200 feet

Target: A point you choose within range

Components: V S M **Duration:** Instantaneous

Description:

You gather energy from around your suit and fire a laser pulse at a point within range. The point explodes causing damage. Causes 10d6 dmg.

Fireball - Same Thing, More Damage
A bright streak flashes from your pointing finger to
a point you choose within range and then blossoms
with a low roar into an explosion of flame. Each
creature in a 20-foot-radius sphere centered on that
point must make a Dexterity saving throw. A target
takes 8d6 fire damage on a failed save, or half as
much damage on a successful one. The fire spreads
around corners. It ignites flammable objects in the
area that aren't being worn or carried.

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

Fire Shield evocation 4

Casting Time: 1 action

Range: Self Target: Self

Description:

Components: V S M **Duration:** 10 minutes

Thin and wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Greater Invisibility

illusion 4

Casting Time: 1 action

Range: Touch

Target: You or a creature you touch

Components: V S

Duration: ConcentrationUp to 1 minute

Description:

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. ----- Armorer Spells Above -----

abjuration 4

Casting Time:

Range: Target:

Components:

Duration: Description:

Secret Chest conjuration 4

Casting Time: 1 action

Range: Touch

Target: A chest and all its contents

Components: V S M

Duration: Instantaneous

Description:

is irretrievably lost.

You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Ethereal Plane by using an action and touching both the chest and the replica. After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it

Resilient Sphere

evocation 4

Casting Time: 1 action

Range: 30 feet

Target: A creature or object of Large size or

smaller within range Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a Dexterity saving throw. On a failed save, the creature is enclosed for the duration. Nothing-not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures. A disintegrate spell targeting the globe destroys it without harming anything inside it.

Arcane Eye

divination 4

Casting Time: 1 action

Range: 30 feet

Target: A point within range

Components: V S M

Duration: ConcentrationUp to 1 hour

Description:

You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

---- Prepared Spells Above ----

abjuration 4

Casting Time:

Range: Target:

Components:

Duration:

Description:

Stone Shape transmutation 4

Casting Time: 1 action

Range: Touch

dimension

Target: A stone object of Medium size or smaller or a section of stone no more than 5 feet in any

Components: V S M **Duration:** Instantaneous

Description:

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Faithful Hound

conjuration 4

Casting Time: 1 action

Range: 30 feet

Target: An unoccupied space that you can see

within range

Components: V S M Duration: 8 hours Description:

You conjure a phantom watchdog in an unoccupied space that you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it. The hound is invisible to all creatures except you and can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions. At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

Summon Construct

conjuration 4

Casting Time: 1 action

Range: 90 feet

Target:

Components: V S M

Duration: Concentrationup to 1 hour

Description:

You call forth the spirit of a construct. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Construct Spirit stat block. When you cast the spell, choose a material: Clay, Metal, or Stone. The creature resembles a golem or a modron (your choice) made of the chosen material, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

Fabricate

transmutation 4

Casting Time: 10 minutes

Range: 120 feet

Target: Raw materials that you can see within

range

Components: V S **Duration:** Instantaneous

Description:

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected 5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials. Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Private Sanctum

abjuration 4

Casting Time: 10 minutes

Range: 120 feet

Target: An area within range

Components: V S M **Duration:** 24 hours

Description:

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it. When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties: Sound can't pass through the barrier at the edge of the warded area. The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it. Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter. Creatures in the area can't be targeted by divination spells. Nothing can teleport into or out of the warded area. Planar travel is blocked within the warded area. Casting this spell on the same spot every day for a year makes this effect permanent. At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.

Creation illusion 5

Casting Time: 1 minute

Range: 30 feet
Target: See text
Components: V S M
Duration: Special
Description:

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before. The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration. Material Duration Vegetable matter 1 day Stone or crystal 12 hours Precious metals 1 hour Gems 10 minutes Adamantine or mithral 1 minute Using any material created by this spell as another spell's material component causes that spell to fail.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

Animate Objects

transmutation 5

Casting Time: 1 action

Range: 120 feet

Target: Up to ten nonmagical objects within range

that are not being worn or carried

Components: V S

Duration: ConcentrationUp to 1 minute

Description: Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 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. Animated Object Statistics Size HP AC Attack Str Dex Tiny 20 18 +8 to hit, 1d4 + 4 damage 4 18 Small 25 16 +6 to hit, 1d8 + 2 damage 6 14 Medium 40 13 +5 to hit, 2d6 + 1 damage 10 12 Large 50 10 +6 to hit, 2d10 + 2 damage 14 10 Huge 80 10 +8 to hit, 2d12 + 4 damage 18 6 An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form. At Higher Levels: If you cast this spell using a spell slot of 6th level or higher, you can animate two additional Objects for each slot level above

---- Armorer Spells ------

abjuration 5 **Casting Time:**

Range: Target:

Components: **Duration:**

Description:

Passwall

transmutation 5

Casting Time: 1 action

Range: 30 feet

Target: A point of your choice that you can see on a wooden, plaster, or stone surface within range

Components: V S M **Duration:** 1 hour **Description:**

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Wall of Force

evocation 5

Casting Time: 1 action

Range: 120 feet

Target: A point you choose within range

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

---- Prepared Spells Above ----

Casting Time: Range:

Target: **Components:**

abjuration 5

Duration: Description:

Wall of Stone

evocation 5

Casting Time: 1 action

Range: 120 feet

Target: A point you choose within range

Components: V S M

Duration: ConcentrationUp to 10 minutes

Description:

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp. If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends. **Arcane Hand**

evocation 5

Casting Time: 1 action

Range: 120 feet

Target: An unoccupied space that you can see

within range

Components: V S M

Duration: ConcentrationUp to 1 minute

Description:

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it. Clenched Fist. The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage. Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it. Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier. Interposing Hand. The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target. At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level

Greater Restoration

abjuration 5

Casting Time: 1 action

Range: Touch

Target: A creature you touch

Components: V S M **Duration:** Instantaneous

Description:

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target: One effect that charmed or petrified the target One curse, including the target's attunement to a cursed magic item Any reduction to one of the target's ability scores One effect reducing the target's hit point maximum

Skill Empowerment

transmutation 5

Casting Time: 1 action

Range: Touch Target:

Components: V S

Duration: Concentrationup to 1 hour

Description:

Your magic deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the spell ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill.

You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

abjuration 6

Casting Time:

Range: Target:

Components: V S M

Duration: Description:

abjuration 6

Casting Time:

Range: Target:

Components: V S M

Duration: Description: abjuration 6 **Casting Time:**

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Duration: Description:

abjuration 6

Casting Time:

Range: Target:

Components: V S M

Duration: Description:

abjuration 7 **Teleport** abjuration 6 **Casting Time:** conjuration 7 **Casting Time:** Range: Range: Target: Target: Range: 10 feet Components: V S M Components: V S M **Duration: Duration: Description:** Description: you can see within range Components: V abjuration 6 **Casting Time: Description:** Range: Target: Components: V S M **Duration: Description:** abjuration 7 **Casting Time:** Range: Target: Components: V S M **Duration: Description:** abjuration 7 **Casting Time:** Range: Target: Components: V S M **Duration: Description:** abjuration 7 **Casting Time:** Range: Target: Components: V S M **Duration: Description:** abjuration 7 **Casting Time:** Range: Target: Components: V S M description, perhaps from a map. "False **Duration: Description:** abjuration 7 **Casting Time:** Range: Target: Components: V S M **Duration: Description:** 1d10 percent of the distance that was to be direction off target randomly by rolling a d8 and

Casting Time: 1 action

Target: You and up to eight willing creatures that you can see within range, or a single object that

Duration: Instantaneous This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls d100 and consults the table. Familiarity Mishap Similar Area Off Target On Target Permanent circle — — 01–100 Associated object — — 01–100 Very familiar 01-05 06-13 14-24 25-100 Seen casually 01-33 34-43 44-53 54-100 Viewed once 01-43 44-53 54-73 74-100 Description 01-43 44-53 54-73 74-100 False destination 01–50 51–100 — — Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb. "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is someplace you

have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's

destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead

viewed an illusion, or you are attempting to

teleport to a familiar location that no longer exists. On Target. You and your group (or the target

object) appear where you want to. Off Target. You and your group (or the target object) appear a

random distance away from the destination in a random direction. Distance off target is 1d10 ×

traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the

two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the Plane Shift - Arcane Master

conjuration 7

Casting Time: 1 action

Range: Touch

Target: You and up to eight willing creatures who

link hands in a circle

Components: V S M

Duration: Instantaneous

Description:

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the GM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

Feeblemind enchantment 8

Casting Time: 1 action

Range: 150 feet

Target: A creature that you can see within range

Components: V S M Duration: Instantaneous

Description:

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by greater restoration, heal, or wish.

Foresight

divination 9

Casting Time: 1 minute

Range: Touch

Target: A willing creature Components: V S M Duration: 1 hours

Description:

MOD: You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. This spell immediately ends if you cast it again before its duration ends.

Mordekainen's Disjunction designating 1 as north, 2 as northeast, 3 as east, and abjuration 9, so on around the points of the compass. If you were Casting Time: 1 action teleporting to a coastal city and wound up 18 miles Range: touch out at sea, you could be in trouble. Similar Area. You and your group (or the target object) wind up Components: V in a different area that's visually or thematically **Duration:** Instantenoeus similar to the target area. If you are heading for **Description:** your home laboratory, for example, you might All magical effects or magic items touched by the wind up in another wizard's laboratory or in an spellcaster, except for those that you carry or have alchemical supply shop that has many of the same equipped, are disjoined. That is, spells and spell-tools and implements as your laboratory. Generally, like effects are separated into their individual you appear in the closest similar place, but since components (ending the effect as a dispel magic the spell has no range limit, you could concervably spell does), and each permanent magic item must wind up anywhere on the plane. Mishap. The make a successful Wisdom save or be turned into a spell's unpredictable magic results in a difficult normal item. An item in a creature's possession journey. Each teleporting creature (or the target uses its own Wisdom save bonus or its possessor's object) takes 3d10 force damage, and the GM Wisdom save bonus, whichever is higher, rerolls on the table to see where you wind up

(multiple mishaps can occur, dealing damage each You also have a 20% chance of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 20% chance of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a DC 30 Wisdom save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even wish, only by direct divine intervention.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

At Higher Levels: wtf who gave you 10th level spells