Emulator

A captain of undead armies stands appalled at the scimitars lodged within his chest before they are cleanly drawn out by an elf adorned in a lavish blue turban and a lush kaftan fitted with brass studs. As the necromancer falls, he woefully ponders how this invader could disarm him with the exact technique he had infused his skeletal soldiers with.

Through a crisp and cutting wind, a gnome strafes the flat face of a glacial mountain. Below him, the spear-headed rocks jutting from vengeful waves. Behind him, one hundred-thousand footsteps onward to a forbidden sanctum. Ahead, he sees the long-abandoned structure; the nest of a white dragon rumored in legend to make itself a shield no ice or snow may pierce.

A dragonborn queen senses an assassin nearby and reveals a third eye beneath her crown. As the assassin approaches, his dagger strikes, but bounces off the queen's warding spell. Before executing him, the queen reveals the origin of the magic that ruined his blade's enchantment: a beholder.

Every adventurer knows of at least one creature, spell, or ability that should only be spoken of in whispers. For everyday life, the terminology of "monster" is not simply a descriptor to fill the pages of lore. To call something a monster is to warn the posterity of the danger it poses. But for these adventurers, that is but more reason for hunting that exact being.

They are described as assimilators, keepers of forbidden lore, and mages in blue. Whether they are lone wanderers or hail from an organization, it is the potential for further prowess and development that drives these adventurers. Any number of weapons or spells may be kept in their minds as tools and traps for the hunt. But to travelers as these, victory favors vengeance and adaptability. The mind of an emulator is filled with knowledge of his or her enemies' talents and how to replicate them, and their bodies are trained to withstand the harsh environs and battles that lock away the most powerful abilities imaginable.

A Study of Pain

Most users of magic draw their expertise and distinctiveness from a mixture of applied practice, intense research, other-worldly gifts, and innate talent. All of this is true for the emulator with the caveat of having to endure and experience techniques and spells during a form of combat or competition. Emulators are typically on the receiving end of these unique attacks and skills. And for those who have lived decades if not centuries, obtaining the next skill on their horizon means facing an encounter that is sure to bring immediate death with the slightest mistake.

It is impossible for an emulator to learn new spells through research or hypothesis alone. The potential for an irrecoverable loss incites a thrill within them: the basis for their ability to learn. If an emulator is to learn a new ability, they must face a considerable conflict to obtain it. Only when they see an ability or spell performed by another creature may they attempt to replicate it. Though, it is not likely that they will learn it from their first encounter. Once they do learn a spell, they keep it in memory forever as it becomes attached to their soul. The most successful emulators hold in their minds a library of learned skills, from which they may equip a unique arsenal for any future foe.

Thus, emulators must adventure out into the world, to its most decrepit and baleful realms. And there, they will find the creatures that are the basis of horrific legends. From skills developed by monsters to instill fear in even the most stoic adventurer, the emulator replicates its next spell.

A Quest Immortal

Emulators seek out lands whose barrenness and danger have no equal. Within these realms, another trait or ability is held by his or her prey. Even if they must make the sacrifice of their body or sanity, an emulator will forever push against the blades of fate. The life of this class requires an unwavering desire for power, one that is unquenchable. Whether a patient scholar who bides their time preparing for the next fight, or an impulsive berserker raging in the wild and stealing skills to enhance their survival, all emulators have the excruciating task of procuring every possible ability they can find.

In the sparse tales that describe those of this class, it is said that they drink or inoculate themselves with the bluish blood of monsters. With such forbidden pluck, the emulator is said to only appear in history when the absolute worst of evil or good has transpired. Their resilience is famed to stem from a form of immortality. but one that is achieved at a great price. It is said that when these immortals die, their souls cannot travel to the planes of the afterlife. Thus, emulators may pursue true immortality and collect learnedness across an endless life. The desire for power is itself eternal for and in them.

Creating an Emulator

The core of your character and their abilities stem from a desire. Specifically, one to obtain power. The event that spawns an emulator's desire and their feelings about the event are the most important thing to consider when creating a backstory for your character. Your character's interpretation of the event may change, but only in ways that alter or keep the nature of their desire; the desire within your character cannot and will not disappear regardless of any circumstance. While having an unquenchable desire for power may seem like a curse (which can itself be how you interpret your character), it can also be the source for unyielding compassion or a will to conquer evil.

The lives and experiences of emulators radiate tales and memories of extreme peril. To face such a lifestyle, your character must have an important

reason for wanting to achieve the power of foes they face. The event that turns them to this path must credibly bring about a driving force within them. Perhaps this desire is sprouted from a beloved mentor who fell to misfortune? Perhaps they are training for an empire that has employed them in their military, one full of other emulators? Perhaps this lifestyle comes from necessity? Being pursued by a powerful foe for criminality, recovering a stolen and valuable heirloom, or attempting to find a cure for a rare disease are examples of such. Ultimately, the desire is extremely personal and sometimes involves painful memories. The desire itself is what beckons your character to become an adventurer, thus allowing you a straightforward way to connect a character's past to their present self in a campaign.

Because of the risks they are willing to take and their aversion to reveal their tragic background, emulators carry an association of mystery, taboo, and hysteria. To outsiders, these rarely sighted adventurers are a dualistic composite of empirical pursuit, and obsessive insanity. Emulators are viewed as an oxymoron: calm and collected stoics who are impulsive and abrasively unhinged. However, the truth in that does not befit every emulator. Some are incredibly open about the origin of their desire. Some care extraordinarily little for the excitement of power and use the hunt as a distraction from issues that slowly cripple them. Some obtain power to please or impress someone important to them. Consider how your emulator reacts to these societal interpretations, and whether they are a neat fit for your character or if your character is an exception.

Quick Build

You can make an emulator quickly by following these suggestions. First, Strength or Intelligence should be your highest ability score, followed by the other. Second, choose the outlander background.

Class Features

As an emulator, you gain the following class features.

Hit Points

Hit Dice: 1d10 per emulator level
Hit Points at 1st Level: 10 + your Constitution modifier.
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per emulator level after 1st

Proficiencies

Armor: Light armor, shields
Weapons: Sickles, Scimitars, Shortswords
Tools: None

Saving Throws: Strength, Intelligence

Skills: Choose three from Acrobatics, Animal Handling, Arcana, Athletics, Insight, Investigation, Nature, Survival

Equipment

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

- (*a*) a scimitar or (*b*) a shortsword
- (*a*) leather armor or (*b*) a scimitar
- (*a*) a dungeoneer's pack or (*b*) an explorer's pack
- A shield, a tent, and a grappling hook with 50 feet of hempen rope attached to it.
- A tome of lore about monsters commonly found in the local region.

Spellcasting

Drawing from experience in battle, you can capture the essence of other creatures' spells and abilities to later cast them as if they were your own. See chapter 10 of the Player's Handbook for the general rules of spell casting and the final section of the emulator class for the emulator spell list.

Cantrips

The emulator's use of cantrips is unique from other classes in that these are not spells you actively cast. Instead, they function as features you may attune to, deploying features you have studied from others within your own body and mind. Certain features require manual activation, while others are passively active. Note that certain cantrips have specific prerequisites you must meet before you can attune to them.

At 1st level, you already have learned an emulator cantrip and can attune to it; you know one cantrip of your choice from the emulator spell list and have one cantrip slot. You have additional emulator cantrips slots at higher levels, as shown in the Cantrip Slots column of the Emulator table. You can attune to a number of cantrips from a list of cantrips you've learned equal to your total cantrip slots available at your level.

Each time you gain an emulator level, you can immediately change your list of attuned cantrips. You can only choose from the list of cantrips that you have learned when doing so.

For example, if you're a 5th-level emulator, you have three cantrip slots. Each is individually used to attune to a cantrip from the list of emulator cantrips you've learned. If a cantrip's feature must be manually activated, doing so does not remove it from your list of attuned cantrips.

You can change your list of cantrips when you finish resting for at least 1 day, during which you cannot train, craft, work, or research for any other study or activity outside of your emulator magic. Preparing a new list of emulator cantrips requires time spent attuning your body to the strange functions of other creature's features through magical means: at least 4 hours per cantrip in your list of cantrips.

Emulator Table

Level	Proficiency Bonus	Features	Comprehension Uses	Libra Uses	Cantrip Slots	Spell Slot Pool	Spell Level Known
1	+2	Spellcasting, Spell Learning, Libra	1	2	1	1	1st
2	+2	Sublimation Style	2	2	1	2	2nd
3	+2	Assured Lore, Resolute Hunt	2	3	2	3	2nd
4	+2	Ability Score Improvement, Convergence, Diffusion	2	3	2	4	3rd
5	+3	Favored Enemy	3	4	3	5	3rd
6	+3	Resolute Hunt feature	3	4	3	6	4th
7	+3	Natural Explorer	3	5	3	7	4th
8	+3	Ability Score Improvement, Sublimation Style	4	5	4	8	5th
9	+4	Favored Enemy, Convergence, Diffusion	4	6	4	9	5th
10	+4	Resolute Hunt feature	4	6	4	10	6th
11	+4	Natural Explorer, Extra Attack	4	7	5	11	6th
12	+4	Ability Score Improvement	5	7	5	12	7th
13	+5	Favored Enemy	5	7	5	13	7th
14	+5	Resolute Hunt feature	5	8	6	14	7th
15	+5	Sublimation Style	5	8	6	15	8th
16	+5	Natural Explorer, Ability Score Improvement	6	8	6	16	8th
17	+6	Convergence, Diffusion	6	9	7	17	8th
18	+6	Favored Enemy	6	9	7	18	9th
19	+6	Resolute Hunt feature	6	9	7	19	9th
20	+6	Unbridled Learning	7	10	8	20	9th

Preparing and Casting Spells

The Emulator table shows how many spell slots you have to cast your emulator spells of 1st level and higher under Spell Slot Pool. It also shows the highest level of spells you are capable of casting at your current level under Spell Level Known. Rather than matching a spell's level with a spell slot of appropriate level, you have a pool of spell slots, all of equal value, that can be collectively spent on any spell of any level. To cast an emulator spell, you must expend a number of spell slots equal to the spell's level. You regain all expended spell slots after finishing a long rest. Generally, emulators use this time to research local monsters and adventurers whom they can procure an ability from.

At 1st level, you do not start out with any spells of 1st-level or higher. Instead, you must learn them as you commit yourself to your adventures. See the Spell Learning section for obtaining new spells.

You prepare a list of spells that are available for you to cast, choosing from a list of emulator spells your character has successfully learned. The number of spells you can have prepared at once is equal to your Intelligence modifier + your emulator level. The spells must be of a level equal to or less than the highest Spell Level Known at your level.

For example, if you're a 3rd level emulator, you have 6 total spell slots in your pool and you are able to cast either 1st or 2nd level spells. With an intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd, in any combination, chosen from your list of learned emulator spells. If you prepare the 1st-level spell *claw cyclone*, you can cast it using 2 spell slots from your pool, thus making it a 2nd-level spell. You cannot cast a spell using a number of spell slots greater than the number you'd spend on a spell of your highest Spell Level Known.

You can change your list of prepared spells when you finish resting for at least 1 day, during which you cannot perform physical labor as a form of work. Preparing a new list of emulator spells requires time spent reliving the memories of obtaining the spells: at

least 30 minutes per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your emulator spells, since your prowess with handling your foes' abilities relies on your memory of battling them and calculating their application. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an emulator spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast an emulator spell as a ritual if that spell has the ritual and you have the spell prepared from your list of learned spells.

Spellcasting Focus

You can use a weapon that has the light property and is one you are proficient with as a spellcasting focus for your emulator spells.

Spell Learning

As an emulator, your casting prowess is unique in that you can take features, spells, and attacks from enemies and learn how to replicate them in a practical manner. Instead of learning magic from books, you learn from experience. The spells you cast are known as Emulations, though they still fall under one of the regular schools of magic. Emulations are spells derived from hostile creatures, often modified so that sentient and civilized humanoids can use them.

To obtain these spells, you must hunt for them by fighting creatures whose own abilities form the foundation of the spells. For any given spell you seek to learn, you must fight a creature that can provide that spell's foundation, as explained in the Learning Availability section. Before you can attempt to learn a spell, you must see it in action first, as explained in the Learning Opportunity section. The mechanics used to determine how you attempt successful spell learning are explained in the Emulation Comprehension section.

While journeying to learn spells, your desire to obtain them has created an advantage within you, known as a learning bonus. Your learning bonus is equal to your spell attack modifier.

Learning Availability

All emulation spells carry with them unique properties, a reflection of each spell's unique origins. Just as the creatures of the world are different, so too are the spells they can provide. But in some cases, multiple creatures can provide the same spell.

To find what creatures provide a spell, look at the spell's tag. In addition to the spell's level and school of magic, there is listed the specific creature or family of creatures you learn a given spell from. In cases where a spell lists a specific race of creatures, such as orcish humanoids, any creature that is tagged as a member of that race can provide the spell. In cases where a spell lists a type of creature, such as a fey, any creature that is categorized as such can provide the spell. This section of an emulation spell's availability is known as the order component. Specific races of creatures or members of those races will be capitalized when listed.

In some cases, a creature must have a feature for a spell to be learned from them. Such features may include a specific or minimum armor class, ability score, movement speed, challenge rating, etc. Other features may include traits such as *Amphibious*, *False Appearance*, *Magical Resistance*, etc. Required features will be listed with the order component section and specific traits will be underlined.

The process of learning a spell involves viewing it or experiencing its effects. The action a creature must perform to provide the opportunity to learn the spell is known as the action component. It also found in a spell's tags. If the action required by a spell is an attack, it will be noted either as a generic attack (meaning it can be *melee* or *ranged* based and *weapon* or *spell* based), or as a specifically named attack, such as an orc's *Greataxe* attack. In the latter case, even if the orc performed a *melee weapon attack* with his or her *Javelin*, the situation does not provide learning opportunity because the action component is not the one required by the spell. A generic type of attack will be noted without capitalization, whereas a specific attack will be capitalized.

If the action required must be the casting of a spell, such as *fireball*, then the creature must be capable of casting it to provide learning availability of that emulation spell. For example, if an emulation spell is learned by any fey creature, but it requires the creature to cast *polymorph*, then a pixie can provide learning availability, but a green hag cannot. If an emulation spell describes a school of magic in place of the action component, any spell from that school of magic will satisfy the action component requirement. If the emulation spell requires the creature to cast a specific spell, it will be underlined in the emulation spell's tags. Otherwise, the school of magic required is noted in its school name.

In summation, when you attempt to learn a spell, you must be fighting or observing a creature listed in some way in the spell's tags. That creature must then use their action to either make the attack or cast the spell listed in the spell's tags for you to have learning opportunity.

You may attempt to learn a spell from another players' character's action. If a spell requires a minimum challenge rating, use the following Level

Conversion table to calculate your party member's challenge rating.

Level Conversion Table	
Character Level	Challenge Rating
1	1/4
2	1/2
3	1
4	2
5	3
6	4
7	4
8	5
9	5
10	6
11	6
12	7
13	7
14	8
15	8
16	8
17	9
18	9
19	9
20	10

Learning Opportunity

In order to learn a spell, you must have the opportunity to see it enacted by its originator first. Furthermore, this opportunity must occur during a form of combat or competition.

When the action component of an emulation spell is performed by a creature within your range of perception, and you are adjacent to that creature, and you still can perform a reaction during the creature's turn, you are considered to have learning opportunity. You are considered to have learning opportunity regardless of whether the creature is hostile towards you or not. The following situations will disable your learning opportunity:

- The creature whom you are learning from is not using their action to perform the spells or attacks necessary for learning the spell.
- You do not have a reaction available to attempt emulation learning.
- You cannot detect that the creature is performing their action for whatever reason.
- You are moved away from being adjacent to the creature because of its action. Or you are too far from the creature to learn the spell when it uses its action.
- Your Intelligence ability score is 3 or lower.
- You are blinded to a spell that requires a somatic component, or you are deafened to a spell that requires a verbal component.
- You are incapacitated.

In some cases, having the opportunity to learn a spell requires you specifically to be hit by an attack, feature, or spell. Even if the required attacks in the required order are done by a monster, if it isn't attacking you, you may not be able to learn the spell. Spells that stipulate this will list it in the action component of the spell's tags as "suffering" whatever action or feature is required.

Rarely, you will find a spell that does not have a normal action component or a learning DC. Instead, these spells will automatically be learned by you, but only after defeating the specified creature in the order component.

Emulation Comprehension

Your most powerful ability as an emulator is to steal the abilities of other creatures that oppose you. What you do is not mere mimicry. The spells you learn are true in essence to the abilities that inspired them. There are only slight modifications to them so that a humanoid could use them.

So long as it is unrestrained in availability and opportunity, your learning is unbridled. No creature can hide the secrets of its techniques from you. Any idiomatic ability you have heard rumors of or can imagine a monster using can ultimately be your own.

Whenever a creature of viable learning availability performs an action and you have learning opportunity, you may take your reaction to attempt to learn the spell associated with that action. This reaction ability unique to emulators is called Comprehension.

You have a limited number of times you may try Comprehension, as shown on the Emulator table, before you must finish a long rest to regain all of your uses of it. If you do not have any Comprehension uses left, you cannot use your reaction to attempt Comprehension.

To determine if your Comprehension is successful, you make a skill check against the Learning DC of the spell you are trying to learn. When doing so, you add your current learning bonus in addition to your role and the modifier of the skill you used.

Total Comprehension Role = 1d20 + your learning bonus + your skill modifier

The skill you use is determined by the type of creature you are attempting to learn the spell from. What skills are attributed to what creature types is explained in the following Comprehension Skill table. *If a creature is tagged as a shapechanger, you must use the investigation skill for comprehension.

If your check is equal to or higher than the spell's Learning DC, you learn how to cast it for yourself and add it to your list of learned spells. Otherwise, your Comprehension attempt fails, and you do not learn the spell. If your role is a 20, or a critical success, you learn the spell regardless of its learning DC. There is

no penalty for rolling a 1 when making a Comprehension attempt.

Comprehension Skill Table	
Animal Handling	Beasts, Dragons, and Monstrosities
Arcana	Aberrations, Celestials, and Fey
Insight	Fiends, Giants, and Humanoids
Investigation	Constructs, *Shapechangers, and Undead
Nature	Elementals, Oozes, and Plants

You can learn spells of a higher spell level than your highest Spell Level Known. You cannot learn spells from your own actions, spells, or features. You can use your reaction to attempt Comprehension regardless of being charmed, frightened, paralyzed, poisoned, or stunned, and such conditions do not cause disadvantage on Comprehension attempts. In the event that you are able to learn two spells at once, you can use the same reaction to attempt Comprehension on both, using one Comprehension use for each.

List of Learned Spells

As an emulator, the number of distinct spells you can learn is theoretically infinite; the only constraint you have is the possibility of your death, which would end your life of searching for more powerful spells to add to your collection.

There is no limit to how many different spells you can learn. Your class level does not affect the number of spells you can have learned at one time. Once you learn a spell, it is known to you forever and you are incapable of forgetting it. The only exceptions to this are situations of extreme magical might, such as the use of a *wish* spell, or situations where your mind is gravely injured, such as becoming insane.

At 1st level, you have a list of spells known but it is empty. You can add to it any spell you successfully learn through emulation comprehension. And you can add an infinite number of spells to this list.

As mentioned in the Preparing and Casting Spells section, you can change your list of prepared spells when you have rested for the amount of time required to do so. Your list of prepared spells can include any spells you have within your list of spells known, with the exception of spells that are a higher level than your highest Spell Level Known for your current level.

Libra

You are capable of casting the most innate and crucial emulation spell that exists within its entire school of magic: *libra*.

The magic is so basic, in fact, that it is considered neither a cantrip nor a spell. It is a spellcasting action that does not involve the use of a cantrip or of spell slots. Due to its specialty, it serves a core function of the emulator's journey.

As an action, you may choose one creature you can see that is within 30 feet of you. You cast the *libra* magic on that creature and experience the magic's effects immediately.

When cast on a creature, *libra* enables you to immediately detect if emulator spells can be learned from them. Furthermore, if a spell can be learned from a creature, you learn the identity and properties of that spell.

You have a limited number of times you can use *libra*, as shown on the Emulator table, before you must finish a long rest to regain all your expended uses of *libra*.

Sublimation Style

Starting at 2nd you have completed the development of your magic application. So that you can further extend your learning, you have defined different methods for survival in the wilds of the world.

Choose one feature from the following options. The features you gain from a tactic improve when you reach 8th level, and again at 15th level.

Affinity

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

If you attack a creature utilizing two-weapon fighting and both attacks successfully hit the creature, you can attempt to regain expended spell slots. When you choose to do so, role a d20. If your role is 20, a critical success, you regain 1 expended spell slot immediately. There is no penalty if you roll a 1, a critical failure.

At 8th level, you deal an additional 1d6 damage (of your weapon's damage type) whenever you successfully hit a creature while utilizing two-weapon fighting. If both of your hits are successful while two-weapon fighting, both gain this feature. Furthermore, when you attempt to regain spell slots using this feature, you now regain 2 expended spell slots when your role is a 20.

At 15th level, your additional damage dealt rises to 2d6 (of your weapon's damage type) whenever you successfully hit a creature. If both of your hits are successful while two-weapon fighting, both gain this feature. Furthermore, when you attempt to regain spell slots using this feature, you now regain 4 expended spell slots when your role is a 20.

Enmity

While you are wearing armor, you gain a +1 bonus to AC. If you are damaged by a creature while you are wearing light armor, you may use your reaction to cast a 1st-level spell. When you cast a spell in this way, you cannot cast it at higher levels.

At 8th level, your bonus to AC increases to +2 when you are wearing light armor. Furthermore, when

casting a spell as a reaction while using this feature, you may now cast 2nd-level spells.

At 15th level, your bonus to AC increases to +3 when you are wearing light armor. Furthermore, when casting a spell as a reaction while using this feature, you may now cast 3rd-level spells.

Polarity

When you make an attack with a scimitar, sickle, or shortsword, you may use your bonus action to cast a 1st-level spell. When you cast a spell in this way, you cannot cast it at higher levels.

At 8th level, you can now cast spells that are 2nd-level when you use your bonus action for this feature.

At 15th level, you can now cast spells that are 3rd-level when you use your bonus action for this feature.

Assured Lore

In your hunt for spells, you have grown to a point where your spellcasting ability is better than the spells you have learned up to this point. While unfortunate, it has taught you a valuable technique for learning spells.

Starting at 3rd level, you can store in your mind any spell you discover a creature to possess when you use *libra*. Once you have a spell stored in your mind, you can practice it outside of combat to learn it. You must practice the spell for a length of 1 day per the spell's level for your learning to be complete. You cannot practice the spell if you are travelling, engaged in combat, practicing something else, working an occupation, keeping a patrol or watch, or taking a short or long rest. In other words, the time you spend practicing must be time where you can put all your focus on practice. Once you complete the necessary length of practice for the spell you stored, you learn that spell.

Resolute Hunt

At 3rd level, you choose a method of hunting that defines and satiates your personal purpose, both in life and in seeking emulation magic. Choose from the Discipline Hunt, the Erudition Hunt, the Luxury Hunt, the Immortality Hunt, the Passion Hunt, and the Revenge Hunt, the Supremacy Hunt, and the Vanity Hunt, all of which are detailed at the end of the class description.

Your choice grants you features at 3rd level and again at 6th, 10th, 14th, and 19th level. Those features include hunt spells and the Unyielding Resolve feature.

Hunt Spells

Each hunt has a list of associated spells. You gain access to these spells at the levels specified in the hunt description. Once you gain access to a hunt spell, you learn it, and you always have it attuned to or prepared. Hunt spells don't count against the number of spells you can prepare each resting cycle. Hunt cantrips do count against the number of Cantrip Slots you have available, as they are automatically attuned to when you get them.

If a cantrip from your hunt spell list requires you to have a minimum ability score to attune to it, such requirements do not apply to you for those specific cantrips.

Taking damage does not risk breaking concentration for spells you get from your hunt. Additionally, you do not need the components listed in a spell's description to cast it if it's one of your hunt spells.

Unyielding Resolve

Your desire to achieve the purpose of your hunt is so great that you have abnormal powers over your own survival. Each Unyielding Resolve feature provided by your hunt explains how to use it.

Convergence

Starting at 4th level, you have learned to tighten your mystic grip on the power that radiates from your spells, sacrificing the scope of their distance for raw force.

If you cast a spell that has a range of multiple feet, you can choose to concentrate the power of the spell by reducing the spell's range to touch. When you apply this feature to a spell you're casting, you use one of your Comprehension uses. If you do not have any Comprehension uses left, you cannot apply this feature to a spell you cast.

The range of a spell can be divided into increments, and the size of those increments is dependent on an increment standard. At 2nd level you have an increment standard of 30 feet.

When this feature is used, the following applies to the mechanics of your spellcasting:

- If a spell deals damage to a creature, the creature takes an additional die of damage for every 30 feet the original range of the spell included, the size of die being the one used in the spell.
- Additionally, you add 1 point of difficulty class to your spell save DC for every 30 feet the original range of the spell included when a creature must make a saving throw against the effects of your spell.
- If a spell deals multiple types of damage, you pick one of those types for all of the additional damage to be dealt as.
- Similarly, if a spell's damage is determined by multiple sizes of dice, you use the smallest die to roll the additional damage.
- If the spell has multiple instances where a creature takes damage, such as an effect of damage over time, all instances gain the additional dice.
- If a spell can target multiple creatures, you can still target multiple creatures, but only those that are adjacent to you.

At 9th level, your increment standard for this feature is now 15 feet.

At 17th level, your increment standard for this feature is now 5 feet.

As an example, if you are a 2nd level emulator, with an Intelligence score of 16, and you utilize this feature while casting *cursed sphere*, the spell's range of 30 feet is reduced to a range of touch. To calculate the additional damage dice gained from this, you divide the amount of reduced range in feet by your increment standard. At 2nd level, using this feature on this spell grants it one additional dice of damage, making it 2d8 necrotic damage instead of 1d8. Furthermore, because the target creature must make a saving throw upon being hit by *cursed sphere*, your spell save DC, normally 13, is now 14.

If you were 15th level and you used this feature while casting this spell, it would deal 4d8 necrotic damage. Furthermore, your spell save DC would rise by 4 points in this situation.

You cannot use this feature on spells that already have a range of touch or on spells you cast on yourself, and you cannot gain the benefits of this feature if you cast the spell using any range greater than touch. You also cannot use this feature on spells that have a duration that is greater than instantaneous. If, when dividing a spell's range by your current increment standard you are left with a remainder, it is not considered as an additional increment. You can only use a maximum of 6 additional damage dice and additional spell save DC points when you use this feature.

Diffusion

Starting at 4th level, you have learned to spread the energies of your spellcasting to affect more creatures so that you may share fortune among your friends and misery among your foes.

If you cast a spell that only targets one creature, you can choose for it to affect a number of creatures equal to your Intelligence modifier in addition to the original target. A creature you choose to target in this manner must be within 10 feet of the original target. When you apply this feature to a spell you're casting, you use one of your Comprehension uses. If you do not have any Comprehension uses left, you cannot apply this feature to a spell you cast. You cannot use this feature on spells that can target multiple creatures.

When this feature is used, the following applies to the mechanics of your spellcasting:

- If a spell requires you to make a spell attack, you only need to make it against the original target.
- All creatures must make their throws individually when a spell calls for a saving throw.
- Additionally, if a spell causes or removes a status effect, all creatures affected suffer or heal from the spell's effects.
- All creatures affected by a damaging spell, including the original target, take a quarter of the damage that is dealt by the spell.
- Similarly, all creatures affected by a spell that restores hit points only regain a quarter of the hit points restored by the spell.
- If the range of a spell is touch, then the creature you touch is the original target. If the range of a spell is yourself, then you are the original target. You cannot cast spells at higher levels when applying this feature.

At 9th level, creatures must be within 20 feet of the original target. Furthermore, creatures now take half of the damage dealt by damaging spells, and creatures heal for half of the hit points restored by healing spells.

At 17th level, creatures must be within 30 feet of the original target. Furthermore, creatures now take all of the damage dealt by damaging spells, and creatures heal for all of the hit points restored by healing spells.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, and 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Favored Enemy

Beginning at 5th level, you have significant experience studying, tracking, hunting, and even learning spells from a certain type of enemy.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

As an emulator, your learning bonus is doubled for Comprehension checks made when trying to learn spells from your favored enemies.

You choose one additional favored enemy at 9th, 13th, and 18th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Natural Explorer

Beginning at 7th level, you are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is

doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 11th and 16th level.

Extra Attack

At 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

If, on your initial attack, you are utilizing two-weapon fighting, your extra attack can include an attack with your main weapon and an attack with your other weapon. Therefore, if you utilize two-weapon fighting for both your initial and your extra attack, you can make a total of four attacks. You cannot use this feature if you are wielding weapons that you are not proficient with or if you are wielding ranged weapons.

Unbridled Learning

At 20th level, you have achieved mastery over emulation and can use your own actions as the action component for learning spells. Furthermore, you can learn the following spells: *cruel joke, entomb, gates of hades,* and *tourbillion*.

Resolute Hunts

To wander into the maw of the beast requires a purpose more important to you than a comfortable life. The type of hunt your character has engaged the foreseeable future of their life to is defined by the desire of that character. It is reflective of the same desire that has spurned them out into the life of an adventurer. There are eight distinct desires within mortals on the path of adventure. And all adventurers that ever were harken back to at least one of these as their reason for continued pursuit of this lifestyle. In all cases, you are hunting for power, but the purpose for doing so is what defines your future and the appearance that power takes. At this point, you must make the decision to pursue one path significantly more than all other interests you may have, something so important, that you do not care if it kills you to achieve it.

The Discipline Hunt

The hunt for power for the purpose of achieving life's wisdoms. This hunt is dedicated to the detachment from objects which might tempt and betray you. It seeks the simplest solutions to problems that arise in your life and restrains your magical prowess to the side in favor of masterful swordsmanship. This does not mean you abandon your spellcasting prowess. Instead, you realize the potential for corruption in pursuing such prowess and relegate your magic to serve your blades. Patience, modesty, and sagacity are traits typical of this archetype.

Unyielding Resolve

When you pursue this hunt at 3rd level, you gain the following Unyielding Resolve ability.

Whenever you or a friendly creature you can see is hit by a hostile creature, you can use your reaction to spend all remaining Comprehension and *libra* uses to increase the damage of all your melee weapon attacks on your next turn by 1d6 of the weapon's damage type. Once you use this feature, you cannot use it again until you've recovered all of your Comprehension and *libra* uses by resting.

At 6th level, and again at 10th, 14th, and 19th level, the increased damage further increases by 1d6 of the weapon's damage type.

Hunt Spells

You gain the following spells at the emulator levels listed.

Discipline Hunt Spells

Emulator Level	Spells
3rd	*strength drainkiss*
5th	*antiphase, feral senses*
9th	*axiomatic mind, blood saber*
13th	*body slam, indomitable*
17th	*disseverment*

Clairvoyant Mind

Starting at 3rd level, the senses you have are brushed by a sudden keenness. Your Wisdom score increases by 4, to a maximum of 14, if it isn't already 14. You also gain proficiency in the Perception skill if you aren't already proficient in it. And you can now choose to use Wisdom as your spellcasting ability for emulator spells.

Additionally, you gain advantage on all Wisdom saving throws.

Quick Strikes

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

If, on your initial attack, you are utilizing two-weapon fighting, your extra attack can include an attack with your main weapon and an attack with your other weapon. Therefore, if you utilize two-weapon fighting for both your initial and your extra attack, you can make a total of four attacks. You cannot use this feature if you are wielding weapons that you are not proficient with or if you are wielding ranged weapons.

When you gain the Extra Attack feature at 11th level, the number of attacks you can take increases to three.

Precise Strikes
Starting at 10th level, whenever you make a melee weapon attack against a creature whose type is a favored enemy of yours, you gain advantage on the attack. And if you already have advantage on the attack, you can choose to automatically hit.

Additionally, you are now so attuned to physical combat that any weapon you use becomes a magic weapon, regardless of its properties.

Interrupting Strikes
Starting at 14th level, you're an expert in the weaknesses of spellcasting. You gain advantage on attacks made against creatures' concentration on a spell or doing the equivalent. Additionally, if a ranged spell hits you, you can use your reaction to halve the damage you take or gain advantage on the saving throw, depending on the effects of the spell.

Antimagic Strikes
Starting at 19th level, you have mastered your wisdom over the corruption that magic can bring, and now you can halt that corruption. Whenever you successfully hit a creature, any magical items on their person lose their magical properties, and the creature is unable to cast any spell that requires a material component. These effects last until the end of the creature's next turn. Additionally, you cannot be paralyzed by magical means.

The Erudition Hunt
The hunt for power for the purpose of obtaining knowledge, surpassing others in intellect, and scratching every itch caused by curiosity. This hunt is dedicated to solving mysteries and hunting down clues so that every spell that exists theoretically is made real. It is purely focused on obsessive fun and collection; thus, it has various advantages over other hunt when it comes to obtaining spells. Nosiness, excitability, and geekiness are traits typical of this archetype.

Unyielding Resolve
When you pursue this hunt at 3rd level, you gain the following Unyielding Resolve ability.

Whenever you attempt Comprehension, you can use an additional Comprehension use to automatically succeed in learning the spell. Additionally, you only have to finish a short rest to regain all of your expended uses of *libra*.

Hunt Spells
You gain the following spells at the emulator levels listed.

Erudition Hunt Spells

Emulator Level	Spells
3rd	*claw cyclone, cursed sphere, healing breeze, helldive, read final moments*
5th	*fluid spread, glowing steps, leaf storm, mana absorption, pinecone bomb*
9th	*arcane eye, cold wave, devil's sight, filamented hold, mind blast*
13th	*cannonball, envoutement, jettatura, refueling, venom shell*
17th	*frenetic rip, memento mori, reactive, thornsong, yawn*

Adaptive Learner
Starting at 3rd level, your intelligence has made you wise and observant. You become proficient in the Animal Handling, Arcana, Insight, Investigation, and Nature skills if you are already not proficient in all of them. Additionally, you can use your Intelligence as the ability score when making a Comprehension attempt that uses any of the five skills.

Keen Eyes
Starting at 6th level, you can see the intricate gestures a creature performs that supplies the basis of emulations from a distance now. You can use your reaction to attempt Comprehension even if you aren't adjacent to the performing creature. However, you must be within 25 feet of the creature still. The distance you can be apart from the creature increases by 5 feet when you reach 10th level, and again at 14th and 19th level.

Expert Learner
Starting at 10th level, the expertise you hold for your learning abilities deepens further. Your proficiency bonus for Animal Handling, Arcana, Insight, Investigation, and Nature is doubled.

Keen Memory
Starting at 14th level, you are practically a walking library. You have advantage on all Intelligence ability checks and saving throws.

Polymath Casting
Starting at 19th level, your knowledge is so great that its weight affects the very weave of magic. Your Armor Class now includes your Intelligence modifier. Additionally, whenever you make an Intelligence or Wisdom ability check or saving throw, you can use your reaction to cast any spell of your choice.

The Immortality Hunt
The hunt for power for the purpose of preserving oneself forever and extinguishing that which causes the fear of death. This hunt is considered to be the path taken by the very first emulators and seeks

survival above all else, even the survival of others. To defy death at every end is the heart of what these hunters desire. Their fears are only satiated by further empowering their magic shields and cures. The defenses of a true immortal are nigh impenetrable. Paranoia, selfishness, and cowardice are typical traits of this archetype.

Unyielding Resolve

When you pursue this hunt at 3rd level, you gain the following Unyielding Resolve ability.

Whenever you are damaged by a creature, you can use your reaction to expend a Comprehension use to halve the damage you take.

Additionally, whenever you gain an effect of an abjuration spell that has a duration greater than Instantaneous, your Armor Class rises by 2.

You can also take the Disengage action as a bonus action now.

Hunt Spells

You gain the following spells at the emulator levels listed.

Immortality Hunt Spells

Emulator Level	Spells
3rd	*cocoon, healing breeze, metallic body*
5th	*water wall, antimagic shell*
9th	*feather barrier, voidsong*
13th	*zephyr mantle, regeneration*
17th	*diamondhide, timeless body*

Mortality Inhibition

Starting at 3rd level, you take your first steps into alchemically engineering your body to your liking. You gain resistance to necrotic damage. And, for every three years you age, your body ages one.

Additionally, whenever you are hit by an attack that would instantly kill you or force you into a dying state, you can instead be reduced to 1 hit point. Once you use this feature, you cannot use it again until after you've finished a long rest.

Dual Bulwarks

Starting at 6th level, you have learned two modes which you may enter into at will. Whenever you finish a long rest, you can attune yourself to one of the following traits:

Polar Bulwark. You gain immunity to cold damage and resistance to all damage caused by spell attacks and magical weapons.

Pyric Bulwark. You gain immunity to fire damage and resistance to all damage caused by nonmagical weapon attacks.

Abjural Redirection

Starting at 10th level, you can envelope yourself in an energy field. Your shield has a number of uses equal to your maximum *libra* uses and expends a *libra* use whenever this feature is used. As a reaction, you can redirect all of the damage a creature deals you back to it if your shield has at least one use left.

Semiperfect Body

Starting at 14th level, you have but a few steps to complete to reach true immortality. You no longer have to eat, drink, or sleep to sustain yourself and you will not suffer exhaustion if you avoid doing so and for every 10 years you age, your body ages 1.

Additionally, you have the ability to create philters now. A philter is an object that resembles a phylactery but is half the size. A philter stores memories as an ethereal mist locked within the confines of an enchanted bottle. You can store up to five years' worth of memories in a single philter and can have the contents of thirty philters in your mind at one time. When you put memories into a philter, those memories are unique to it and can be the only ones stored in it. Thus, immortal emulators will label their philters, organizing them by the period of years of their life, with no worries about putting one set of memories in the wrong bottle. To create a philter, you must spend a weeks' worth of time and 500 gp when crafting and enchanting a philter.

The memories for the period of time you put into the philter include the learning of the spells learned within that period. Thus, if you learned the spell *claw cyclone* when you were between 25 and 30 years old, you would not be able to cast the spell if it's stored in a philter and that philter is not currently emptied into your mind. You cannot learn the same spell twice across different sets of memories, unless all sets are destroyed.

If a philter is destroyed, and the contents are not currently within your mind, the memories are destroyed along with the filter. You alone can choose to destroy the memories themselves without breaking the philter, thus emptying it and allowing for another set of memories to be put in.

If you live for a period of time longer than 150 years without using philters to store memories, or if you store more than thirty philters' worth of memories at one time, the oldest 5 year set of memories will automatically be forgotten by you.

True Immortality

Starting at 19th level, the secret to eternity has struck your mind. You can now create a Good, Lawful, Evil, or Chaotic phylactery. You can only have one active at a time, and each cost 10,000 gp and a months' worth of time to create. The features given by each are:

Good Phylactery. It appears as a shrine to a set pantheon of your choice. You become immune to lightning, radiant, and thunder damage. When you die, your soul is transported to an astral plane that is one of the upper planes of your choice. There you can choose to either truly die but become an angel or demigod (the type of which is decided by the DM), or you can wait 1 month and then return to life in a pure

copy of your body as it was when before you died next to your phylactery. You must wait 1 month before the phylactery can be used in this way again, and if you die during this time, your soul ceases to exist.

Lawful Phylactery. It appears as an excessively large grandfather clock. When a creature rolls damage against you, the total damage they roll must be a prime number, otherwise you take 0 damage from their attack. When you die, your soul is transported to Mechanus and you must wait until the next Great Modron March, or up to 289 years potentially, before you return to life in a pure copy of your body as it was when before you died next to your phylactery. You must wait 1 month before the phylactery can be used in this way again, and if you die during this time, your soul ceases to exist.

Evil Phylactery. It appears as a metal cauldron shaped into the visage of a demon's maw, filled with blood. When you die, you immediately return to life in a pure copy of your body as it was when before you died next to your phylactery. You must wait 1 month before the phylactery can be used in this way again, and if you die during this time, your soul ceases to exist.

Chaotic Phylactery. It appears as a globe of globules of randomly stretching and compressing sizes set to be ever rising and falling in a vat of hot liquid. Whenever you are hit, you can use your reaction to cast a random (1d20) spell from the wizard's spell list, starting at *wish* and going backwards to *dominate monster*. The spell cannot be concentrated. When you die, you have a 1 percent chance of your soul ceasing to exist. Otherwise, you must wait 1d20 days in Limbo before immediately return to life in a pure copy of your body as it was when before you died next to your phylactery. You must wait 1 month before the phylactery can be used in this way again, and if you die during this time, your soul ceases to exist.

The Luxury Hunt

The hunt for power for the purpose of ensuring a lavish and easy-going lifestyle and obtaining all the expenses required by it. This hunt is dedicated to appreciating the time one has left in life and using that limitation as a justification for engaging in any debaucherous or corrupt form of indulgence. For some hunters acknowledging mortality is the entire point and using that fact as a drive for sharing their wealth, rather than hoarding it, is part of their drive. Impulsivity, laziness, and greed are traits typical of this archetype.

Unyielding Resolve

When you pursue this hunt at 3rd level, you gain the following Unyielding Resolve ability.

Whenever you cast a spell that requires a material component, you can expend a Comprehension use to ignore the requirement and still cast the spell.

Additionally, you can expend a *libra* use to summon a golden, ethereal, glowing eye that levitates and follows you. The golden eye exists for 1 minute before it disappears. You can see through the eye, and you can have it move up to 30 feet in any direction and look through it without expending an action or bonus action. If the eye is ever more than 300 feet away from you, it disappears. The eye is able to see through all forms of cloth, can see through 2 feet of wood, 1 foot of stone, and 1 inch of lead.

If the eye is looking at a creature that is aware of it and can see it, the creature can make a DC 10 Wisdom (Insight) check to determine what the eye is specifically looking at. If you are having the eye look at something in a way that would invade a creature's privacy and the creature realizes, the creature will immediately become hostile towards you, the extent and length of their hostility determined by the DM.

When looking through the eye, the world looks monochromatic, but everything appears as if lit by bright light and all contours are clearly defined. You can see up to 300 feet through the eye, after which, the world appears fuzzy and inscrutable. When coins appear in the range of the eye's vision, they appear with a distinct copper, silver, electrum, gold, or platinum aura, with each aura being tied to a coins' physical appearance (copper coins have a copper aura). If a coin contains any magical properties, it will instead shed a vivid blue aura.

When gemstones and art objects appear in your vision, they also glow the same types of auras respective to their value. 10 gp and 50 gp gemstones and 25 gp art objects glow in copper. 100 gp gemstones and 250 gp art objects glow in silver. 500 gp gemstones and 750 gp art objects glow in electrum. 1,000 gp gemstones and 2,500 gp art objects glow in gold. And 5000 gp gemstones and 7,500 art objects glow in platinum. If a gemstone or art object has any magical properties, they will instead glow a vivid blue.

When magical items appear in your vision, they glow a vivid blue.

Hunt Spells

You gain the following spells at the emulator levels listed.

Luxury Hunt Spells

Emulator Level	Spells
3rd	*deal out, labyrinthine recall*
5th	*jet stream, reversal of fortune*
9th	*geist wall, one thousand needles*
13th	*actinic burst, memento mori*
17th	*mountain jam, temporal shift*

Unpickable Pockets

Starting at 3rd level, your value for treasure you have found is shown in how you keep it around yourself at all times. Passively and automatically, you can have up to 50 pounds of any number of objects (or up to

5,000 gp in coins) levitating on a magic string that causes it to follow you, with no spellcasting cost to you. If there are multiple objects, such as pieces of an armor set, coins, or any combination of multiple objects, you must store it in a container that can be no larger than 2 ½ feet cubed. The container itself is then what levitates. Only you and up to five creatures of your choice can open the container.

If a creature attempts to search, touch, or open the sack or any object you have floating without your permission, they must make a Dexterity saving throw. The creature takes 3d6 lightning damage on a failed save and half as much on a successful one. If a creature ends its turn touching the sack, it must make the saving throw again. As a bonus action, you can have the object or sack move up to 30 feet and touch a creature, also forcing them to make the saving throw. The container or object loses all of the described effects if you enter a state of dying.

Filching Fingers

Starting at 6th level, your ability to determine what is and is not valuable and then stash it away has reached expertise. Whenever you search a creature's person or a room no larger than 15 cubic feet, you have advantage on Dexterity (Sleight of Hand) checks made to grab loot you find and hide it on your person. Furthermore, you gain proficiency in the Sleight of Hand skill if are not already proficient in it.

Additionally, whenever a creature misses you with a melee weapon attack, you can use your reaction to attempt to disarm it. To do so, you must make a Strength (Athletics) check against the creature's armor class. If you succeed, you force the creature's weapon out of its hand. If one of your hands are unoccupied, you can throw the weapon up to 30 feet away in a direction you choose as a part of the same reaction. You cannot throw it at a creature, even if the weapon is throwable. If you cannot hold the weapon, it falls to the ground and the creature must take a bonus action to retrieve it.

Delver of the Deep

Starting at 10th level, the corridors, rooms, and caverns of remote dungeons are familiar to you as if they were your home. You gain the Dungeon Delver feat and all of its effects. Additionally, you have developed 30 feet of darkvision in addition to the amount of darkvision you already have.

Treasure Hunter

Starting at 14th level, your greed has affected the weaving of fate in small ways beneficial to you. Whenever you are within 120 feet of a magic item, you automatically detect the item's shape and its precise location. Additionally, whenever you loot a creature, you will always find at least 10 gp times its challenge rating, with a minimum of 10 gp.

Gilded Casting

Starting at 19th level, you have found ways to transmute your treasure into magical prowess. Whenever you cast a spell, you can instead expend gold on your person instead of using spell slots. Each spell slot you replace costs 100 gp. You can cast spells with any combination of increments of 100 gp and spell slots so long as the total matches the requirement for the spell. Once you cast a spell using gold, the amount vanishes in a puff of golden smoke.

The Passion Hunt

The hunt for power for the purpose of protecting and helping that which you hold loyalty and/or love for. This hunt is dedicated to a continual life of upholding the ideals of an organization or providing sanctuary to those you trust and endear. It seeks the pleasures of good company and peaceful times. But do not be fooled by this simple desire, for with it comes a tenacity to sacrifice everything to destroy that which would corrupt and torment the objects of the hunter's affection. Compassion, possessiveness, and loyalty are traits typical of this archetype.

Unyielding Resolve

When you pursue this hunt at 3rd level, you gain the following Unyielding Resolve ability.

Whenever an ally is healed by a spell you cast, they gain 1d6 hit points in addition to the effects of the spell. The effect increases by 1d6 when you reach 6th level, and again at 10th, 14th, and 19th level.

Whenever a friendly creature other than you is hit and you can see them, you can spend a Comprehension use to activate a special reaction. When you do so, you can move up to your speed towards the friendly creature, if you aren't already adjacent. If you already are or move to a space is adjacent to the creature, you can choose to halve the damage they take by taking that half instead.

Hunt Spells

You gain the following spells at the emulator levels listed. Spells marked with an asterisk gain the following features:

Wild carrot heals 8 hit points and any creature considered friendly by the caster can also regain hit points by eating the conjured carrots.

Magic fruit now allows any creature considered friendly by the caster to interact physically with the conjured fruit, including eating it.

White Wind can now be cast either on yourself or on another creature, though it still can only target one creature.

Passion Hunt Spells

Emulator Level	Spells
3rd	*pollen, protection from good and evil*
5th	*catharsis, wild carrot**
9th	*magic fruit*, self-destruct*

13th	*eyes on me, light of penance*
17th	*temporal shift, white wind**

Guardian Instinct
Starting at 3rd level, you have a sense of what your allies feel and even what they perceive. You gain advantage on Wisdom (Insight) checks made when dealing with friendly creatures. You also get advantage on Wisdom (Perception) checks when you have at least one friendly creature adjacent to you.

Additionally, if an adjacent friendly creature is being attacked, you can use a bonus action to help the creature dodge, giving them a bonus of 2 to their Armor Class. The Armor Class bonus increases by 1 when you reach 6th level, and again at 10th, 14th, and 19th level.

Ardent Revivifier
Starting at 6th level, your refusal to let your friends die has sparked a growth in your magic. Whenever a friendly creature is dying, they gain advantage on their death saving throws if they can hear your voice or sense your presence in an equivalent manner. Additionally, you automatically succeed any Wisdom (Medicine) check made to stabilize a friendly creature. Furthermore, when you do stabilize a creature, they immediately regain 10 hit points.

These features only take effect the first time a creature enters a dying state. To gain the benefits of this feature again, the creature must first finish a long rest.

Additionally, when you use Diffusion to cast a spell that restores hit points, all creatures gain the same number of hit points that the target creature does.

Inspiring Memory
Starting at 10th level, your acts of self-sacrifice are awe-inspiring. Whenever you enter a dying state, all friendly creatures that are able to see the action that caused you to enter the state gain inspiration.

This feature cannot be used again until after you've finished a long rest.

Unrelenting Servitude
Starting at 14th level, you refuse to let death stop you from seeing your job through. You gain advantage on all of your death saving throws. This advantage cannot be cancelled out by any number of disadvantageous factors. When you are stabilized from a state of dying, you immediately wake up and can immediately move up to your speed and make one action.

Additionally, whenever you use the Help action, the task automatically succeeds if at least one creature other than you and the creature you're helping also uses the Help action to help the task's completion.

Incorruptible Soul
Starting at 19th level, you and your body cannot be commanded to act in a way that would harm creatures you consider friendly or ideals you have taken up. Whenever you are charmed or possessed, if you are commanded or forced to harm a creature you consider friendly or act in a way that goes against a creed you derive from an organization you support, the condition immediately ends, and the charmer or possessor takes 4d8 psychic damage which cannot be resisted. Furthermore, the action that caused you to be charmed or possessed permanently can no longer be used on you by that creature.

Additionally, if a friendly creature you can see is frightened, you cannot be frightened by the same effect or creature. And, if you are grappled, incapacitated, paralyzed, prone, restrained, or stunned, and you can see an ally of yours sustain damage, you can choose to immediately end any combination of the aforementioned effects.

The Revenge Hunt
The hunt for power for the purpose of inflicting harm on your enemies and getting even with your nemeses. This hunt is dedicated to questing for and obtaining the necessary destructive power to best your enemies. For these hunters, torture and death are the best tools in their arsenal, and they will not stop until they feel the satisfaction of having enforced their payback to all those who wronged them. Sadism, mercilessness, and sternness are traits typical of this archetype.

Unyielding Resolve
When you pursue this hunt at 3rd level, you gain the following Unyielding Resolve ability.

Whenever you are hit by a creature, you can use your reaction to expend a Comprehension use to cast a spell at its highest possible level, expending only the original cost of the spell. You can only cast the spell to target the creature that attacked you. But the creature can be outside of the spell's described range and will still be targeted with no disadvantage.

Additionally, whenever you use Convergence on a spell, the spell deals an additional die of damage or gains an additional point of spell save DC that doesn't count towards the maximum.

Hunt Spells
You gain the following spells at the emulator levels listed. Spells listed with an asterisk are spells only members of this hunt can learn or use.

Revenge Hunt Spells

Emulator Level	Spells
3rd	*death glare, everyone's grudge*, intelligence drainkiss*
5th	*baleful gaze, numbing noise*
9th	*crystal rain, tail spikes*
13th	*bad breath, dimensional death*
17th	*hydro shot, spinal cleave*

Rancor Remembrance
Starting at 3rd level, you have turned indignation and hatred into a resource for spellcasting. You gain a spiritual container that holds hatred called a Rancor Pool. Whenever a creature deal damages to you, you can take a quarter of the damage and add it as "Rancor" to your Rancor Pool. Your Rancor Pool can a number of Rancor points equal to 10 times your emulator level + your Intelligence ability modifier.

You can convert 10 Rancor points into a spell slot as a bonus action. You can only convert up to 50 total Rancor points at a time.

All of your rancor can be spent in casting the spell *everyone's grudge*. For every 10 Rancor you have stored, the spell's level increases by 1, thus you must have a minimum of 10 Rancor to cast the spell. When you cast *everyone's grudge*, you must expend all of your Rancor to cast it. You cannot use Convergence or Divergence when casting *everyone's grudge*.

Everyone's Grudge
x-level emulation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (at least 10 Rancor, which the spell consumes)
Duration: Instantaneous
Learning DC: Must be a Revenge Hunting emulator

A creature of your choice that you can see within range takes 1d20 damage of any type (your choice). The damage cannot be resisted or nullified with immunity. If the creature dies from the effects of this spell, its soul ceases to exist.

At Higher Levels. When you cast this spell using 20 or more Rancor from your Rancor pool, the damage increases by 1d20 for every 10 Rancor expended in addition to the original cost.

Refreshing Bloodlust
Starting at 6th level, all of your attacks have the potential to become siphoning. Whenever you damage a creature that is within 30 feet of you, you can spend 30 Rancor to regain a number of hit points equal to half the amount of damage you deal. At 14th level, you can spend 100 Rancor to regain a number of hit points equal to the total amount of damage you deal.

Inherited Hatred
Starting at 10th level, your empathy towards your allies' wounds has grown to also affect your grudge. Whenever a friendly creature takes damage within 30 feet of you, you can take a quarter of the damage they take and add it as Rancor to your Rancor Pool. Additionally, if a friendly creature is damaged to the point of entering a dying state within 30 feet of you, you immediately gain 50 Rancor.

Destructive High
Starting at 14th level, you get extremely exuberant positive emotions (the classification of which is your choice) whenever you take a life using your hate magic. Whenever you kill a creature using *everyone's grudge*, you gain inspiration. Additionally, you can spend your inspiration to immediately gain 50 Rancor as a bonus action. You can only spend inspiration to gain Rancor once before you must finish a long rest to regain this feature.

Eternal Enmity
Starting at 19th level, death's shadow cannot drape over you for long before your rage carries your soul back into your body. If you die, you can choose to instead come back to life with all of your hit points by spending at least 200 Rancor. Once you use this feature, you cannot use it again until after you've finished a long rest.

The Supremacy Hunt
The hunt for power for the purpose of controlling others and establishing your status as a leader through the means of instilling fear. This hunt is dedicated to collecting spells that weaken, trick, and unnerve foes so that all manners of usurping can be cut down during your reign. Hunters such as these are unafraid of the horrific creatures and acts that exist in places such as the Underdark or the Nine Hells. In most cases, these hunters were raised in a place just as terrifying, and so they learned to use terror as a weapon. Malice, pride, and petulance are traits typical of this archetype.

Unyielding Resolve
When you pursue this hunt at 3rd level, you gain the following Unyielding Resolve ability.

As an action, you can attempt to frighten a creature of your choice by expending a Comprehension use. The target must succeed a Charisma saving throw or be frightened by you for 1 hour. Additionally, if you touch a creature that has been frightened by you in this way, you can choose for the creature to immediately fall unconscious for 1 hour. While the creature is unconscious, the lapse of its frightened condition pauses until it awakens. A creature that falls unconscious in this way cannot be woken up by any means unless you choose for it to.

Hunt Spells
You gain the following spells at the emulator levels listed.

Supremacy Hunt Spells

Emulator Level	Spells
3rd	*compelled duel, hex eye, queasyshroom*

5th	*create specter, death glare*
9th	*terror touch, wolfbane smile*
13th	*cross attack, jettatura*
17th	*frypan, terrifying glare*

Monarch March

Starting at 3rd level, the potency of your magic and its lethality radiates from you like heat. You can choose to activate this ability, called an Intimidation Aura, as a bonus action. All creatures within 120 feet of you feel the girth of your prowess, specifically how maiming it can be. Thus, all creatures within that radius have disadvantage on Charisma ability checks made to intimidate you for 1 hour.

As a part of the same bonus action, you can choose a number of creatures (dependent on their challenge rating) that must make a Charisma saving throw. If a creature fails, it is frightened by you. Once you use this ability, you cannot use it again until at least 1 week has elapsed. You can still use your Intimidation Aura, though. See the Monarch Minions table for information on how many monsters of whatever challenge rating you can affect with this ability at your emulator level. You can only frighten creatures of the same challenge rating, and none of the creatures can have an Intelligence score greater than 10.

Monarch Minions

Challenge Rating	3rd Level	6th Level	10th Level	14th Level	19th Level
1/8	2	4	4	8	8
1/4	1	2	4	4	6
1/2	1	2	3	4	6
1	1	2	3	4	4
2	0	1	2	3	4
3	0	0	1	1	2

When you frighten these creatures, you enchant them with a will of servitude. It is not that they adore you (though such a relationship can exist) but they are afraid that you will kill them if they do not follow you. Their will of servitude lasts the length of their frightened condition. A creature that is serving you in this way is called a minion. Your minions gain the following behaviors:

- Their frightened condition doesn't inhibit them from moving closer to you if you command them to or if you passively enable such behavior. Additionally, they only suffer disadvantage on ability checks and attack rolls if they do so in a way that hurts you (unless you command them to) or goes against an order you gave them.
- The creature will automatically follow you, attempting to get at least within 30 feet of you if the creature is Medium or smaller, or within 45 feet of you if the creature is Large or larger.
- You can give the creature simple commands that they can perform immediately using gestures or words. Each creature can be given a unique command that they do once or repeat multiple times. If a creature cannot perform the command for whatever reason, it will return to you if such a journey can be done within an hour, otherwise it will return to the location of its task. A creature cannot complete a task more complicated than mixing ingredients, loading ammunition, attacking something, casting a spell it's capable of casting, or working with simple machines.
- If you significantly abuse a minion in any way, there is a 10 percent chance, divided by their challenge rating, that the minion will automatically become frightened of you for an additional hour. There is also a 20 percent chance, multiplied by the minion's challenge rating, that the minion will immediately lose its frightened condition and become infuriated, acting accordingly. When calculating, you round up.
- If a minion sees another minion die, there's a 50 percent chance that its frightened condition will immediately end as the minion grows either depressed or infuriated and acts accordingly.

You can expend a spell slot to extend the frightened condition of a creature you've already frightened by 1 hour.

As a bonus action, you can order up to half your minions to move up to their speeds and each perform one action. At 19th level, you can order all of your minions in this way.

You can choose to end the frightened condition of any singular minion of your choice at any time, thus abandoning them. When a minion's frightened condition ends, they will be either loyal, indifferent, or hostile towards you depending on how you treated them and as determined by the DM, explained further in the Benevolence section.

Benevolence

Your kindness or cruelty towards your minions can affect the way their enchantments are shaped. Your minions gain a system, known as Benevolence, that is affected by your treatment of them. The system carries with it positive and negative tiers, and each minion engages with the tiers independently from one another. The system is calculated using the Loyalty system, with point ranges determining a tier. All minions start out as indifferent.

Whenever you treat a minion especially well, such as sharing or gifting a unique treasure to them, saving their life, and giving their thoughts serious consideration and dignity, the minion will consider you benevolent and their Loyalty score will rise by 1d4.

Whenever you treat the minion with indifference, such as favoring another minion with kindness, for a period of time longer than a week, the minion will become annoyed, and their Loyalty score will drop by 1d4.

Whenever you abuse, mislead, or endanger the minion, they will consider you tyrannical and their Loyalty score will drop by 2d4. Additionally, whenever you command a minion to take a risk or make a sacrifice they don't wish to, their Loyalty score will drop by 1d4.

The following list explains the tier, the Loyalty point ranges for each tier, and the effects a minion obtains with each.

Devout. 19-20. The minion no longer must be frightened to be ordered by you or respect you. They cannot be charmed or frightened by others into attacking you. The minion will risk their life to protect you and believes others should respect you.

Rapt. 15-18. The minion considers you to be friendly and will take mediocre risks and sacrifices to please you.

Satisfied. 11-14. The minion considers you to be reasonable and will take minor risks and sacrifices to please you.

Indifferent. 10. The minion either does not know you that well, or it feels confused about how it should feel about you.

Annoyed. 6-9. The minion considers you to be inconsiderate and can make a Charisma saving throw each day to end its frightened condition and become immune to being frightened by you for 24 hours on a success.

Bitter. 2-5. The minion considers you to be problematic and can make a Charisma saving throw each hour to end its frightened condition and become immune to being frightened by you for 24 hours on a success.

Vengeful. 0-1. The minion abandons servitude, and cannot be frightened or charmed by you for 1d4 days, and becomes immediately hostile.

If you abandon a minion whose loyalty tier is rapt or devout, the minion becomes a non-playable character who can join the part either as a minion again or as a non-playable character controlled by the DM. Otherwise, the creature stays at the nearest town if it is welcomed or survives in the wilderness. A non-playable character who was a minion can only gain benefits offered by the features of this hunt if they are currently a minion. If you fail to interact with a non-playable character who was a minion (in ways that remind it of its time as a minion) for more than a month, the creature will lose a loyalty point for every week it is left alone, until it becomes indifferent.

Militant Trainer

Starting at 6th level, you have had enough experiences with creating, ordering, and possibly abandoning minions, and now you have learned how to train them into valuable companions. If you have a minion whose loyalty tier is rapt or devout, you can begin training that minion to gain a level in one of the following classes: cleric, fighter, rogue, and wizard. Training a minion requires a months' worth of time and 500 gp for each level, and a minion cannot be a level higher than half of your emulator level. Additionally, the combined total of all your minions' levels cannot exceed your emulator level. Minions cannot multiclass.

A minion gains all of the features provided by a class when they level in addition to the creature's base statistics.

Torture Interrogator

Starting at 10th level, you have perfected a number of methods for keeping your minions in line and for extracting information. You gain proficiency in the Intimidation skill if you aren't already proficient in it. You can now make a DC 20 Intimidation check against a minion in order to extend its frightened condition by 1 hour.

Additionally, whenever you commit any torturous act against a creature, you have advantage on your Intimidation or Persuasion checks. Furthermore, as an action, you can use a melee weapon to commit a torture attack against the creature. The target takes 1d6 psychic damage in addition to the weapon's damage and must make a Wisdom saving throw against your spell save DC. If the creature fails, it becomes frightened of you for 4 hours. Whenever you make a torture attack, you expend one *libra* use, and you cannot make a torture attack if all of your *libra* uses are expended.

Additionally, you can choose for your Intimidation Aura to deal 2d6 psychic damage to a number of creatures of your choice equal to your Charisma ability modifier.

The psychic damage a creature takes from a torture attack, or your Intimidation Aura rises by 1d6 when you reach 14th level and again at 19th level.

Sanguine Puppet

Starting at 14th level, you have developed a solution to instances where fear alone cannot control monsters you otherwise would not interact with. As a reaction to a creature suffering an attack that takes at least a quarter of its maximum hit points, you can turn the creature's blood into strings in which you can control. When you do so, the creature must make a Constitution saving throw. If it fails, it becomes restrained, and you can make it move up to its speed and perform one action and one bonus action as a bonus action on your turn. The creature automatically succeeds if it's challenge rating is 7 or higher. The effect ends if the creature is more than 60 feet away from you or if the creature dies.

Additionally, you use a bonus action to contort the creature's body in twisted ways, causing it to take up to 6d6 (you can choose how damaging it can be, minimum of 1d6) bludgeoning damage. All creatures that can see this and have an intelligence of 15 or lower immediately become frightened of you until the start of your next turn.

At 19th level, a creature must only lose an eighth of its maximum hit points from one attack for you to have an opportunity to react using this feature.

Subliminal Terror

Starting at 19th level, your power is actively terrifying and profound. Your Intimidation Aura is constantly in

effect in a radius of 15 feet around you, and any number of creatures you choose take 4d6 psychic damage which cannot be resisted at the start of their turn when in that range.

Additionally, when a creature moves towards you and enters this range, it must make a Charisma saving throw against your spell save DC. If the creature fails, it gains the effects of the frightened condition but does not become aware of its own frightened state. Thus, whenever a creature that has been frightened in this way moves towards you with the intent to attack, it will find that its body continuously moves back, as if commanded to by you, but not understand why. The creature can still move towards you if its full movement does not put it within range for its intended attack.

You can also frighten creatures with a challenge rating of 8 or lower even if they are immune to being frightened.

The Vanity Hunt

The hunt for power for the purpose of improving your social status and impressing others, supplementing your charm with your knowledge. This hunt is dedicated to using the power you hold to encourage or enchant others into adoring you. While the power itself is interesting enough, these hunters seek respect above all else and among all the other types of hunters, they are the most likely to reveal the secrets of their magic. Often, adventurers such as these weave their own learning experiences into magical bardic performances. Absurdity, boisterousness, and frivolousness are traits typical of this archetype.

Unyielding Resolve

When you pursue this hunt at 3rd level, you gain the following Unyielding Resolve ability.

As an action, you can attempt to charm a creature of your choice by expending a Comprehension use. The target must succeed either a Wisdom or a Charisma saving throw (your choice) or be charmed by you for 1 hour. The creature cannot repeat the saving throw if they fail. Once you charm a creature in this way, you cannot do so again to the same creature until 24 hours have elapsed since the end of the creature's charming. You cannot use this ability if you are unable to speak for whatever reason.

Hunt Spells

You gain the following spells at the emulator levels listed.

Vanity Hunt Spells

Emulator Level	Spells
3rd	*fluid toss, headbutt,*
5th	*leadership, luring song*
9th	*expertise, greater invisibility, hecatomb wave*
13th	*thornsong, feather tickle*
17th	*infrasonics, actinic burst*

Influential Mind

Starting at 3rd level, you have found that talking with others has potential for enchantment. Your Charisma score increases by 4, to a maximum of 14, if it isn't already 14. You also gain proficiency in the Persuasion skill if you aren't already proficient in it. And you can now choose to use Charisma as your spellcasting ability for emulator spells.

Additionally, whenever you cast an enchantment or illusion spell, as any class, you can add both your Intelligence and your Charisma modifiers to your spell save DC instead of using the ability score for that classes' spellcasting.

Illumator's Warmth

Starting at 6th level, others find your presence specially entreating when they rest with you. Whenever a creature finishes a short rest with you, they regain up to 1d4 expended spell slots if they are capable of casting spells, and the heal for double the amount rolled from their hit dice. Whenever a creature finishes a long rest with you, they regain all of their hit dice, and they gain advantage on all ability checks for the next 3 hours after the rest is finished.

Additionally, you can create magic fire as if you were casting the *produce flame* spell, but with the following changes: You cannot make an attack with the flame. If you wish to carry the flame on your person, doing so requires concentration, otherwise the spell lasts for the duration described if the flame is stationary. The flame spreads bright light in a 30-foot radius and dim light for an additional 30 feet. Any creature within 30 feet of the flame is warmed enough by it to prevent effects from extreme cold weather.

You can choose to learn a musical instrument of your choice and become proficient in playing it. You can use this instrument as a spellcasting focus for your emulator spells now.

Reverence Genuine

Starting at 10th level, peace has become easier to visualize and instill among others. Whenever you charm a creature, you can expend a spell slot to extend the creature's charm effect by 1 hour. If a creature is charmed by you for more than 8 hours, their natural disposition towards you rises from hostile to indifferent, and indifferent to friendly. This can only occur once per creature. A creature can make a Wisdom saving throw against your spell save DC and realizes that you magically charmed it on a success.

Additionally, you gain advantage on Charisma (Persuasion) checks made to convince hostile creatures to avoid combat with you if you have not damaged the creature or any of its allies during combat yet. If you do succeed, the creatures will avoid attacking you, but they can still attack your allies. The ability check automatically fails if the combat was caused by a transgression upon a law or

creed upheld by the creature that you committed, or if the creatures are hunting or imprisoning you for whatever reason.

Charm Reversal
Starting at 14th level, being linked in the weave to a creature by its own charm provides a gateway you now see. Whenever you are charmed or frightened by a creature, you can use a reaction to expend a Comprehension use to reverse the effect, ending your condition and forcing the creature to make a Wisdom or Charisma saving throw (your choice). If the creature fails, it is charmed by you for 1 hour. If the creature is immune to being charmed, it must still make the saving throw, and it instead becomes indifferent toward you if it fails. It becomes hostile again if you or a creature associated as an ally of yours attacks the indifferent creature.

Love Nimbus
Starting at 19th level, an aura of pleasantry surrounds you. Whenever a friendly creature is within 30 feet of you, they are unable to be charmed by any creature other than you and they gain advantage on all Charisma ability checks and saving throws. And they regain 2 hit points every 10 minutes they are within 30 feet of you.

Additionally, all humanoid creatures with a challenge rating of 3 or lower automatically become indifferent towards you when within 120 feet of you. They will avoid attacking you and a number of creatures you choose equal to your Charisma ability modifier. The creatures can only become hostile towards you if you or an ally associated with you attacks them, or if they are commanded to by a creature immune to being charmed.

You also gain advantage on all Charisma (Persuasion) checks. This advantage cannot be canceled out by any number of disadvantageous factors. The advantage does not apply to creatures you attack or commanded to be attacked.

Emulator Spell List
The following is a set of rules that further build on the mechanics of obtaining, preparing, understanding, and casting emulation spells. It is followed by a complete list of all emulation spells, categorized by their level, and within that, alphabetically.

Availability Components
In some cases, the action component features a multiattack or the activation of a feature or trait. Spells that require a multiattack may list it as one attack *and* the others, in which case the order of attacks does not matter. In cases where the multiattack lists one attack *and then* the others, the attacks must be made in the order they are listed in the spell.

In some cases, a spell requires a creature to have multiple attacks or spells listed in their action component section, but only requires that one be used by the creature for learning opportunity. Such instances are noted as *one action + another*. In other instances, two or more attacks, actions, or spells can be substituted for one another. Such instances are noted as *one action/another*.

For example, *claw cyclone* requires a creature to have either the *Beak* or *Bite* attacks as well as the *Claws* attack. The *Beak* and *Bite* actions are interchangeable, but the creature must have at least one of them to provide learning availability. Furthermore, the creature absolutely must have the *Claws* attack regardless of which of the two previous attack they have. If a creature just has *Beak* or *Bite* attacks, then they can't provide learning availability.

Convergence
If a spell stipulates that a creature or object must be within the spell's range to receive an effect it provides, this range is not consumed by applying the Convergence feature. Convergence only consumes the initial casting range, reducing it to touch, and converting the range into focused power.

You can use the Convergence feature on spells that have you roll dice, but do not deal damage.

Raising Maximum Ability Scores
If you attune to a cantrip that raises your maximum for an ability score, and you raise an ability score when you gain an Ability Score Improvement, you may run into the following situation: When you unattune from that cantrip, your score maximum is reset to 20; however, you used an Ability score Improvement to raise it beyond 20. In such a situation you do not actually lose points from Ability Score Improvement. Improvement points you used to raise that ability beyond 20.

This redistribution occurs during your time creating a new list of attuned cantrips. Thus, you character does have time to meditate and reform their abilities in a way that would make this statistical change accurate.

Obviously, you cannot redistribute points into the same ability score that is at 20, nor can you redistribute them into another ability score that is at 20. The exception being, of course, another ability score that has its maximum raised due to a feature from an attuned cantrip.

If a cantrip requires a minimum ability score, you can use other cantrips to raise those ability scores through attunement. However, if you unattune from cantrips that give you those ability scores while you are attuned to a cantrip requiring a minimum higher than your natural score, the later cantrip will automatically unattune.

Cantrips

Acid Absorption
Emulation cantrip, Clay Golems: Haste

Learning DC: 25

Whenever you are subjected to acid damage, you take no damage and instead regain a number of hit points equal to the damage dealt.

To attune to this cantrip, you must be a 7th level emulator.

Amphibious

Emulation cantrip, Bullywugs: any action or act of communication that involves its Speak with Frogs and Toads feature

Learning DC: 20

You conjure magical organs that spread over your face and neck and act as gills on fish. You can breathe air and water.

To attune to this cantrip, you must be a 5th level emulator.

Arcane Recovery

Emulation cantrip, any creature CR 9: magic missile cast using a 9th-level spell slot

Learning DC: 25

By studying expert wizardry, you have learned the true nature of the weave of magic and how it interacts with physical forms. As a bonus action, you can spend all spell slots you currently have by transforming them into hit points. You regain two hit points for every spell slot you consume using this ability. If you use this feature, you must consume all of your spell slots and transform them into hit points.

If your hit point count is restored to its maximum and this event still has an amount of hit points it can restore beyond that, the remaining hit points become temporary hit points. These temporary hit points are added to any temporary hit points you already have.

You cannot activate this feature unless you have at least 40 hit points you can restore.

If you sustain an amount of damage that would reduce you to 0 hit points or would instantly kill you, you can use this feature as a reaction in such situations.

Once you use this feature, you cannot use it again until you have regained all of your expended spell slots by resting.

To attune to this cantrip, you must be a 17th level emulator and your Intelligence score must be at least 20.

Avoidance

Emulation cantrip, undead CR 18: Howl/Paralyzing Touch

Learning DC: 30

If you are subjected to an effect that allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

To attune to this cantrip, you must be an 18th level emulator.

Axiomatic Mind

Emulation cantrip, Pentadrones: Multiattack of five successful arm attacks

Learning DC: 5

The clockwork minds you've seen in your travels have inspired a terribly complicated idea within you. You are immune to being charmed or frightened.

To attune to this cantrip, you must be a 6th level emulator.

Barbed Hide

Emulation cantrip, Barbed Devil: a multiattack of at least two Claw attacks

Learning DC: 15

Spines grow along your body, and you can extend them at will. At the start of your turn, you deal 1d4 piercing damage times your emulator level, and the damage cannot be resisted or nullified with immunity to any creature grappling you. Additionally, your unarmed strikes deal an additional 1d6 piercing damage.

To attune to this cantrip, you must be a 4th level emulator.

Blessed Strikes

Emulation cantrip, celestials: any melee weapon attack: or: humanoids CR 4: sacred flame

Learning DC: 15

You are blessed with divine favor by higher beings. When a creature takes damage from one of your weapon attacks, you can also deal 1d12 radiant damage to that creature.

To attune to this cantrip, you must be a 4th level emulator and your Wisdom score must be at least 10.

Bubble Curtain

Emulation cantrip, Water Elemental: Whelm: or: Water Weird: Constrict

Learning DC: 20

You have surrounded yourself with microscopic bubbles of magical warmth. You are immune to cold damage.

To attune to this cantrip, you must be a 3rd level emulator.

Chameleon Carapace

Emulation cantrip, thri-kreen: Claws

Learning DC: 15

A thin exoskeleton that separates around your joints appears on you. You can change the color of this carapace to match the color and texture of your surroundings. As a result, you have advantage on Dexterity (Stealth) checks made to hide.

Compassionize

Emulation cantrip, Flumphs: any action that involves telepathic communication

Learning DC: 20

You speak out patiently and wisely toward a creature you can see within 60 feet of you. The creature must make a Charisma saving throw. On a failed save, the creature is charmed by you for 1 minute. A charmed creature cannot attack any creature, and any attacks made against it have disadvantage.

The creature stops being charmed if it is damaged in any way or if it feels you are manipulating it into harming itself or another creature, or if you command the creature to transgress upon a law it knows and agrees with.

While the creature is charmed, you can talk it in order to gather information or convince the creature to either change a pattern of behavior or ally itself with you. You cannot gather information with creatures that have no way of speaking to you or have an Intelligence score of 3 or lower. You cannot convince a creature to believe something that is an obvious lie, or any specific ideology, religion, or philosophy.

The DM determines the disposition of the creature and how meaningful your words are to it, but its choice is not affected by it being charmed. Conversely, the creature doesn't automatically assume their alignment or personal perspectives when considering what you say; they are given a clean slate to decide upon, using only their background and experiences to justify their choices forward.

Once a create is no longer charmed, it is aware that you charmed it and can choose to think with its previous perspectives and beliefs. In this way, a creature's alignment can change, regardless of any stipulations described in its background.

Once you use this feature, you cannot use it again until you have finished a long rest.

Create Specter

Emulation cantrip, Wraiths: Life Drain

Learning DC: 20

You can use your action to target a humanoid within 10 feet of you that has been dead for no longer than 10 minutes and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under your control, and you can command it to move up to its speed and take an action as a bonus action on your turn. The specter carries the alignment and personality it had in life.

Whether or not the specter is tormented in undeath is your choice. The specter disappears upon the next dawn, with its soul either ceasing to exist or departing for the Astral Plane of its alignment, determined by your choice.

To attune to this cantrip, you must be a 5th level emulator and your Intelligence score must at least be 16.

Damage Transfer

Emulation cantrip, constructs with Damage Transfer: any melee weapon attack

Learning DC: 10

While you are grappling a creature, you take only half the damage dealt to you, and the creature you are grappling takes the other half.

To attune to this cantrip, you must be a 3rd level emulator and your Wisdom score must at least be 12.

Devil's Sight

Emulation cantrip, Bone Devils, Chain Devils, and Horned Devils: any melee weapon attack

Learning DC: 20

You gain 60 feet of darkvision in addition to any darkvision you already have. Additionally, magical darkness doesn't impede your darkvision.

To attune to this cantrip, you must be an 8th level emulator.

Displacement

Emulation cantrip, Displacer Beasts: Tentacle

Learning DC: 15

You project a magical illusion that makes you appear to be standing near your actual location, causing attack rolls made against you to have disadvantage. If you are hit by an attack, this trait is disrupted until the end of your next turn. The trait is also disrupted while you are incapacitated or have a speed of 0.

To attune to this cantrip, you must be a 3rd level emulator.

Divine Health

Emulation cantrip, humanoids CR 5 with a Charisma score of 14 or more: bless

Learning DC: 20

You imbue your blood magically with an alchemical awareness so that it is strong against disease. You are immune to disease and cannot be poisoned.

To attune to this cantrip, you must be an 8th level emulator and have a Constitution score of 10.

Echolocation

Emulation cantrip, beasts and monstrosities with Echolocation: any melee weapon attack

Learning DC: 20

You are able to sense the shape of the area around you through hearing the reverberations of the sounds you or others make. The sounds must be above a whisper, and you can only sense up to 45 feet around your current location. You cannot use this ability when you are deafened.

Emissary of the Sea

Emulation cantrip, Merfolk: any use of Aquan language within hearing distance

Learning DC: 20

You learn to live among aquatic life. You can hold your breath for up to 10 minutes before needing to breathe air again. Additionally, you learn the Aquan language and you have a swimming speed of 40 feet.

Engulf

Emulation cantrip, Gelatinous Cube: Engulf

Learning DC: 20

You have learned to spread digestive enzymes from the smallest units in your body and wrap another being inside yourself. You can move into a hostile creature's space if you choose to physically move inside them. To do so, you must contest a Strength (athletics) check against the creature and win. The creature must be medium or smaller. A creature that you have engulfed into takes 1d12 acid damage at the start of its turn and is considered grappled.

If you wish to move on your turn while engulfing a creature, you can contest another Strength check against the creature to carry it with you to that space. At the start of its turn, an engulfed creature can make a Strength saving throw to end the engulf and grapple effects.

To attune to this cantrip, you must be a 3rd level emulator with a Constitution score of at least 14.

Equine Recall

Emulation cantrip, Centaurs: any action that involves communicating in Sylvan with the order component

Learning DC: 15

You have learned to calm the minds of equine races. You can expertly train and command the minds of horses using this ability. All horses will consider you to be friendly, unless you attack them. You have advantage on all Animal Handling checks made when dealing with an equine creature.

Etherealness

Emulation cantrip, Succubi/Incubi: you suffer a Draining Kiss attack

Learning DC: 20

After perceiving a great emptiness, you have found a way to merge yourself with it. You can transport yourself and a number of creatures equal to your spellcasting ability modifier during a rest to a place in the Ethereal Plane that you designed with you mind and emotions. This place is a closed building that is no larger than an 80-foot cube. It can have windows, but only ones that show the Material Plane or the Feywild for that respective location. It cannot have any doorways that lead out of the building. The structure of the building is entirely up to your choice and imagination.

You can stay as long as you desire in the building, but if you are damaged or suffer exhaustion, you will be brought back to the Material plane. If you brought any creatures native to the Material Plane with you, they will also be brought back when you are.

You must wait one week after entering this building before you can enter it again once you leave it.

To attune to this cantrip, you must be a 5th level emulator.

Expertise

Emulation cantrip, fey: any transmutation: or: humanoids CR 4: Bardic Inspiration

Learning DC: 20

You retain a mystic memory of inspiration. Choose two skills you are proficient with. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

To attune to this cantrip, you must be a 6th level emulator and your Charisma score must be at least 12.

Eye of the Beholder

Emulation cantrip, Beholders, Gauths, Gazers, and Spectators: Bite

Learning DC: 25

You gain a third eye on your forehead that is ethereal and intangible. As a bonus action, you can have this eye stare at a magic item of your choice that you can see. The magic item loses all of its magical properties until the start of your next turn as your third eye continuously follows it. If line of sight is broken between your third eye and the object, the object regains its magical properties immediately

To attune to this cantrip, you must be an 11th level emulator.

Fear Aura

Emulation cantrip, Pit Fiends: you suffer a multiattack of at least three melee weapon attacks

Learning DC: 30

Any creature hostile to you that starts its turn within 30 feet of you must make a Wisdom saving throw with disadvantage. On a failed save, the creature is frightened until the start of its next turn. If a creature is immune to being frightened, it must still make the saving throw, but without disadvantage.

To attune to this cantrip, you must be an 18th level emulator.

Feral Senses

Emulation cantrip, any creature with blindsight, darkvision, or truesight: Search action

Learning DC: 20

Your mind is opened from its primeval limitations, and you gain instinctual senses. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you, and you aren't blinded or deafened.

To attune to this spell, you must be a 4th level emulator and your Wisdom score must at least be 10.

Fiendish Blessing

Emulation cantrip, Cambions: Fiendish Charm

Learning DC: 25

Your armor class includes your charisma modifier.

To attune to this cantrip, you must be a 5th level emulator.

Fire Absorption

Emulation cantrip, Iron Golems: Poison Breath

Learning DC: 35

Whenever you are subjected to fire damage, you take no damage and instead regain a number of hit points equal to the fire damage dealt.

To attune to this cantrip, you must be a 15th level emulator.

Fire Aura

Emulation cantrip, Balors: Whip

Learning DC: 30

At the start of your turn, each creature within 5 feet of you takes 3d6 fire damage and flammable objects of your choice in the aura ignite. Any creature of your choice that touches you or hits you with a melee attack while within 5 feet of you takes 3d6 fire damage.

To attune to this cantrip, you must be a 17th level emulator.

Flabby Defense

Emulation cantrip, Ogres and Half-Ogres: Javelin

Learning DC: 15

A false appearance of obesity lends itself to your form. Your movement speed is reduced by 5 feet, but you gain a +2 bonus to AC.

Flash of Genius

Emulation cantrip, any creature: intellect fortress/legend lore/mental prison/mind blank/modify memory/simulacrum/tasha's mind whip

Learning DC: 25

It dawns upon you the vastness of your imagination and you expand the presence of your mind. Your Intelligence score increases by 4 and your maximum score for Intelligence is now 24.

To attune to this cantrip, you must be a 10th level emulator and your Intelligence score must be at least 16.

Flyby

Emulation cantrip, Perytons and Rocs: Talons

Learning DC: 25

You don't provoke opportunity attacks when you move out of an enemy's reach.

To attune to this cantrip, you must be a 5th level emulator.

Heated Body

Emulation cantrip, elementals with Heated Body: any melee weapon attack

Learning DC: 20

Your body radiates warmth enough that it fights off cold. Any creature with 10 feet of you cannot be affected by extreme cold weather. Additionally, any creature of your choice that touches or hits you takes 2d6 fire damage.

Hellish Weapons

Emulation cantrip, Erinys: a multiattack of three weapon attacks

Learning DC: 30

The metal you flash is heated with a brimming toxicity. Your weapon attacks are magical and deal an additional 3d8 poison damage on each hit.

To attune to this cantrip, you must be a 12th level emulator.

Hurl Flame

Emulation cantrip, Horned Devils: Hurl Flame

Learning DC: 25

Whenever you are hit by a ranged attack that deals fire damage, you can use your reaction to reduce the damage by 3 times your emulator level. If you reduce the damage to 0, you can throw a ball of fire at the attacker as a part of the same reaction. When you do so, you make a ranged spell attack against the creature. On a hit, the creature and all creatures adjacent to it take 4d8 fire damage.

To attune to this cantrip, you must be a 10th level emulator.

Illumination

Emulation cantrip, Nightmares: Ethereal Stride

Learning DC: 20

You shed bright light in a 15-foot radius and dim light for an additional 15 feet.

Incorporeal Movement

Emulation cantrip, Banshees: Corrupting Touch

Learning DC: 20

As an action, you can choose to splinter your body into ghostly shards. In this form, you are considered partially obscured and can move through solid nonliving objects, including constructs. You can remain in this form for 5 minutes before your body returns to its regular state. If, when transforming back into your regular state, you are in another object, you take 3d6 force damage and are pushed to the nearest unoccupied space.

To attune to this cantrip, you must be a 3rd level emulator.

Indomitable

Emulation cantrip, humanoids CR 5: any melee weapon attack made utilizing the Extra Attack feature: or: orcs CR 2: multiattack of any two melee weapon attacks

Learning DC: 20

You have formed a spiritual reserve of willpower you may call upon. You can reroll a saving throw you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

To attune to this cantrip, you must a 4th level emulator and your Dexterity score must be at least 12.

Iron Scent

Emulation cantrip, Rust Monsters: Antennae

Learning DC: 10

The blood in your veins has never smelt so strong. You can pinpoint, by scent, the location of ferrous metal within 30 feet yourself. Whenever an object that contains ferrous metal enters this range, you are immediately made aware of its presence, but not its shape.

Keen Sight

Emulation cantrip, Griffons and Hippogriffs: Beak

Learning DC: 20

You have advantage on Wisdom (Perception) checks that rely on sight.

Labyrinthine Recall

Emulation cantrip, Goristo and Minotaurs: Greataxe

Learning DC: 20

The form of the ultimate maze designer is met in your mind and grapples your psyche. You can perfectly recall any path you have travelled.

Lightning Absorption

Emulation cantrip, Flesh Golems: Slam

Learning DC: 20

Whenever you are subjected to lightning damage, you take no damage and instead regain a number of hit points equal to the lightning damage dealt.

Limited Telepathy

Emulation cantrip, Faerie Dragons: mage hand

Learning DC: 15

Using telepathy, you can magically communicate with any other creature within 60 feet of you. Additionally, any creature you have talked with in the past hour using telepathy can also speak to you using telepathy and can speak to other creatures that you have telepathically communicated with, so long as you and the other creatures are within 60 feet of it. A creature's telepathic ability ends 1 hour after the last moment you telepathically communicated with them.

Magic Sense

Emulation cantrip, Chuuls: Tentacles

Learning DC: 20

You can sense magic within 120 feet of you at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

To attune to this cantrip, you must be a 4th level emulator.

Mana Absorption

Emulation cantrip, Nilbogs: Fool's Scepter

Learning DC: 20

You have learned to absorb some of the energy from attacks made against you. Whenever a creature successfully hits you, roll a d20. On a 20, you regain 4 spell slots. Otherwise, nothing happens

To attune to this cantrip, you must have a Charisma score of at least 12.

Marshal Undead

Emulation cantrip, Death Knights: Parry

Learning DC: 25

Unless you are incapacitated, any undead creatures of your choice within 60 feet of you have advantage on any saving throws and are immune to features that turn undead.

Additionally, if a friendly creature that isn't undead is dying, they gain advantage on their death saves.

To attune to this cantrip, you must be a 15th level emulator.

Mountain Jam

Emulation cantrip, Kobold Inventor: Weapon Invention

Learning DC: 20

You have learned to use rope in a bizarre way for your adventures. You can now move parts of your body along the lengths of rope. In order to do this, you must attune to a specific rope first, and when you attempt to use this ability, you must use that very rope. You can move a limb, half of your body, or your whole body from one space the rope is at to another space a different end of the rope is at. You can instantaneously move a limb from one end of a rope to the other without using a bonus action or action. Moving half or all of your body requires a bonus action, and you must wait until the start of your next turn before the process is complete. Moving all of your body requires an action, and you must wait until the end of your next turn before the process is complete. If your attuned rope is damaged in any way, you take a half of the damage your rope takes. If your rope is cut and you are moving through it, your body is immediately pushed out of the rope to the space you entered the rope. You also take 2d8 bludgeoning damage if you are pushed out of the rope in this way. You rope can no longer be used to move through until you attune to it again.

To attune to a rope, you must do so when attuning to cantrips, and the rope's length can be no longer than 250 feet and must be one continuous length.

For example, if an enemy is 40 feet away from you, but you both are adjacent to your attuned rope, you can make a melee attack against that enemy by sending your attacking limb through the rope.

As another example, if you are climbing a mountain, you can throw the rope to a position higher than you and then teleport to that position by moving through the rope.

Numbshroom

Emulation cantrip, any creature: any attack or spell that has the ability to cause paralysis

Learning DC: 20

You have trained your muscles to detect the slightest of commands. You have advantage on saving throws that give you the paralysis condition if you fail them.

To attune to this cantrip, you must have a Constitution score of at least 13.

Pack Tactics

Emulation cantrip, Hell Hounds: Fire Breath

Learning DC: 15

You've gleaned the fiendish strategies of wild wolves. You have advantage on a number of attack rolls against a creature equal to the number of allies that are within 5 feet of the creature and are not incapacitated.

To attune to this cantrip, you must be a 4th level emulator.

Pact of the Blade

Emulation cantrip, any aberrations, fiends, and humanoids with resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks: any melee weapon attack that does slashing damage

Learning DC: 20

You have studied occult energies and can now apply them to your arsenal. Whenever you make an attack with a scimitar or shortsword, you can choose to spend 1 spell slot from your pool to increase its damage and accuracy. When you do so, the weapon gains the following features for the attack: the weapon is considered magical for the attack. It does an additional 1d10 necrotic damage that cannot be resisted unless the creature is immune to necrotic damage. And the weapon has a +2 bonus to the attack you make with it.

To attune to this cantrip, you must be a 7th level emulator.

Power Attack
Emulation cantrip, humanoids and monstrosities with aggressor or reckless: Greataxe

Learning DC: 10

Your sinews now tingle with heated charge. As a bonus action, you can move up to your speed toward a hostile you can see. When you use this feature, any attack you make deals an additional 1d6 force damage, regardless of whether or not you hit.

Once you use this feature, you cannot use it again until after you've finished a short rest.

To attune to this cantrip, your Strength score must at least be 12.

Primal Champion
Emulation cantrip, humanoids CR 4 with Strength score of 18 or more: any melee weapon attack

Learning DC: 25

You embody the power of the wilds by transmuting your blood to a ferocious design. Your Strength score increases by 4 and your maximum score for Strength is now 24.

To attune to this cantrip, you must be a 10th level emulator and your Strength score must be at least 16.

Rampage
Emulation cantrip, gnolls: Bite

Learning DC: 20

Whenever you reduce a creature to 0 hit points, you can take a bonus action to move up to half your speed and make one melee weapon attack.

Reactive
Emulation cantrip, Marilith: you suffer a multiattack of at least four longswords

Learning DC: 35

You can take one reaction on every turn in a combat.

To attune to this cantrip, you must be a 16th level emulator.

Reversal of Fortune
Emulation cantrip, Nilbogs: Reversal of Fortune
Learning DC: 10

You have devised a truly funny prank. As a reaction to being damaged by another creature, you can reduce the damage to 0 and instead regain 1d10 hit points. Once you use this feature, you must finish a long rest before it can be used again.

Rotting Gaze
Emulation cantrip, Nothics: Rotting Gaze

Learning DC: 20

Your eyes burgeon forth a cone of decay. Any hostile creature that starts its turn within a cone that extends 30 feet outward from the direction you're facing must make a Constitution saving throw. If it fails, it takes 1d8 necrotic damage. If you are blinded, the cantrip's effects are nullified for the duration of your condition.

Saline Coat
Emulation cantrip, kuo-toa: Sticky Shield

Learning DC: 20

You skin can produce a sticky ooze made you're your sweat. When a creature misses you with a melee weapon attack, you can use the ooze as a reaction to catch the weapon. The attacker must make a Strength saving throw, or the weapon becomes stuck to your body and remains fully coated in the ooze for 1d4 hours. A weapon that has been coated gives the wielder disadvantage with all attacks made with it. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. A creature can repeat the saving throw as an action, pulling the weapon free on a success.

To attune to this cantrip, you must be a 2nd level emulator.

Shadow Stealth
Emulation cantrip, Shadow Demons: taking the Hide action

Learning DC: 20

While in dim light or darkness, you can take the Hide action as a bonus action.

Shapechange
Emulation cantrip, Doppelgangers: Read Thoughts

Learning DC: 20

You can use your actin to polymorph into a Small or Medium humanoid you have seen within the past hour, or back into your true form. Your statistics, other than your size, are the same in each form. Any equipment you are wearing or carrying isn't transformed. You revert to your true form if you die. Once you use this feature, you must finish a short rest before you can use it again.

To attune to this cantrip, you must be a 4th level emulator.

Shark Telepathy
Emulation cantrip, Sahuagin Priestesses or Sahuagin Barons: Claws.

Learning DC: 25

You can magically command any shark within 40 feet of you, using telepathy to do so. Additionally, you also can understand and speak the Sahuagin language.

Shielded Mind

Emulation cantrip, Couatles: Change Shape

Learning DC: 20

A helm of ethereal silver is wrapped around you head in the weave. You are immune to scrying and to any effect that would sense your emotions, read your thoughts, or detect your location.

To attune to this cantrip, you must be a 3rd level emulator.

Slow Fall

Emulation cantrip, humanoids CR 4 with a Dexterity and Wisdom score of 16 or more: Dash action

Learning DC: 15

You have learned to supplant an ever-present cushion of wound elastic magic beneath your feet at every step. You can use your reaction when you fall to reduce any falling damage you take by an amount equal to three times your emulator level.

To attune to this cantrip, you must be a 6th level emulator and your Dexterity score must be at least 12.

Slippery Mind

Emulation cantrip, humanoids CR 8: any spell that requires a creature to make a Wisdom saving throw

Learning DC: 20

You have wrapped your mental space with layers of random noises and conversations.
You gain proficiency in Wisdom saving throws. Furthermore, any creature that uses telepathy to read your thoughts, talk to you, find your current location, or eavesdrop on your telepathic conversations with other creatures will automatically be prevented from doing so, unless you choose otherwise.

To attune to this cantrip, you must be a 14th level emulator.

Sorcerous Restoration

Emulation cantrip, humanoid with a Charisma score of 14 or more: any conjuration spell of 6th-level or higher

Learning DC: 20

You're capable of conjuring a place in your mind where you are at peace and can meditate with ease without distraction. You regain 4 spell slots whenever you finish a short rest.

To attune to this cantrip, you must be a 16th level emulator and your Charisma score must be 14.

Sound Vacuum

Emulation cantrip, Air Elementals: Whirlwind

Learning DC: 15

You focus your sense inward, becoming mute. In a 20-foot sphere centered around you, all creatures, including yourself, are unable to speak any coherent language. The sphere follows you wherever you go, always centered around you. You are unable to cast any spells that require a verbal component, as is any creature within the 20-foot sphere. Additionally, this sphere protects your mind from being spoken to or read by any telepathic or psionic powers. You and other creatures in the sphere can still make noises, such as cooing, grunting, or yelling.

Smite of Rage

Emulation cantrip, Bugbears and Bugbear Chiefs: Morningstar

Learning DC: 10

You have learned to hold a pool of fury. As a feature, you may choose to have any attack automatically be a critical hit. You must choose before you make the attack role. Once you use this feature, you cannot use it again until after you've finished a long rest.

Spider Climb

Emulation cantrip, Carrion Crawlers: Tentacles

Learning DC: 15

The hair follicles on your body absorb the faintest of moisture patterns on any surface, allowing you to crawl and climb like an insect. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Steadfast

Emulation cantrip, Bearded Devils: you suffer a Beard attack

Learning DC: 20

You cannot be frightened while you can see an allied creature within 15 feet of you.

Surprise Attack

Emulation cantrip, goblinoids with Surprise Attack: Morningstar

Learning DC: 10

If you surprise a creature and hit it with an attack during the first round of combat, the creature takes an extra 2d8 damage from the attack.

Terrifying Glare
Emulation cantrip, Scarecrows: Terrifying Glare

Learning DC: 15

Any creature that is frightened by you also becomes paralyzed for the duration of their frightened condition.

Timeless Body
Emulation cantrip, fey and humanoids with a Wisdom score of 14 or more, CR 10: any transmutation

Learning DC: 30

Cycles of life and death are forgotten by your body as it flees the realms of normalcy. Your body permanently stops aging. Your appearance and body cannot be changed by a spell or magic item that would cause it to magically age. Furthermore, you can no longer die from old age.

To attune to this cantrip, you must be a 17th level emulator and your Intelligence score must be at least 16. Once you attune to this cantrip, you cannot change it or its effects.

Triumphant Roar
Emulation cantrip, Hydras: Bite

Learning DC: 20

You gain the ability to shout out an enormous roar. All hostile creatures within 300 feet of you must make a Charisma saving throw or be frightened for 1 minute. Additionally, up to five friendly creatures of your choice gain advantage on all their attacks for 1 minute. Once you use this feature, you cannot use it again until you have finished a long rest.

To attune to this cantrip, you must be a 7th level emulator.

Uppercut
Emulation cantrip, humanoids CR 2: a multiattack of any number of unarmed strikes

Learning DC: 15

Whenever you move at least 10 feet and attack a creature using an unarmed strike, you can choose to force the creature to make a Strength saving throw or be knocked prone.

Wakeful
Emulation cantrip, Ettins: Battleaxe

Learning DC: 15

You have learned to clear your senses when you sleep and absorb more of your surroundings as you rest. Whenever you are unconscious, your passive perception rises by 5. Additionally, any noise louder than a needle dropping will immediately awaken you if you are asleep. Furthermore, you cannot be surprised if you are attacked when asleep.

Web Wanderer
Emulation cantrip, Ettercaps: Web

Learning DC: 10

You are able to create a sticky web as a bonus action.

The web can be rolled into a ball and thrown at a creature within 30 feet of you. When used in this way, you make a ranged spell attack against the creature. The creature is restrained by the webbing on a hit. As an action, the restrained creature can make a Strength saving throw, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has an AC of 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

The web can also be spread out in a square space of 30 feet, acting as difficult terrain and restraining any creature that falls prone on it. Or the webbing can be stretched into a rope with a maximum length of 50 feet.

Once you create and use the web, you cannot do so again until you finish a short rest.

While in contact with any web, including ones you did not create, you know the exact location of any other creature in contact with the same web. Additionally, you ignore movement restrictions and restraining conditions caused by webbing.

To attune to this cantrip, you must be a 3rd level emulator.

Wounded Fury
Emulation cantrip, Quaggoths with Wounded Fury activated: multiattack of two Claw attacks

Learning DC: 15

Anger from the deep has fueled your pool of wrath to a higher level. When you have 10 hit points or fewer, you have advantage on attack rolls. In addition, you deal 1d8 slashing damage times your emulator level to any target you hit with a melee attack.

1st-Level Spells

Battle Dance
1st-level evocation. Emulation, humanoids with a Charisma score of 12 or higher: bless/guidance/resistance

Casting Time: 1 action
Range: Self (30-foot sphere)

Components: S, M (an instrument which you are proficient with)
Duration: 1 minute
Learning DC: 10

You perform a lively jig that saps the might from your foes. All creatures within range of a sphere centered on yourself must make a Dexterity saving throw. A creature takes an amount of cold damage equal to 1d6 + your spellcasting ability modifier on a failed save, or half as much on a successful one. On a failed save, the creature is weakened to the point of suffering a damage penalty. All attacks an affected creature makes are reduced by 5 points of damage for the duration of the spell, with the creature doing a minimum of 1 damage on any successful attack.

At Higher Levels. When you cast this spell using two or more spell slots from your pool, the damage the creature takes increases by 1d6 cold damage for every spell slot expended in addition to the original cost.

Blastbomb

1st-level evocation. Emulation, dragonborn and dragons: Fire Breath: or: goblinoids, kobolds, orcs: fire bolt

Casting Time: 1 action
Range: 15 feet
Components: M (a flask of oil, which the spell consumes)
Duration: Instantaneous
Learning DC: 10

You break open an enchanted bottle of oil onto your target. Make a ranged spell attack against a creature within range. On a hit, the creature is coated in oil and takes 1d6 fire damage, which causes the oil to ignite. The creature must make a Dexterity saving throw, taking an additional 2d8 fire damage on a failed save, and half as much on a successful one.

Blood Drain

1st-level necromancy. Emulation, Zombies: any melee weapon attack: or: Stirges: Blood Drain

Casting Time: 1 reaction
Range: Touch
Components: S
Duration: Instantaneous
Learning DC: 15
You lash out with quivering teeth to steal back what was yours. When a creature within range successfully hits you and deals damage to you, you can make a melee spell attack against them. On a hit, the creature takes 3d6 piercing damage. You regain a number of hit points equal to half the damage the creature takes.

Bludgeon

1st-level evocation. Emulation, constructs, elementals, and humanoids: Dropped Rock/Slam/Sling

Casting Time: 1 reaction
Range: Touch
Components: V, S
Duration: Instantaneous
Learning DC: 15

You push away an aggressor using an invisible push. When a creature makes an attack against you, you can make a melee spell attack against them. On a hit, a creature takes 2d6 force damage and is knocked back 20 feet away from you.

Claw Cyclone

1st-level evocation. Emulation, monstrosities and beasts CR 1: Bite/Beak + Claws

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Learning DC: 15

Bestial claws and a maw made from magical energy appear from your gestures. Make a melee spell attack against a creature within your reach. On a hit, the creature takes 1d4 piercing damage and 1d6 slashing damage.

At Higher Levels. When you cast this spell using two or more spell slots from your pool, the damage the creature takes increases by 1d4 that is piercing and 1d6 that is slashing for every spell slot expended in addition to the original cost.

Cocoon

1st-level abjuration. Emulation, constructs, dragons, and fey with Magic Resistance: Fey Charm/Euphoria Breath/any melee weapon attack

Casting Time: 1 minute
Range: Self
Components: S
Duration: 1 hour
Learning DC: 15

Your communes with the natural world have granted you the ability to wrap yourself against uses of the magic weave made against you. For the duration of the spell, you are resistant to all cold, fire, and lightning damage. The effect ends immediately if you are hit by an attack that does more than 20 damage of any type.

Cursed Sphere

1st-level necromancy. Emulation, aberrations and fiends: any melee spell attack: or: undead: Life Drain/Strength Drain

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Learning DC: 15

You generate a sphere of stamina-draining energy and hurl it. Make a ranged spell attack against a creature you can see within range. On a hit, the creature takes 1d8 necrotic damage and must make a Constitution saving throw. If the creature fails, it takes an additional 1d8 necrotic damage and cannot take its next turn in combat.

Deal Out

1st-level abjuration (ritual). Emulation, Kenku: any action that involves its Mimicry feature

Casting Time: 1 minute
Range: Self
Components: V, S, M (a deck of playing cards)
Duration: Concentration, up to 1 hour
Learning DC: 20

You've attached protective properties to a set of spiritual cards held in your mind. When you cast the spell, you pick one of the following cards, the effects of which last for the duration of the spell. You cannot pick the same card again until you finish a long rest.

The Warrior. All attacks you make with nonmagical melee weapons do an additional 1d6 damage of the weapon's damage type.

The Monk. You immediately gain 20 temporary hit points which vanish after the spell ends.

The White Magus. You have resistance to one damage type of your choice.

The Black Magus. You get a +5 bonus to any check that uses your Arcana skill.

The Red Magus. You can use a bonus action to gain advantage on any saving throw. If you use this effect twice, the spell ends.

The Thief. You can take the Dodge, Disengage, or Hide actions as a bonus action. If you use this effect twice, the spell ends.

The Paladin. You can use the Help action to transfer all damage taken by an adjacent creature of your choice to yourself. If you use this effect twice, the spell ends.

The Dreadnought. Role a d6 upon your next successful attack. You regain a number of expended spell slots equal to the roll. If you regain more spell slots than you can store, the remaining spell slots become 3 hit points per spell slot.

The Beastmaster. You get a +5 bonus to any check that uses your Animal Handling skill.

The Bard. You get a +5 bonus to any check that uses your Insight skill.

The Archer. The initial range at which you can cast your spells increases by 30 feet, except for spells that have a range of touch or spells you cast on yourself.

The Green Magus. A pseudodragon is summoned as a familiar to a space within 10 feet of you. The familiar is friendly toward you. As a bonus action, you can have it move and use an action as a part of your turn. If the familiar loses all its hit points, or if it is separated from you by a distance greater than 120 feet, the spell ends and the familiar disappears.

The Knight. Your attacks become magical.

The Assassin. All of your attacks automatically hit, but creatures' attacks against you also automatically hit.

The Lancer. You can use the Dodge action as a reaction to transfer all damage you take to an adjacent, friendly creature of your choice. If you use this effect twice, the spell ends.

The Blue Magus. You get a +3 bonus to any check made to learn a spell using Comprehension. Furthermore, all of your expended spell slots are regained the moment you choose this card.

The Gambler. Role a d20. If you get 11 or higher, you can pick two other cards from this list, including cards you've already picked from previous castings. If you get a 10 or lower, you gain no benefit and you cannot cast this spell again until you finish a long rest.

The Puppetmaster. You get a +5 bonus to any check that uses your Investigation skill.

The Dancer. Your movement speed increases by 20 feet.

The Scholar: Your spellcasting modifier gains a +2 bonus.

The Brown Magus: You get a +5 bonus to any check that uses your Nature skill.

The Fencer: You have immunity to one status condition of your choice.

Feather Storm

1st-level evocation. Emulation, beasts with flying speed: any melee weapon attack

Casting Time: 1 action
Range: 30 feet
Components: S, M (feathers or quills from any avian creature)
Duration: Instantaneous
Learning DC: 10

You create magical dart-like quills in your palm and fill them with destructive energy. Roll 1d6 to determine how many quills you create, then make a ranged spell attack against a creature you can see within range. On a hit, the creature takes 2 force damage per quill.

At Higher Levels. When you cast this spell using two or more spell slots from your pool, you create an additional 1d6 quills for every spell slot expended in addition to the original cost.

Fluid Toss

1st-level illusion. Emulation, Oozes: Pseudopod

Casting Time: 1 minute

Range: 30 feet
Components: S, M
Duration: 10 minutes
Learning DC: 10

An elastic ooze-like material wraps around your body. The material can be morphed to look like any medium humanoid creature and is worn by you. Once you finish casting the spell, the form stiffens and cannot be changed. Any creature that inspects you, visually or physically, when wearing this will automatically believe you are the creature you are imitating. However, if you speak to an inspecting creature or a creature that knows the humanoid you are imitating, you must make a Charisma saving throw against the creature's passive perception. If the creature has any telepathic or psionic abilities, you automatically fail the saving throw.

Foot Kick

1st-level evocation. Emulation, beasts: Hooves/Stomp

Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous
Learning DC: 10

You gather energy within your heel by spinning before throwing a magically imbued kick. Make a melee spell attack against a creature within your reach. On a hit, the creature takes 1d10 bludgeoning damage and must make a Strength saving. If the creature fails, they are stunned for their next turn.

Goblin Rush

1st-level evocation. Emulation, goblinoids: multiattack of any two melee weapon attacks

Casting Time: 1 action
Range: Touch
Components: V, S, M (a weapon you are proficient with)
Duration: Instantaneous
Learning DC: 15

You imitate the horrible annoyance that goblinoids call speaking as you swing your weapons like an amateur. You make 1d6 attacks against a creature you can see within range. Your attacks gain a -1 modifier to hit for each attack you make. Each attack is a melee spell attack that is rolled separately. On a hit, the creature takes 1d6 slashing damage, for each hit that is successful.

You must roll 1d6 to determine how many attacks you make against a creature, and you must use all of the attacks when you cast this spell, suffering -1 for every attack you must attempt.

Headbutt

1st-level illusion. Emulation, any creature: any attack that does bludgeoning damage

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Learning DC: 15

You brutalize a creature's head to the extent of harming their senses. Make a ranged spell attack on a creature you can see within range. On a hit, the creature takes 2d4 bludgeoning damage, localized entirely upon their head. If the creature takes damage from this spell roll a d4 to determine the effect the creature receives from the following:

1. The creature becomes blinded for 1d4 turns, after which the effect ends at the start of its turn.

2. The creature perceives that it is constantly being attacked by an oncoming object. The creature is frightened of the object. You can tap into the creature's mind and control the object's location relative to the creature, having it move at any speed you desire, or teleporting to a new location instantly. If the creature touches the object, they take 1d4 psychic damage but realize that the object isn't real, and the effect ends. The effect ends after 1d4 turns.

3. The creature becomes infatuated with another creature of your choice that is within range of it for 1d4 turns. The creature is charmed by the creature you chose and will use its turn to move to the closest spot possible to the creature of its infatuation. The effect ends if the creature takes damage. Once the effect ends, the creature knows it was charmed.

4. The creature is stunned for 1d4 turns and will retain no memory of the events that occurred while it was stunned or the events that led up to it being stunned. A creature can make a Wisdom saving throw to end the effects of the spell whenever it takes damage.

Healing Breeze

1st-level conjuration. Emulation, any creature: fog cloud/gust of wind/gaseous form/wind wall: or: any creature: feather fall + cure wounds

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
Learning DC: 15

The movement of wind has inspired you to derive a spell of purification. You summon a breeze that dances around you and fills your body with vigor before disappearing. You regain 3d6 hit points and remove all diseases from your body, as well as the condition of poisoned.

Helldive

1st-level conjuration. Emulation, monstrosities with flying speed: any melee weapon attack

Casting Time: 1 action
Range: 30 feet (15-foot cone)
Components: V, S
Duration: Concentration, up to 1 minute
Learning DC: 15

By observing the predation techniques of airborne creatures, you have learned to store the same kind of energy. You summon a cloud of ethereal energy at a point within range that is 15 feet above the ground, the height at which the cloud will stay for the duration of the spell.

The cloud is difficult to see for all creatures except for the caster. To see the cloud, a creature must succeed on a Wisdom (Perception) check against your spell save DC. The creature automatically succeeds if it is close enough to the cloud and has truesight. If a creature fails the check, it can make it again when it is damaged by the spell.

As a bonus action you can command the cloud to move to a space that is within range of you. As a part of the same bonus action, you can have the cloud expel hostile energy, in the form of ethereal birds, on all creatures below the cloud in a 15-foot cone originating from the cloud.

Each creature in the 15-foot cone must make a Dexterity saving throw. If a creature can see the cloud, they have advantage when making this saving throw. A creature takes 4d4 piercing damage on a failed save, or half as much on a successful one. The caster and a number of creatures of their choice equal to the caster's spellcasting ability modifier are immune to this effect.

If the cloud is moved to a position that is greater than 30 feet away from you, or if you are moved a distance greater than 30 feet away from the cloud, it immediately disappears and the spell ends.

Intelligence Drainkiss

1st-level necromancy. Emulation, Psychic Gray Oozes: Psychic Crush: or: Mind Flayers: Extract Brain: or: Intellect Devourer: Devour Intellect

Casting Time: 1 bonus action
Range: Touch
Components: S, M (a gemstone that contains any blueish hue)
Duration: Concentration, up to 1 minute
Learning DC: 20

You dig into the weave of a foe, draining its reason. Make a melee spell attack on a creature you can see within range. On a hit, a creature's Intelligence score decreases by 1d4, and your Intelligence score increases by the same amount for the duration of the spell.

Luring Song

1st-level illusion. Emulation, Harpies: being within hearing range of Luring Song

Casting Time: 1 action
Range: 300 feet
Components: V
Duration: Concentration, up to 1 minute
Learning DC: 20

You sing a magical melody that you put a lot of thought into. Every humanoid and giant within range that can hear the song must succeed on a Wisdom saving throw or be charmed until the spell ends. While charmed by you because of this spell, a creature is incapacitated and ignores the songs of harpies. Because you must sing to cast the spell, if you are muted at any time, the spell immediately ends.

If a charmed creature is more than 5 feet away from you, the creature must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If a saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this spell for 24 hours.

You can pick one creature you can see to be immune to the effects of the spell.

At Higher Levels. When you cast this spell using two or more spell slots from your pool, you may pick one additional target to gain immunity for every spell slot expended in addition to the original cost.

Metallic Body

1st-level abjuration (ritual). Emulation, constructs and monstrosities with a natural armor AC rating of 14 or more: any melee weapon attack

Casting Time: 1 action
Range: Self
Components: V, S, M (a polished dish or mirror made of silver)
Duration: 1 minute
Learning DC: 10

A veil of sparkling stone is applied to your exterior body. You gain a number of temporary hit points equal to 1d6 + your spellcasting ability modifier.

At Higher Levels. When you cast this spell using two or more spell slots from your pool, you gain an additional 1d6 temporary hit points for every spell slot expended in addition to the original cost.

Pollen

1st-level evocation. Emulation, plants: any melee weapon attack

Casting Time: 1 action
Range: Self
Components: S
Duration: Concentration, up to 1 minute

Learning DC: 10

A warm summer-like glow of rejuvenation springs forth upon your body. You regain 1d4 hit point when you first cast this spell, and half of that on the start of your turn for the duration of the spell.

Queasyshroom

1st-level necromancy. Emulation, Gas Spore, Shrieker, or Violent Fungus: any action or reaction

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a mushroom that is toxic to ingest)
Duration: Concentration, up to 1 minute
Learning DC: 20

You commit a vile memory into your spellcasting to produce a unique poison. You cause fungal growths to spawn on a creature you can see within range. The creature must make a Constitution saving throw. The creature takes 2d6 poison damage on a failed save, or half as much on a success. If the creature fails, it is poisoned.

A poisoned creature can repeat the saving throw at the end of its turn to end the condition. Doing so does not end the effect of necrotic damage at the start of its turn.

When the spell is cast, the fungus is at its 1st stage. At the end of the affected creature's turn, the fungus will grow, developing into the next stage. For every stage the fungus is at above 1st, the creature takes an additional 1d6 necrotic damage at the start of its turn. As an action, the creature may tear the fungus from its body, resetting the fungus to its 1st stage. If the fungus reaches its 6th stage, the creature is incapacitated until the spell ends and the creature is permanently poisoned until healed by a *lesser restoration*, *greater restoration*, or any emulation spell. The fungus remains at its 6th stage once grown to that size, dealing 5d6 necrotic damage to the creature at the end of its turn for the remainder of the spell.

At Higher Levels. When you cast this spell using two or more spell slots from your pool, the target takes an additional 1d6 poison damage when initially hit by the spell for every spell slot expended in addition to the original cost.

Read Final Moments

1st-level divination (ritual). Emulation, Skeletons: Shortbow

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a holy symbol and a pinch of salt)
Duration: Instantaneous
Learning DC: 10

You look upon a creature's corpse and look into the memories of its last moments. You see the creature's last five minutes when they were alive, seeing the moments play out as if you were the creature. You don't glean what the dead creature was thinking at the time, but you do know what it was feeling. Other than sight, you do not perceive any other sensory memories of the dead creature.

Sandspin

1st-level evocation. Emulation, Earth Elementals, Dust Mephits, Mud Mephits, and Rust monsters: any melee weapon attack
Casting Time: 1 bonus action
Range: Self (15-foot cylinder)
Components: S, M (a pound of sand)
Duration: Instantaneous
Learning DC: 10

You spread a spinning storm of fine local sediment that quickly settles, pricking the eyes of creatures around you. All creatures within a cylinder centered around you are subjected to the effects of a small sandstorm. The cylinder is 10 feet tall and has a diameter of 15 feet. All creatures within this range must make a Wisdom saving throw. If a creature fails, it is blinded until the end of its next turn.

Sheep Song

1st-level enchantment. Emulation, dragons, elementals, fey, giants, and monstrosities: Gentle Lullaby/Sleep Breath/Sleep

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Concentration, up to 10 minutes.
Learning DC: 10

By seeking the spell's components in a purer sample, you have learned a more effective way to put creatures to sleep. You target a creature you can see within range, and it must make a Wisdom (Survival) saving throw with disadvantage. If the creature fails, it immediately falls unconscious for the duration of the spell. If a creature has resistance or immunity to being magically put to sleep, it must make the saving throw, but without disadvantage, and suffers the effects of the spell if it fails.

Strength Drainkiss

1st-level necromancy. Emulation: Shadows: you are hit by Strength Drain

Casting Time: 1 bonus action
Range: Touch
Components: S, M (a gemstone that contains any reddish hue)
Duration: Concentration, up to 1 minute
Learning DC: 20

You dig into the weave of a foe, draining its sinew. Make a melee spell attack on a creature you can see within range. On a hit, a creature's Strength score decreases by 1d4, and your Strength score increases by the same amount for the duration of the spell.

Snow Cloud

1st-level evocation. Emulation, any creature: chill touch/ray of frost/ice knife/snilloc's snowball swarm

Casting Time: 1 action
Range: 45 feet (30-foot cube)
Components: V, S, M (an icicle)
Duration: Instantaneous
Learning DC: 10

You diffuse the essence of heat absorption into a cloud which spreads into a 30-foot cube centered on a point you can see within range. Any creature that starts its turn inside the cloud takes 3d4 cold damage. The caster, and a number of creatures they choose equal to their spellcasting ability modifier, are immune to the effects of the spell.

Wild Oats

1st-level necromancy. Emulation, Vine Blights: Constrict

Casting Time: 1 action
Range: 45 feet
Components: V, S, M (five seeds of any plant)
Duration: Concentration, up to 1 minute
Learning DC: 10

You toss a handful of seeds into the wind after instructing them to do you bidding. Make a ranged spell attack against a creature you can see within range. On a hit, the creature is poisoned for the duration of the spell and has its Strength and Constitution scores reduced by 2d4 for the duration of the spell. A poisoned creature can make a Constitution saving throw at the end of its turn, ending the spell's effects if it succeeds.

2nd-Level Spells

Bomb Toss

2nd-level evocation. Emulation, humanoids: any action that involves throwing a flask of any flammable liquid: or: undead: flaming sphere/fireball

Casting Time: 1 action
Range: Self (25-foot sphere)
Components: S, M (a flask of oil)
Duration: Instantaneous
Learning DC: 15

You toss the incendiary onto the space you stand, creating a small explosion. Upon casting this spell, you take 1d8 fire damage. All creatures within a 25-foot sphere centered around you must make a Dexterity saving throw. A target takes 5d6 fire damage on a failed save, or half as much on a successful one.

At Higher Levels. When you cast this spell using three or more spell slots from your pool, the damage taken by targets increases by 1d6 for every spell slot expended in addition to the original cost.

Baleful Gaze

2nd-level evocation. Emulation, Basilisks and Cockatrice: Bite

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous
Learning DC: 15

Zapping rays of gloom light launch from your eyes. Roll 5d8 and choose a creature you can see within range. If the combined total of the roll equals or exceeds the creature's maximum hit point count, the creature is petrified for 1d8 hours.

Cannonball

2nd-level evocation. Emulation, humanoids: enlarge/reduce/levitate

Casting Time: 1 action
Range: Touch
Components: V, S, M (a bit of gunpowder, which is consumed by the spell)
Duration: Instantaneous
Learning DC: 15

A spark whirrs in your hand as you send a creature of your choice flying up to 20 feet in any direction you choose. If the creature hits another creature, both take 3d8 bludgeoning damage. Upon its impact, a creature takes 1d6 bludgeoning damage for every 10 feet it flew. As a reaction, you can choose for the creature to safely land without sustaining impact damage.

At Higher Levels. When you cast this spell using three or more spell slots from your pool, the distance you can send a creature flying increases by 10 feet for every spell slot expended in addition to the original cost.

Catharsis

2nd-level abjuration. Emulation, any creature: any action that involves petting or mounting a Pegasus or Unicorn

Casting Time: 1 minute
Range: 120 feet
Components: V, M (a poem of joyous or hopeful themes)
Duration: 6 hours
Learning DC: 15

You recount memories of happiness and christen the surrounding land with a temporary holiness. For the duration of the spell, any creature within 120 feet of the point in space in which you cast the space gains the following benefits:

- They cannot be frightened by any creature.
- The effects and spread of any poison or disease are suspended until they leave the area of effect.
- Any paralysis or petrification is removed immediately and does not return upon leaving the area of effect.
- They regain 1 hit point for every 15 minutes they spend in the area.

The spell ends immediately if any creatures within the spell's range enter combat for any reason or if any creatures of evil alignment enter the spell's range.

Chaotic Eye

2nd-level enchantment. Emulation, Orc Eye of Gruumshes: any action that involves casting a spell

Casting Time: 1 action
Range: 30 feet
Components: S, M (a pinch of sawdust)
Duration: Concentration, up to 1 minute
Learning DC: 15

You carry fine dust on a wind toward a foe's eyes. A creature of your choice within range that you can see must make an Intelligence saving throw. If the creature fails, they completely forget how to perform the verbal and somatic components of all their cantrips, 1st-level, and 2nd-level spells for the duration of the spell.

Death Glare

2nd-level enchantment. Emulation, Sea Hags: Death Glare

Casting Time: 1 action
Range: 30 feet
Components: S, M (a pair of eyes from a reptile, which are consumed by the spell)
Duration: Instantaneous
Learning DC: 20

You target one creature that is frightened of you that you can see within range. The creature must make a Wisdom saving throw, dropping to 0 hit points on a failed save.

Death Ray

2nd-level evocation. Emulation, Nothics: Rotting Gaze

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Learning DC: 15

You give a dirty look to a foolish foe. Make a ranged spell attack against a creature you can see within range. On a hit, the creature takes 4d6 necrotic damage.

Digest

2nd-level necromancy. Emulation, Troglodytes: Bite

Casting Time: 1 action
Range: 30 feet
Components: S, M (the head of a Venus flytrap)
Duration: Instantaneous
Learning DC: 15

You sap the lifeforce from a creature you can see within range. Make a ranged spell attack on a creature you can see within range. On a hit, the creature takes 3d6 necrotic damage. You regain a number of hit points equal to half the damage the creature takes.

At Higher Levels. When you cast this spell using three or more spell slots from your pool, the damage increases by 1d6 for every spell slot expended in addition to the original cost.

Eye Scratch

2nd-level evocation. Emulation, Gargoyles: multiattack of Bite and then Claw

Casting Time: 1 action
Range: 15 feet
Components: V, S
Duration: Instantaneous
Learning DC: 20

Bright scythe blades of pure energy extend from your fingers. Make a melee spell attack against a creature you can see in range. On a hit, the target takes 4d6 slashing damage and must make a Dexterity saving throw. If a creature fails, it is blinded for 1d4 turns.

Fluid Spread

2nd-level conjuration. Emulation, oozes: Pseudopod

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute
Learning DC: 15

You produce a substance of indeterminate origin and toss it to a point within range. The fluid immediately sticks to any walls, objects, or flooring upon landing. When landing, the fluid spreads across a spherical area of 20 feet. Any creature that is within that area when the fluid lands is coated in it. All objects and creatures coated in the fluid become slippery and must make a Dexterity saving throw every time they move to a different space. If a creature walks into or onto the area of coated fluid, they must also make the

Dexterity saving throw. If a creature is coated by the fluid and it walks within the area coated by the fluid, its movement speed is reduced to 0 as the creature is too slippery to properly move themselves. If a creature succeeds on one of the Dexterity saving throws, they become immune to the spell's effects for the spell's duration. The caster is immune to the spell's effects.

Glowing Steps

2nd-level divination. Emulation, Myconid Sovereign: Rapport Spores

Casting Time: 1 minute
Range: 1 mile
Components: V, S, M (a cap from a type of glowing mushroom)
Duration: 6 hours
Learning DC: 20

You enchant a sigil onto a place where you know a creature passed through. You can hold a specific creature's image in your mind, or you can hold a generic image of the creature's race in your mind as you cast the spell. When you finish casting, a trail of the creature's footsteps appears in neon glowing light that produce 10 feet of dim light. The trail always leads to where the creature's most recent position was, unless the creature was in some way teleported. When the spell ends, the glowing trail disappears. If you attempt to follow the trail in daylight, you must make a DC 10 Wisdom (Perception) check to distinguish the trail markings whenever you begin following it.

Grand Slam

2nd-level evocation. Emulation, Ogres: Greatclub

Casting Time: 1 action
Range: Touch
Components: S, M (any weapon that does bludgeoning damage)
Duration: Instantaneous
Learning DC: 15

You savagely smash magical force onto the ground at a creature's feet. Make a melee spell attack against a creature within range. On a hit, the creature takes 3d8 bludgeoning damage. Any creatures of your choice that are adjacent to the target creature take 2d8 force damage.

Hex Eye

2nd-level transmutation. Emulation, Scarecrows: Terrifying Glare

Casting Time: 1 action
Range: 60 feet
Components: S, M (the skull of any small mammal)
Duration: 1 minute
Learning DC: 15

Your eyelids magically widen, and your jaw magically hangs to your chest, giving you a horrifying expression of undeath. Between one and three creatures you can see within range must make Wisdom saving throws each. On a failed save, a creature becomes frightened of you for the duration of the spell.

Ice Roar

2nd-level evocation. Emulation, Merrows: Harpoon

Casting Time: 1 action
Range: 15-foot cone
Components: V
Duration: Instantaneous
Learning DC: 15

You belt out a loud roar towards creatures within range. Each creature within a 15-foot cone must make a Dexterity saving throw. If the creature is in water, it must make the throw with disadvantage. A creature takes 2d10 cold damage on a failed save, and half as much on a successful one. If the creature is in water and fails the save, they are petrified by being encased in ice. The ice melts enough for them to break out after 1d6 hours.

Leaf Storm

2nd-level evocation. Emulation, Awakened Tree: Slam

Casting Time: 1 action
Range: 60 feet
Components: V, M (three dozen leaves, which are consumed by the spell)
Duration: Concentration, up to 1 minute
Learning DC: 15

You toss a handful of leaves into a spinning vortex which sharpens them. The vortex appears on a space within range. The vortex is a 15-foot cylinder with a diameter of 5 feet. Any creature that starts their turn while inside the vortex must make a Dexterity saving throw. A creature takes 6d4 piercing damage on a failure and is restrained by the vortex, or half as much and moves to a space outside the vortex that is adjacent to it on a successful one. If the creature cannot move to a space outside the vortex that is adjacent to it, it automatically fails the saving throw. As a bonus action, you can move the vortex up to a space 15 feet away.

At Higher Levels. When you cast this spell using three or more spell slots from your pool, the damage increases by 2d4 for every spell slot expended in addition to the original cost.

Lycanthropy

2nd-level transmutation. Emulation, humanoid shapeshifters: uses action to activate Shapechanger

Casting Time: 1 action
Range: Self
Components: S
Duration: 1 hour
Learning DC: 20

A benign version of the disease has been refined into a spell by you. When you cast this spell, you temporarily turn yourself into a lycanthrope of your choice that has a challenge rating of 2 or lower. Once you choose a type of lycanthrope you remain as it for the duration of the spell.

As this lycanthrope, you can transform as an action between your human form, the hybrid form, or the full animal form. You gain all of the features in the stat block of the lycanthrope you chose, except that your hit points, armor class, and attack action options remain the same as your original form. In the hybrid form, you can use weapons, but you cannot cast spells. In the full animal form, you cannot use weapons or cast spells. When you transform, any equipment you are wearing or carrying is not transformed.

When you are in your full animal form, you appear exactly as the animal associated with your type of lycanthropy. If a creature suspects you are a shapeshifter, they must make a successful Intelligence (Investigation) check against your spell save DC to confirm this.

At Higher Levels. When you cast this spell using three or more spell slots from your pool, the challenge rating of lycanthropes you can turn into rises by 1 for every spell slot expended in addition to the original cost.

Poison Breath

2nd-level evocation. Emulation, Death Dog: Bite: or: dragons: Poison Breath

Casting Time: 1 action
Range: 20-foot cone
Components: S, M (a head of garlic)
Duration: Concentration, up to 1 minute
Learning DC: 15

You cough up rancid clouds of toxicity from your mouth. Until the spell ends, you can use an action to exhale the clouds in a 20-foot cone. Each creature in that area must make a Constitution saving throw, taking 2d6 poison damage and becoming poisoned on a failed save, or half as much damage and resisting the poison on a successful one. You must use your bonus action if you attempt to move while concentrating this spell.

Screwdriver

2nd-level evocation. Emulation: Lizard King/Queens: you are hit by a multiattack of two melee Trident attacks utilizing Skewer with one of them

Casting Time: 1 action
Range: Touch
Components: S, M (a weapon you are proficient with)
Duration: Instantaneous
Learning DC: 20

You twist your arms together with weapons in hand. Make a melee spell attack against a creature you can see in range. On a hit, the creature takes 2d6 piercing damage. When making the melee spell attack, rolling any number between 6 and 20 counts as a critical hit. Additionally, rolling a 1 does not count as a critical failure.

At Higher Levels. When you cast this spell using three or more spell slots from your pool, the damage increases by 1d6 for every spell slot expended in addition to the original cost.

Sound Blast

2nd-level evocation. Emulation, Cockatrice, and Basilisks: Bite

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute
Learning DC: 20

You screech out an incredibly annoying sound. A number of creatures of your choice equal to your spellcasting ability modifier take 2d6 thunder damage and must make an Intelligence saving throw. If a creature fails, its Intelligence score is lowered by 2 for the duration of the spell.

Spectral Barrier

2nd-level abjuration. Emulation, aberrations: any melee weapon attack

Casting Time: 1 reaction
Range: Self
Components: V, S
Duration: Instantaneous
Learning DC: 15

If a spell requires you to make a saving throw, you can cast this spell as a reaction before making the saving throw. Once you cast this spell, you gain advantage on the next saving throw you must make.

Water Wall

2nd-level transmutation. Emulation, Sea Hags: Claws

Casting Time: 1 action
Range: Self
Components: V, S, M (a liter of water and eight maple seeds)
Duration: 1 minute
Learning DC: 20

You surround yourself with large clumps of spherical floating water. The clumps float around you in an array so that each takes a space around you that is adjacent to you. The spheres rapidly rotate around you.

Whenever a creature enters a space that contains a water sphere, the sphere explodes in an icy mist onto the creature who takes 2d8 cold damage and must make a Constitution saving throw. If the creature fails, its movement speed is halved, and it cannot take bonus actions for the duration of the spell.

Once a sphere explodes, it no longer is a part of your rotating barrier, creating a gap in the barrier. A creature can roll a d8 to attempt to avoid the spheres. If the creature's roll is higher than the number of spheres you currently have, they avoid getting hit by a sphere for that turn. If a creature is adjacent to you at the start of your turn, they are automatically hit by a sphere.

You can choose a number of creatures equal to your spellcasting ability modifier that can be adjacent to you but not cause the water spheres to explode.

Web Sense

2nd-level abjuration (ritual). Emulation, Ettercaps: Web

Casting Time: 5 minutes
Range: 120-foot sphere
Components: V, S
Duration: 12 hours
Learning DC: 15

You line stones along the boundary of the spell. Any creature that enters the spell's range sets off an alarm that appears only to you and immediately wakes you if you are asleep. The sound of the alarm can be any sound you can imagine. You can choose a number of creatures equal to your spellcasting attack modifier that will not set off the alarm.

Wild Carrot

2nd-level conjuration. Emulation, Pixies or humanoids CR 2: any action that involves the druidcraft cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
Learning DC: 20

You have learned to grow a succulent form of nature in your hand. Upon casting this spell, two fat, healthy carrots appear in your hands. If your hands are already laden with another object, the carrots appear in a container on your person. Consuming an entire carrot will restore 6 hit points and nourish a creature for a third of their daily required nourishment. A creature who eats a carrot, but is not the caster, does not recover hit points by eating the carrots. As a bonus action, a creature may consume one carrot. The carrots lose their magical effects after 24 hours.

At Higher Levels. When you cast this spell using three or more spell slots from your pool, an additional two carrots appear for every spell slot expended in addition to the original cost.

3rd-Level Spells

Antimagic Shell

3rd-level abjuration. Emulation, Flail Snails: Scintillating Shell

Casting Time: 1 minute
Range: Self
Components: V, S, M (a shard of tinted glass)
Duration: Concentration, up to 1 hour
Learning DC: 15

The weave spins over and around you as a shell is created from your casting. For the duration of the spell, you are resistant to all types of damage that originate from magic weapons and spells. The spell ends immediately if you collectively take more than 40 damage from magic weapons or spells.

Antiphase

3rd-level transmutation. Emulation, any creature with Stone Camouflage: any multiattack of two or more attacks/Spiked Bone Club

Casting Time: 1 action
Range: 60-foot sphere
Components: V, S, M (the beak of any monstrosity)
Duration: 1 minute
Learning DC: 20

You spread an invisible mesh around you, keeping the spun threads of magic from entering the area. All creatures, including yourself, within a 60-foot sphere centered on the space you were when you cast the spell are unable to cast spells, and all spells still being cast end immediately in the area of effect.

Blitzstrahl

3rd-level evocation. Emulation, constructs: multiattack of any two melee weapon attacks

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Learning DC: 20

You twist the form of an enemy with two strikes. A creature within range must make two Dexterity saving throws. A creature takes 2d8 bludgeoning damage if it fails one, or half as much if it succeeds on one. If the

creature fails both saving throws it is stunned for 1d4 turns.

At Higher Levels. When you cast this spell using four or more spell slots from your pool, the damage increases by 1d8 for both hits for every spell slot expended in addition to the original cost.

Flaming Chariot

3rd-level conjuration. Emulation, Nightmares: Hooves

Casting Time: 10 minutes
Range: 10 feet
Components: V, S, M (hoof debris from farrier-work)
Duration: Concentration, up to 1 hour
Learning DC: 20

You call upon the etherium to bring you a steed. A Nightmare is summoned to a space within range. The Nightmare is a friendly pet toward you and will allow you to ride it. It shares your alignment as well. You and one other creature can ride the Nightmare simultaneously if both of you are small. As a bonus action, you can command the Nightmare to move up to its speed and take an action is it capable of doing (the DM has the creature's game statistics). When the spell ends, the Nightmare disappears.

At Higher Levels. When you cast this spell using four or more spell slots from your pool, the duration of the spell increases by 1 hour for every spell slot expended in addition to the original cost.

Leadership

3rd-level enchantment. Emulation, Hobgoblin Captain: multiattack of two Greatsword attacks

Casting Time: 1 reaction
Range: 15 feet
Components: V, S
Duration: 1 minute
Learning DC: 15

Whenever you or an ally are hit by an attack, you can use your reaction to instill determination in an ally you can see within range. An ally who gains this determination can add a d4 to any attack roll or saving throw it makes for the duration of the spell.

Jet Stream

3rd-level necromancy. Emulation, Quicklings: any melee weapon attack

Casting Time: 1 action
Range: Self
Components: V, S, M (the wing bones from any bird)
Duration: Concentration, up to 1 minute
Learning DC: 20

Your muscles contort into wing-shaped factories of power as your body is pushed to its physical limit. Your movement speed is tripled for the duration of the spell. Whenever you attack a creature on your turn, and you still have movement speed left after attacking, you can choose to move into the creature's space, bumping into it as you speed past, along the path to your intended space. A creature who is hit by a weapon attack in this manner suffers 3d8 bludgeoning damage in addition to the damage they take from your weapon attack.

Mana Drainkiss

3rd-level necromancy. Emulation, Cave Fishers, Mimics, and Rust Monsters: Bite/Filament

Casting Time: 1 action
Range: Touch
Components: V, S, M (a weapon coated in or made of silver)
Duration: Instantaneous
Learning DC: 20

You dig into the weave of a foe, draining its adhesion to the weave. Make a melee spell attack on a creature you can see within range. On a hit, a creature loses a spell slot or combined number of spell slots (your choice) equal to 1d6, and you regain an equal number of expended spell slots.

Mysterious Light

3rd-level conjuration. Emulation, Will-o'-Wisps: Invisibility

Casting Time: 1 action
Range: 15-foot cube
Components: S, M (a pound of iron sand)
Duration: Concentration, up to 1 minute
Learning DC: 20

A bright light burns from your body. Each creature within a 15-foot cube centered around you must make a Strength saving throw. A creature takes 3d8 force damage on a failed save, or half as much on a successful one. All creatures that sustain damage from this spell have their movement speed halved for the duration of the spell.

Numbing Noise

3rd-level abjuration. Emulation, Banshees: within hearing range of Wail

Casting Time: 1 action
Range: 120 feet
Components: V
Duration: Instantaneous
Learning DC: 20

You screech a terrible tune, fazing your foes. Any creature within range that is casting a spell must make a Wisdom saving throw. A creature takes 4d8 psychic damage and loses concentration of whatever

spell they were casting on a failed save and takes half as much on a successful one.

Pinecone Bomb

3rd-level evocation. Emulation, fey and plants: any ranged weapon attack

Casting Time: 1 action
Range: 45 feet
Components: S, M (a pinecone and some sulfur)
Duration: Instantaneous
Learning DC: 15

You lodge an odd grenade. Make a ranged spell attack against a creature you can see within range. On a hit, the creature and all creatures within 5 feet of it take 3d12 acid damage.

Rotting Fist

3rd-level evocation. Emulation, undead: Rotting Fist

Casting Time: 1 action
Range: Touch
Components: S
Duration: 1 minute
Learning DC: 20

An abnormal stench appears in your fist as you prepare to pummel a foe. Make a melee spell attack against a creature within range. On a hit, the creature takes 3d6 bludgeoning damage and 3d6 necrotic damage and must make a Charisma saving throw. If the creature fails, it becomes paralyzed for 1d4 days when the spell ends. The caster must wait for the spell to end from its own duration and cannot force it to end manually.

Skeletal Curse

3rd-level necromancy. Emulation, Minotaur Skeleton: Gore

Casting Time: 1 action
Range: Touch
Components: V, M (a pinch of bone dust)
Duration: Concentration, up to 1 minute
Learning DC: 15

Cracks permeate the form of your foe. A creature of your choice within range becomes afflicted with a curse. For the duration of the spell, the creature is vulnerable to bludgeoning damage. If the creature is immune to bludgeoning damage, it becomes resistant to it instead. The spell has no effect on creatures with resistance to nonmagical bludgeoning damage. If a creature affected by the curse is healed by a *greater restoration* spell, they are cured of the curse and do not suffer the effects of the spell.

Tail Spikes

3rd-level transmutation. Emulation, Manticores: multiattack of three Tail Spike attacks

Casting Time: 1 action
Range: 60 feet
Components: S, M (tiger fur hairs)
Duration: Concentration, up to 1 minute
Learning DC: 20

Spikes grow along your arms, temporarily replacing your arm hair. You gain a number of spikes equal to 1d6 + your spellcasting attack bonus. As a bonus action, you can fire up to three spikes at a creature within range. You must make a ranged spell attack for each spike you fire at a creature. On a hit, a creature takes 1d6 piercing damage from one spike.

Terror Touch

3rd-level illusion. Emulation, Wights: multiattack of one Longsword attack and one Life Drain attack

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 minute
Learning DC: 15

You summon memories of a creature's past mistakes and regrets into a ball of negative energy in your hand. Make a melee spell attack against a creature you can see within range. On a hit, the creature takes 3d8 psychic damage and is frightened by you for the duration of the spell. Additionally, the creature's Strength score is reduced by 1d6 for the duration of the spell.

At Higher Levels. When you cast this spell using four or more spell slots from your pool, the damage increases by 1d8 for every spell slot expended in addition to the original cost.

Venom Shell

3rd-level abjuration. Emulation, Lizardfolk Shaman: any spell of 1st-level or higher

Casting Time: 1 action
Range: Self
Components: V, M (any reptile's tongue)
Duration: 10 minutes
Learning DC: 15

A light mucus is produced by your skin for the duration of the spell. Whenever a creature touches you or hits you with a melee attack, they must make a Constitution saving throw. A creature takes 4d10 poison damage on a failed save, or half as much on a successful one. If a creature starts its turn while grappling you or being grappled by you, they must make the saving throw.

Venom Spray

3rd-level evocation. Emulation, Ankheg: Acid Spray: or: any humanoid: melf's acid arrow

Casting Time: 1 action
Range: 20-foot line
Components: V, M (any spider's fangs)
Duration: Instantaneous
Learning DC: 15

You shoot a 20-foot-long and 5-foot-wide line of hot acid from between your teeth. All creatures within range must make a Dexterity saving throw. A creature takes 8d6 acid damage on a failed save, and half as much on a successful one.

At Higher Levels. When you cast this spell using four or more spell slots from your pool, the damage increases by 1d6 for every spell slot expended in addition to the original cost.

Whirl of Rage

3rd-level evocation. Emulation, Bugbear Chiefs: multiattack of two Morningstar attacks: or: Otyughs: any melee weapon attack

Casting Time: 1 action
Range: 5 feet
Components: V, S
Duration: Instantaneous
Learning DC: 15

You rapidly spin a mystic blade of electric fury. Make a one melee spell attack against all creatures within 5 feet of you. On a hit, a creature takes 3d8 lightning damage and is stunned until the end of their next turn.

Wolfbane Smile

3rd-level illusion. Emulation, Werewolves: Claws

Casting Time: 1 action
Range: 60 feet
Components: S, M (a sprig of wolfsbane, which is consumed by the spell)
Duration: Concentration, up to 1 minute
Learning DC: 15

You smile hungrily at a hostile creature you can see within range. The creature must make a Wisdom saving throw. If the creature fails, they become paralyzed. Additionally, the creature's Constitution score is reduced by 6. If the creature is immune to being poisoned or diseased, its immunity is nullified. If the creature is resistant to poison damage, they lose resistance to it. If a creature is not immune, resistant, or vulnerable to poison damage, they become vulnerable to it. When the spell ends, the effects suffered by a creature immediately disappear.

4th-Level Spells

Awful Eye

4th-level necromancy. Emulation, undead with Regeneration and Turn Immunity: Vengeful Glare

Casting Time: 1 action
Range: 15-foot cone
Components: S
Duration: 1 minute
Learning DC: 20

Your eyes bug out of their sockets as you glare at a group of foes. All creatures within a 15-foot-long and 15-foot-wide cone must make Intelligence saving throws. A creature takes 3d10 psychic damage, is paralyzed, and has their Strength score reduced by 1d6 on a failure; and takes half the damage and resists the paralysis and Strength reduction on a successful one.

At Higher Levels. When you cast this spell using five or more spell slots from your pool, the damage increases by 1d10 for every spell slot expended in addition to the original cost.

Blood Saber

4th-level necromancy. Emulation, shapechangers CR 5: Bite

Casting Time: 1 reaction
Range: Touch
Components: S, M (a drop of your own blood)
Duration: Instantaneous
Learning DC: 20

Whenever a creature damages you, you can use your reaction to summon forth a sharp extension of a weapon you are wielding made from your blood. As a part of the reaction, you can attack the creature a number of times equal to every increment of 10 hit points the creature's attack damaged you for. You can only count the damage from one single attack. For each attack, make a melee spell attack. On a hit, a creature takes your weapons damage in addition to 2d8 force damage.

Cold Wave

4th-level transmutation. Emulation, Gorgons: Petrifying Breath

Casting Time: 1 action
Range: 30-foot cone
Components: V, M (a handful of silt, which is consumed by the spell)
Duration: Concentration, up to 1 minute
Learning DC: 20

You blow over a chilling cloud of rocky texture across a 30-foot cone that moves with you. As a bonus action, you can continue to create the cloud. Any creature that starts its turn in range of the spell takes 3d6 cold damage and must make a Constitution saving throw. On a failed save, the creature takes an additional 3d6 cold damage and is immediately petrified for the duration of the spell. If the creature succeeds, they take 6d6 cold damage and become immune to the spell's petrification effect for 24 hours.

Crystal Rain

4th-level conjuration. Emulation, Shield Guardians: any action that uses the Spell Storing feature

Casting Time: 1 action
Range: 60 feet
Components: V, S, m (any opal)
Duration: Concentration, up to 1 minute
Learning DC: 20

A mass of crystal rotaries appears above you. As an action, you can have the rotaries rain down crystal shards on all creatures beneath it in a 15-foot cone. Each creature attacked must make a Wisdom saving throw. A creature takes 3d8 force damage on a failed save, and the creature takes half as much damage on a successful one. The rotaries disappear when the spell ends. Once a total of fifteen attacks are made against creatures, the spell ends.

As a bonus action, you can move the group of rotaries to another space within range. If the rotaries are further than 120 feet from you, the spell ends. The rotaries are 20 feet in the air and levitate there on their own.

Feather Barrier

4th-level abjuration. Emulation: Vrocks: Talons

Casting Time: 1 reaction
Range: Self
Components: V, M (a feather-filled pillow)
Duration: 10 minutes
Learning DC: 20

If you are falling at least 10 feet, you can take a reaction to cast this spell. You stretch and fluff up a puffy sponge made from light feathers twice your size and wrap it around yourself. All of your falling damage for the duration of the spell is reduced to 0, and the speed at which you fall is halved. You can choose to continue wearing the sponge as a suit of armor now. It raises your Armor Class by 2 and gives you resistance to cold, fire, and lightning damage.

Filamented Hold

4th-level transmutation. Emulation, Drider: darkness/Longbow

Casting Time: 1 action
Range: 30 feet
Components: M (a spool of silk thread, which is consumed by the spell)
Duration: 10 minutes
Learning DC: 20

The spool spins in your hand as loose thread levitates and glows as it is spun into sticky fiber. A creature you can see within range must make a Dexterity saving throw with disadvantage. If the creature fails the saving throw, the sticky fiber thread wraps itself around them tightly and the creature is restrained and falls prone. The fiber cannot be cut by any nonmagical weapon, nor harmed by any spell of 3rd-level or lower. The creature cannot attempt to break free from the fiber thread unless it has a Strength score of 20 or higher.

In addition to its use on creatures, the fiber thread can instead be worn by one friendly creature within range the caster chooses. In this way, the fiber protects the creature, giving them an additional 2 Armor Class bonus and protection from 30 feet's worth of damage caused by falling.

Furthermore, the fiber thread can be used as a temporary rope to hoist things. Its carrying and lifting capacity is five times that of the caster's. The fiber is not tactile enough to be used as a rope for climbing, though.

Geist Wall

4th-level conjuration. Emulation, undead: bestow curse + hold person

Casting Time: 1 minute
Range: Self
Components: V, S, M (four humanoid skulls, each of a different race)
Duration: Concentration, up to 10 minutes
Learning DC: 20

Skulls of different folk rise to address the directions you give them. You gain four skulls that revolve around your person and give you unique effects depending on their origin race. If you used an arcane focus when casting the spell, you can choose from the list of skull types, but each skull must be unique. If you used components, you must use the skull types of the skulls you used to cast the spell. The features the skulls give you end when the spell ends. If the creature was a half-elf, it has an elvan skull. If the creature was a half-orc, it has an orc skull. The following skull types give you the following features:

Aasimar Skull. You shed bright light in a 15-foot radius and dim light for an additional 15 feet and you gain resistance to necrotic damage. If you are an aasimar, you are immune to either necrotic or radiant damage (your choice).

Bugbear Skull. You're capable of carrying, pulling, dragging, and lifting twice as much weight. If you are a Bugbear, all your Stealth checks gain advantage.

Dragonborn Skull. You gain a flying speed of 20 feet. If you are dragonborn, you gain a flying speed of 40 feet.

Dwarven Skull. You are immune to being poisoned and you gain resistance to poison damage. If you are a dwarf, you also deal an additional 1d4 bludgeoning damage with every successful attack.

Elvan Skull. You have advantage on saving throws against being charmed, and magic can't put you sleep. If you are an elf, you cannot be charmed

by anything and automatically succeed Intelligence saving throws.

Firbolg Skull. You can automatically sense when there are traps within a range of 30 feet. If you are a firbolg, you can use your Hidden Step feature five times before having to rest.

Halfling Skull. You have advantage on saving throws against being frightened and on Dexterity saving throws. If you are a halfling, you cannot be frightened, and your Lucky feature applies whenever you roll a 1 or a 2.

Human Skull. You gain half your proficiency bonus in all skills. If you are human, your movement speed increases by 10 feet.

Gnome Skull. Your spell save DC and spell attack bonus increase by 2. If you are a gnome, all of your spells with a range of touch have advantage.

Goblin Skull. You can take the Disengage or Hide actions as a bonus action on each of your turns. If you are a goblin, you can take the Disengage and Hide actions as a part of the same bonus action.

Goliath Skull. You automatically succeed all athletics skill checks, and you gain resistance to lightning damage. If you are a goliath, your Strength score becomes 24.

Hobgoblin Skull. Your armor class rises by 2. If you are a hobgoblin, an attack you make using the Saving Face feature automatically hits.

Kenku Skull. All creatures with a challenge rating of 4 or lower automatically fail any saving throw made against an illusion spell you cast. If you are a Kenku, you understand how to speak without using your Mimicry feature, and you may keep the Kenku skull active even after the spell ends for this very ability.

Kobold Skull. You gain the ability to speak draconic and resistance to fire damage. If you are a kobold, you lose your Sunlight Sensitivity feature.

Lizardfolk Skull. Any emulator spell that can be learned from the Bite action deals an additional 3d6 piercing damage. If you are a lizardfolk, You automatically succeed on all Constitution saving throws.

Orc Skull. All of your weapon attacks get a bonus +3 to hit. If you are an orc, you add double your proficiency bonus to any intimidation skill checks.

Tabaxi Skull. You gain a climbing speed of 20 feet. If you are a tabaxi, your climbing speed rises to 40 feet.

Triton Skull. Your swimming speed is doubled, and you gain resistance to cold damage. If you are a triton, you gain the ability to walk on water, if you choose to.

Yuan-ti Pureblood Skull. You gain resistance to acid damage and gain a darkvision of 30 feet, in addition to the darkvision you already have. If you are a pureblood, your armor class rises by 3.

Hecatomb Wave

4th-level evocation. Emulation, Air Elementals: you suffer a Whirlwind attack

Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Learning DC: 20

You point to a number of creatures within range equal to your spellcasting ability modifier and begin shouting a booming chant at them. Make a ranged spell attack against each creature. On a hit, a creature is flung upwards into the air by heavy wind that reverberates your voice. The creature takes 3d8 thunder damage and is sent 5d20 feet upwards. The creatures break ceilings of wood, hay, or plaster, but are stopped by ceilings of stone or magical force. After the spell ends, the creatures will immediately fall back down.

Ice Break

4th-level evocation. Emulation, Yetis and Abominable Yetis: Chilling Gaze

Casting Time: 1 action
Range: 60 feet
Components: S, M (a pickaxe and dried clay)
Duration: 1 minute
Learning DC: 20

You suck the heat from the bones of creatures you can see within range. A number of creatures equal to your spellcasting ability modifier each must make a Constitution saving throw. A creature takes 6d6 cold damage and is paralyzed on a failed save and takes half as much damage and resists the paralysis on a successful one.

Jettatura

4th-level enchantment. Emulation, Chimeras: you suffer a multiattack of Bite, Horns, and Claws

Casting Time: 1 action
Range: 15-foot cone
Components: V
Duration: 1 minute
Learning DC: 25

The form of a monster pounces out of your body and sweeps through all creatures in a 15-foot cone. Each creature that is met with this projection must make a Charisma saving throw. If the creature is paralyzed or frightened, they automatically fail the saving throw. A creature takes 5d8 psychic damage and falls unconscious for the duration of the spell on a failed save and takes half as much damage and falls unconscious until the start of their next turn on a successful one.

Magic Fruit

4th-level conjuration. Emulation, Shambling Mound: you suffer a successful Engulf attack

Casting Time: 1 action
Range: Self
Components: V
Duration: 1 minute
Learning DC: 15

You spawn a mystic fruit from the feywild. As a bonus action, you can eat the fruit to regain 4d8 hit points. Only the caster is capable of eating the fruit, as the fruit is intangible and cannot be physically interacted with by other creatures. The fruit lasts for the duration of the spell before disappearing.

Mandibular Bite

4th-level evocation. Emulation, any monstrosity CR 5: Bite

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Learning DC: 20

Make three melee spell attacks against a creature within range. On a hit, a creature takes 4d6 piercing damage. If a creature is hit by at least two of the attacks, it is knocked prone.

At Higher Levels. When you cast this spell using five or more spell slots from your pool, the damage increases by 1d6 for every spell slot expended in addition to the original cost.

Magnetite Cloud

4th-level conjuration. Emulation, Earth Elementals: you suffer a multiattack of two Slam attacks

Casting Time: 1 action
Range: 60-foot cube
Components: V, M (five pounds of dirt)
Duration: 1 minutes
Learning DC: 20

You crush nearby earth into a fine mist that you spread all around you. A 60-foot cube of sandstorm particles is created, centered at a point 30 feet above you. A creature that starts its turn in the cloud is blinded and has its movement speed and flying speed halved until it leaves the cloud. When a creature starts its turn in the cloud, it takes 1d6 force damage. Only the caster and a number of creatures equal to half the caster's spellcasting ability modifier (rounded down) are immune to the effect.

Radiant Breath

4th-level conjuration. Emulation, dragons CR 7: any Breath type attack

Casting Time: 1 minute
Range: 30-foot line
Components: S
Duration: 10 minutes
Learning DC: 20

You have reconstructed a part of nature. You create the visage of a dragon's head which radiates bright light in a 60-foot radius and dim light for an additional 60 feet. The conjured visage appears between your hands and shares your space. As an action, you can have it expel a 30-foot line magical breath weapon. Each creature caught in the fire of this must make a Dexterity saving throw. A creature takes 4d10 radiant damage and is reverted to its true form if its currently shapeshifted on a failed save, and half as much damage on a successful one.

Refueling

4th-level evocation. Emulation, constructs CR 7: multiattack of any number of melee weapon attacks

Casting Time: 1 minute
Range: Self
Components: V, M (a coil of copper wire)
Duration: 2 minutes
Learning DC: 20

You feel a surge of energy that causes you to jitter. For the duration of the spell, your movement speed is doubled, and you are able to take two actions and two bonus actions on your turn, and two reactions outside of your turn as well.

Sickle Slash

4th-level conjuration. Emulation, Avatar of Deaths: learned after defeat

Casting Time: 1 minute
Range: Self
Components: V, M (a black cloth the size of a handkerchief)
Duration: Concentration, up to 1 hour
Learning DC: Defeat order component

You summon a minor version of your inevitable end. A handkerchief sized robe is worn over an invisible specter who wields a visible scythe, both conjured by you. The specter follows you wherever you go and is incorporeal. The specter cannot be attacked or targeted, and any attempt to do so will result in the attack targeting the caster with disadvantage. As a bonus action, you can have the specter attack a creature that is adjacent to you. When you do so, you make a melee spell attack using your spell attack bonus. If the specter hits a creature, the creature takes 2d8 slashing damage which can be neither resisted nor nullified by immunity.

Self-Destruct

4th-level evocation. Emulation, Magmins: you suffer from its Death Burst feature: any humanoid: Mijin Gakure

Casting Time: 1 action
Range: Self
Components: S, M (a pound of sulfur and a pound of charcoal)
Duration: Instantaneous
Learning DC: 15

You store lethal amounts of energy inside your body before releasing it all at once. All creatures within a 20-foot sphere centered around you must make a Dexterity saving throw. A creature takes 10d6 fire damage and 10d6 bludgeoning damage on a failed save, and half as much on a successful one. You immediately drop to 0 hit points and sustain two death save failures.

At Higher Levels. When you cast this spell using five or more spell slots from your pool, the damage increases by 2d6 for both damage types for every spell slot expended in addition to the original cost.

5th-Level Spells

Bad Breath

5th-level evocation. Emulation, aberrations: you suffer an Extract Brain attack: or: Nalfeshnee: learned after defeat

Casting Time: 1 action
Range: 30-foot cone
Components: V, S, M (an onion, which is consumed by the spell)
Duration: Instantaneous
Learning DC: 15 (or defeat order component)

You breathe out a terrible odor in a 30-foot cone. Up to three creatures of your choice must make a Dexterity saving throw, a Constitution saving throw, an Intelligence saving throw, and a Wisdom saving throw. If a creature fails the Dexterity saving throw, its speed is halved and it can take an action or a bonus action, but not both, and it can't take reactions. If a creature fails the Constitution saving throw, it is poisoned and diseased, the disease reducing all of the creature's ability scores by 2. If the creature fails the Intelligence saving throw, it loses its memory of its training and cannot add its proficiency bonus to any attack, spell, save DC, or saving throw, and also, it cannot remember how to cast any spell that involves verbal or somatic components, and thus cannot cast those spells. If the creature fails the Wisdom saving throw, it is paralyzed and blinded. All of the conditions last for 1d4 hours.

Body Slam

5th-level evocation. Emulation, dragons CR 7: you suffer a multiattack of one Bite and two Claw attacks

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous
Learning DC: 20

You expand a magically shadow that bears the shape of your body outward. All creatures within range must make a Strength saving throw. A creature takes 4d6 bludgeoning damage, 4d6 necrotic damage, and 4d6 psychic damage on a failed save, and half as much on a successful one. You can designate any number of creatures of your choice for the spell to ignore.

Cross Attack

5th-level necromancy. Emulation, giants CR 7 with darkness: you suffer a multiattack of any two melee weapon attacks

Casting Time: 1 action
Range: 20 feet
Components: V, S, M (a living flea)
Duration: Instantaneous
Learning DC: 20

Make a melee spell attack against an adjacent creature. On a hit, a creature takes 1d4 necrotic damage. Then, make a ranged spell attack against a different creature within range of the first. On a hit, this creature takes 1d4 necrotic damage times the damage taken by the last creature.

If this creature survives the attack, make another ranged spell attack against a different creature within range of the last. On a hit, the creature takes 1d4 necrotic damage times the damage taken by the last creature. You can repeat the process described in this paragraph a number of times equal to your spellcasting ability modifier.

Death Scissors

5th-level necromancy. Emulation, Medusas: a multiattack of two Shortsword attacks

Casting Time: 1 action
Range: 60 feet
Components: S, M (a pair of shears)
Duration: 1 hour
Learning DC: 20

You fling a large pair of shearing blades into a foe. Make a ranged spell attack against a creature you can see within range. On a hit, a creature takes 5d8 piercing damage and the creature's hit point maximum is reduced by the same amount. The pair of shears sticks out of the creatures back. As an action, the creature can attempt to remove the shears from their body by making a Strength saving throw. If the creature succeeds, the creature takes 2d8 slashing damage, but the shears are removed and the spell ends. If the creature still has the shears in its body

after 1 hour from the moment the spell was cast, the creature's hit point maximum is reduced to 0 permanently and the creature dies, ceasing to exist.

Dimensional Death

5th-level conjuration. Emulation, any humanoids: dimension door/mordenkainen's private sanctum/passwall/wall of force

Casting Time: 1 action
Range: 45 feet
Components: S, M (a 3-inch cube made from non-ferrous metal)
Duration: Concentration, up to 1 minute
Learning DC: 25

You create a bright field of force that can span a flat square area of 20 feet, oriented vertically or horizontally that lasts for the duration of the spell. Any creature that passes through the field takes 8d10 force damage and has a random chance of experiencing the following:

1-25. The creature experiences no additional effect.

26-35. Half of the creature's legs, wings, and fins are cleanly severed, halving its speed.

36-45. All of the creature's legs, wings, and fins are cleanly severed, reducing its speed to 0.

46-55. Half of the creature's arms, or bodily weapons if they do not have arms, are cleanly severed, forcing the creature to take an action or bonus action on its turn, but not both.

56-65. All of the creature's arms, or bodily weapons if they do not have arms, are cleanly severed, disabling the creature from taking actions and bonus actions.

66-70. Half of the creature's digestive track, or the equivalent of such, is flayed, giving the creature level 2 exhaustion.

71-75. All of the creature's digestive track, or the equivalent of such, is flayed, giving the creature level 4 exhaustion.

76-80. Half of the creature's respiratory system, or the equivalent of such, is flayed, giving the creature level 2 exhaustion and reducing its Dexterity score by 4.

81-85. All of the creature's respiratory system, or equivalent of such, is flayed, giving the creature level 4 exhaustion and reducing its Dexterity score by 8.

86-90. All of the creature's internal organs sustain minor slices, reducing all of the creature's ability scores by 2.

86-95. The creature's brain sustains major slices, reducing all of the creature's ability scores by 4.

96-100. The creature is cleanly severed into dozens of inch-thick sheets of flesh and the creature dies.

Once a creature passes through the field, it does not suffer damage or experiences any additional effect upon passing through the field again. The effect a creature receives can only be undone by a *greater restoration* spell.

Dream Flower

5th-level illusion. Emulation, Blue Slaadi and Green Slaadi: Claw

Casting Time: 1 action
Range: 30-foot cynlinder
Components: V, S (any feywild flower)
Duration: Instantaneous
Learning DC: 25

You draw up to five creatures of your choice within range into a trance. Each creature must make a Charisma saving throw. If the creature fails, it falls unconscious for 1 minute. A creature that has fallen unconscious from this spell can have a command spoken to them. The command can be no longer than eight words and it cannot involve the creature harming itself or travelling a distance greater than 500 feet. When the creature wakes up, it will immediately journey to a specified destination if it knows of it, and it perform any action described if it can. When the creature completes the command, it will regain control of itself and forget all events that occurred within the last hour.

Envoutement

5th-level divination. Emulation, hags CR 5: any melee weapon attack

Casting Time: 1 action
Range: 1 mile
Components: V, S, M (a stuffed toy and a needle)
Duration: Concentration, up to 1 minute
Learning DC: 20

You prick the soul of a creature whose face and form are known to you. The creature must make a Constitution saving throw. A creature takes 3d8 psychic damage and cannot move on a failed save, and half as much on a successful save. As an action, you can force the creature to repeat the saving throw.

Eyes on Me

5th-level enchantment. Emulation, Fomorians: Curse of the Evil Eye

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: 1 minute
Learning DC: 20

You enthrall a creature's mind to seek you in anger. Choose up to five creatures within range. Each creature must make a Wisdom saving throw with disadvantage. On a failed save, a creature becomes enraged at you and can only target you when making attacks for the duration of the spell. If a creature already has disadvantage on making the saving throw, they automatically fail.

Flying Hip Press

5th-level evocation. Emulation, gith CR 6: any melee weapon attack

Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous
Learning DC: 20

You feign an attack and then strike your opponent in a spot of vulnerability. Make a melee spell attack against a creature you can see within range. On a hit, a creature takes 5d8 bludgeoning damage and is knocked away from you by 5d20 feet. If a creature that has been knocked back strikes a wall before landing, they take an amount of damage equal to the same amount if they had fallen the distance of their knockback.

Light of Penance

5th-level divination. Emulation, Spirit Nagas or Guardian Nagas: you suffer any spell of 4th-level or higher

Casting Time: 1 reaction
Range: 120 feet
Components: V
Duration: 1 minute
Learning DC: 20

Upon being struck, you curse the brigand to suffer the same fate. Whenever you are hit by a creature, you can use your reaction to cast this spell. You state a prayer that is placed as a curse upon the creature that harmed you. Any damage the creature deals to another creature, including the damage it caused you for your reaction, is added to a collective pool. At the end of the spell, the creature takes an amount of radiant damage equal to the pool. This damage cannot be resisted or nullified with immunity. Once you cast this spell on a creature, you must wait for it to end before you can cast it again.

Mind Blast

5th-level evocation. Emulation, aberrations: Mind Blast

Casting Time: 1 action
Range: 30-foot cone
Components: V, S
Duration: Instantaneous
Learning DC: 25

You magically emit horrifying mental energy in a 30-foot cone. Each creature in range must make an Intelligence saving throw. A creature takes 4d8 psychic damage and is stunned on a failed save, and takes half as much damage on a successful one.

One-Thousand Needles

5th-level conjuration. Emulation, any humanoid: wall of thorns: or: Bone Devils: Sting

Casting Time: 30 seconds
Range: 30 feet
Components: S, M (any cactus head)
Duration: Instantaneous
Learning DC: 20

You dance a jig of desert flowers, charging dozens upon dozens of needles within your form each second. When you finish casting the spell, you deal 1000 nonmagical piercing damage, which is divided between all creatures within range. If you are damaged or move while casting this spell, you lose your focus and must begin casting it from the beginning again.

Seedspray

5th-level transmutation. Emulation, Treants: Rock

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a handful of smooth pebbles, which are consumed by the spell)
Duration: 1 minute
Learning DC: 20

You sling a handful of pebbles at a creature you can see within range. Make a ranged spell attack against the creature. On a hit, the creature takes 10d4 bludgeoning damage. The pebbles turn into large seeds as they strike the creature, and the roots of the seeds grow into the creature's body and under its equipment. For the duration of the spell, the creature takes 2d6 piercing damage on the start of its turn and has its armor class reduced by 1d4 + 2 until the start of its next turn.

Spiral Spin

5th-level evocation. Emulation, Cloakers: Tail

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: 10 minutes
Learning DC: 20

You send a hurtling ball of negative energy towards a creature you can see within range. Make a ranged spell attack against a creature you can see within range. On a hit, the ball will hit the creature at the start of its turn, dealing 10d6 force damage and forcing the creature to make a Constitution saving throw. The creature's Strength score is reduced by 6 and the creature cannot recover hit points for the duration of the spell on a failed save, and the creature sustains no additional effects on a successful one. If, between the casting of the spell and the start of the

target creature's turn, the creature is damaged, it has disadvantage on the saving throw.

Thornsong
5th-level abjuration. Emulation, Fire Giants and Frost Giants: Rock

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (six stones, which are consumed by the spell)
Duration: 5 minutes
Learning DC: 25

You imbue the stones with thermal magic. You can choose any combination of the stones to be magma based or glacier based. For the duration of the spell, the stones revolve around you, and any creature that moves to, or starts its turn in, a space that is adjacent to you is hit by 1d6 of the stones. The stones can be attacked 10 feet away from you. The stones each have an armor class of 14 and 20 hit points. For every stone that is destroyed, a creature negates one hit rolled by the 1d6.

Each magma stone does 2d6 fire damage and has a 33 percent chance of stunning the creature, and each glacier stone does 2d6 cold damage and has a 33 percent change of paralyzing the creature.

Voidsong
5th-level abjuration. Emulation, Cloud Giants: light/Rock

Casting Time: 1 reaction
Range: Self
Components: V, S
Duration: Instantaneous
Learning DC: 25

If you are under the effect of a spell that has a duration greater than instantaneous, you can use your reaction to cast this spell. A spell of your choice no longer affects you for the duration of that spell's length.

6th-Level Spells

Corrosive Ooze
6th-level evocation. Emulation, Marids: Water Jet

Casting Time: 1 action
Range: 30-foot line
Components: V, S
Duration: Instantaneous
Learning DC: 25

A gushing torrent escapes form your wrist. Any creature within range must make a Dexterity saving throw. A creature takes 6d8 acid damage on a failed save, and half as much on a successful one. Any creature that takes damage is coated in an ooze that inhibits it movement. For 1 hour after the spell is cast, a damaged creature's speed is halved, its attack rolls decrease by 5, and its armor class decreases by 3.

Diamondhide
6th-level abjuration. Emulation, monstrosities with an armor class of 17 or more: Swallow

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous
Learning DC: 30

You gain 60 temporary hit points, and resistance to force damage and bludgeoning, piercing, and slashing damage from non-magical attacks so long as you still have 1 temporary hit point from this spell.

Feather Tickle
6th-level illusion. Emulation, Rocs: you suffer its Talons

Casting Time: 1 action
Range: Touch
Components: S, M (a roc feather, which is consumed by
Duration: Concentration, up to 1 minute
Learning DC: 30

You magically tickle a creature within range. The creature must make an Intelligence saving throw with disadvantage. On a failed save, the creature develops amnesia over its memories of survival. The creature's proficiency bonus and ability score modifier cannot be applied in any combination to any roll it makes for the duration of the spell.

Frenetic Rip
6th-level evocation. Emulation, devils CR 8: you suffer a multiattack of any number of attacks

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Learning DC: 25

A spinning mass of sparks escapes your dancing form. Three creatures, randomly targeted, must make a Dexterity saving throw. A creature takes 6d12 lightning damage on a failed save, and half as much on a successful one.

Frypan

6th-level transmutation. Emulation, chaotic evil dragons CR 10: Fire Breath

Casting Time: 1 action
Range: 90 feet
Components: S
Duration: Concentration, up to 1 minute
Learning DC: 25

You modify a flat surface with the texture of cast iron. The size of the surface can be no larger than a 30-foot square, and the central point of this surface must be cast within range. Once you cast the spell, the surface cannot be moved. As a bonus action on your turn, you can have the surface heat up. When you do so, each creature standing on the surface takes 8d6 fire damage. The surface reverts to its normal state after the spell ends.

Hydro Shot

6th-level evocation. Emulation, Aboleths: Tentacle

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (the eye of an octopus)
Duration: Concentration, up to 1 minute
Learning DC: 25

You fire ethereal tentacles toward up to five creatures of your choice within range. Each creature must make a Constitution saving throw. On a failed save, the creature gains a disease. A diseased creature's skin becomes translucent and slimy and when it starts its turn outside a body of water, it takes 3d6 acid damage. The disease ends 1 hour after the spell ends.

Infrasonics

6th-level enchantment. Emulation, Behirs: Lightning Breath

Casting Time: 1 action
Range: 30-foot cone
Components: V
Duration: 1 minute
Learning DC: 25

You magically charge a gurgle of sound within your throat before sending out an electric mist in a 30-foot cone that originates from your mouth. Any creature within this cone when you cast the spell takes 8d8 lightning damage.

The mist can be morphed into any shape you desire and can squeeze through a hole as small as 1 inch, thus, when you initially cast the spell and as a bonus action on your turn, you can choose up to thirty spaces for the mist to inhabit. At least one of the spaces must be the same from the mist's original spread.

Any creature you deem hostile gains disadvantage on all of their attacks, and they take 2d8 lightning damage every time they make a successful attack when they are within the mist. Any creature you deem friendly gains advantage on all of their attacks and deals an additional 2d8 lightning damage every time they make a successful attack when they are within the mist.

At Higher Levels. When you cast this spell using seven or more spell slots from your pool, the number of spaces the mist can inhabit increases by 10 and the damage increases by 2d8 for every spell slot expended in addition to the original cost.

Memento Mori

6th-level abjuration. Emulation, Arcanaloths and Archmages: any 5th-level spell or higher

Casting Time: 1 action
Range: Self
Components: V, S, M (a skull of your race, which are consumed by the spell)
Duration: 1 minute
Learning DC: 20

The concentration you require to learn spells itself can now be enchanted. For the duration of the spell, you gain the following effects: Your Comprehension attempts gain a +10 bonus. When you use a Comprehension use to give Convergence to a spell, you can use as many additional damage dice and saving throw DC points as the spell can provide. When you use a Comprehension use to give Diffusion to a spell, the range creatures must be within a spell is doubled and the number of hit points restored or taken by the spell is doubled. When you use a Comprehension use to activate Convergence or Diffusion for a spell, this spell ends after the effects of the former spell have been determined.

Spinal Cleave

6th-level necromancy. Emulation, Draegloths and Glabrezus: you suffer confusion

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Learning DC: 30

You launch chains onto the souls of up to three creatures you can see within range. Make a ranged spell attack against each creature. On a hit, a creature takes 5d6 psychic damage and is grappled by you. As a bonus action, you can pull any number of creatures grappled by this spell up to 10 feet towards you. If a creature is adjacent to you at the start of its turn, it takes 5d6 psychic damage and become frightened of you for 1 hour. When the spell ends, the creatures are no longer grappled.

Voracious Trunk
6th-level conjuration. Emulation, Nalfeshnee: Horror Nimbus

Casting Time: 1 minute
Range: Self
Components: V, S, M (a chip of ivory)
Duration: 10 minutes
Learning DC: 30

A trunk-like appendage spawns onto your body, meshing perfectly with your flesh. As a bonus action, you can hurl the trunk towards a creature within 10 feet of you, making a ranged spell attack when doing so. On a hit, the creature's proficiency bonus is reduced to 0 and your proficiency bonus increases by the amount reduced. If you use the trunk again, you must first dispel the additional proficiency bonus before making the ranged spell attack against a new creature. The trunk and any gained proficiency bonus last for the duration of the spell.

Warm-Up
6th-level enchantment. Emulation, Gray Slaadi: Greatsword

Casting Time: 1 reaction
Range: Self
Components: S
Duration: 1 minute
Learning DC: 30

Whenever you are damage by a creature, you can use your reaction to cast this spell. For the duration of the spell, you can add twice the amount of your Strength ability modifier to your weapon attacks. Additionally, you can add twice the amount of your Dexterity ability modifier to your Armor Class. Your attack bonuses and Armor Class return to their normal state when the spell ends.

Yawn
6th-level enchantment. Emulation: dragons CR 13: Sleep Breath

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a 1-foot cube of wool)
Duration: 10 minutes
Learning DC: 25
A number of creatures equal to your spellcasting ability modifier fall unconscious for the duration of the spell. A creature that is unconscious will be woken up if it is attacked. For every minute a creature is unconscious from this spell, its armor class will decrease by 1, resetting to its normal value when the spell ends.

Zephyr Mantle
6th-level abjuration. Emulation, Djinnis: Create Whirlwind

Casting Time: 1 action
Range: Self
Components: V, S, M (a flute)
Duration: Concentration, up to 5 minutes
Learning DC: 30

You swirl the air around your body to create an armor that diffuses light. For the duration of the spell, you are invisible and have resistance to radiant damage. Additionally, you gain 1 temporary hit point. Any damage from a single attack you take is absorbed entirely by the temporary hit point, after which the temporary hit point disappears.

7th-Level Spells

Actinic Burst
7th-level evocation. Emulation, Storm Giants: Lightning Strike

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an alexandrite, which is consumed by the spell)
Duration: Instantaneous
Learning DC: 30

An enormous blast erupts from your hands into the sky, the bolts of magic raining down on up to ten creatures of your choice. Each creature must make a Wisdom saving throw. If the creature fails, it is stunned for 1 minute. Each creature must then make a Dexterity saving throw. A creature takes 8d8 radiant or lightning damage (your choice) on a failed save, and half as much on a successful one.

Amplification
7th-level abjuration. Emulation, Vampires: legendary action of Unarmed Strike

Casting Time: 1 minute
Range: Self
Components: S
Duration: 1 minute
Learning DC: 30

You gain advantage on all spell attacks and on all saving throws against spellcasting for the duration of this spell.

Animating Wail
7th-level enchantment. Emulation, dragons CR 13: Cold Breath

Casting Time: 1 action
Range: 30 feet
Components: V, M (a mandragora)
Duration: Instantaneous
Learning DC: 35

You let out an ear-splitting cry, calling your allies to action. Up to five friendly creature you can see within range gain a heightened speed. A creature affected by this spell has their movement speed doubled and can perform two actions on their turn instead of one. The effect lasts until the end of the creature's next turn.

Cimicine Discharge

7th-level enchantment. Emulation, Remorhaz: Bite

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a pint of demon ichor)
Duration: Instantaneous
Learning DC: 35

You shake a rhythm that dazes the minds of those around you and heightens your own reaction speed. Up to five creatures of your choice within range have their momentum slowed. A creature that suffers this has its movement speed halved and it can take an action or a bonus action, but not both. The effects last until the end of the creature's next turn.

Additionally, your movement speed is doubled, and you can make two actions instead of one. After casting this spell, you can perform an additional action on the same turn. The effect lasts until the end of your next turn.

Disseverment

7th-levelconjuration. Emulation, Rakshasas: you suffer a multiattack of two Claw attacks

Casting Time: 1 action
Range: Touch
Components: S
Duration: Instantaneous
Learning DC: 30

You make a melee spell attack against a creature within range. During the attack, ghost images of your attack appear, allowing you to repeat the attack four additional times. On a hit, a creature takes 3d8 slashing damage. If the creature takes more than 40 damage, it cannot recover hit points for 1d4 hours

Magic Hammer

7th-level necromancy. Emulation, abberations CR 13: any spellcasting/Eye Rays

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Learning DC: 35

You create a hammer from magical energy and swat a creature you can see within range using it. Make a melee spell attack against a creature you can see within range. On a hit, the creature takes 3d4 bludgeoning damage. You regain a number of expended spell slots equal to the damage rolled.

Plenilune Embrace

7th-level conjuration. Emulation, Vampires: Children of the Night

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a piece of meteorite)
Duration: Concentration, up to 1 minute
Learning DC: 30

A smaller version of the full moon appears in your hand, and you raise to the sky. The moon levitates in the air above the ground by 60 feet to a point within range. Once the moon reaches it destination, it cannot be moved again for the duration of the spell. It sheds a 60-foot cone of dim light beneath it. So long as you are in the mini moon's light, you gain the following effects: You regain 5 hit points at the start of your turn. Furthermore, all of your weapon attacks deal an additional 2d6 damage and all of your spell attacks deal an additional 2d8 damage. The moon disappears after the duration of the spell.

Reactor Cool

7th-level abjuration. Emulation, constructs CR 10: you suffer a multiattack of any two melee weapon attacks

Casting Time: 1 action
Range: Self
Components: V, S, M (a handful of talc)
Duration: Concentration, up to 1 minute
Learning DC: 35

Crystal ice condenses like a liquid around your body. Any damage from an attack you take can be reduced by 20 points for the duration of the spell. If an attack's damage is reduced to 0, you take 1 damage instead. Additionally, when you are attacked by a creature, they take 3d6 cold damage as the ice flows onto their body and hardens. The creature must then make a DC 12 Constitution saving throw or be paralyzed until the end of their next turn. The ice disappears when the spell ends.

Regeneration

7th-level abjuration. Emulation, any creature CR 10 with Regeneration: you suffer a multiattack of any number of attacks

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Learning DC: 35

You cleanse your body and perfect its healing capabilities. For the duration of the spell, you regain

10 hit points at the start of your turn. The spell can heal a maximum of 100 hit points over the maximum duration possible. Additionally, you gain advantage on all Constitution saving throws for the duration of the spell.

Temporal Shift

7th-level conjuration. Emulation, humanoids CR 7 and Ultroloths: dimension door

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (six unique gemstones, all at least worth 500 gp)
Duration: Instantaneous
Learning DC: 30

You summon a spinning ball of iridescent light which immediately flies to a point within range. It then zaps up to ten creatures of your choice. Of the creatures you chose, you can teleport each to a position another was in. Two creatures cannot be teleported to the same position, but a creature can be teleported the space it's on. A creature that has been teleported must make a Wisdom saving throw. On a failed save, the creature is stunned until the start of its next turn. You can choose for any of the creatures to understand what has happened, allowing them to avoid the saving throw.

White Wind

7th-level evocation. Emulation, Gynosphinxes: shield/remove curse

Casting Time: 1 minute
Range: Self
Components: V, S, M (a pound of white sand that is over a ten centuries old)
Duration: Instantaneous
Learning DC: 35

Wind full of promise and nostalgia blows across your face, giving you a wonderful dream. You regain 10d8 + 40 hit points.

8th-Level Spells

Absolute Terror

8th-level enchantment. Emulation, dragons CR 14: Frightful Presence

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a dragon tooth)
Duration: 1 minute
Learning DC: 35

The minds of various creatures around you believe you to be a polymorphed dragon. Up to seven creatures of your choice become frightened of you for the duration of the spell. Whenever you attack one of these creatures, it must make a Wisdom saving throw. If it succeeds, the creature realizes you are not a dragon, and it is no longer frightened. But if the creature fails, it takes 5d10 psychic damage.

Barrier Tusk

8th-level abjuration. Emulation, Dragon Turtles: Bite

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Learning DC: 35

When you first cast this spell and as a bonus action on following turns, you can pull up a magical guard. You can only do so at the end of your turn. When you have this magical guard up, you gain resistance to all forms of damage, and you can reduce any attack's damage by 20 points. This ability can only be used when the spell is in effect.

Battery Charge

8th-level evocation. Emulation, any creature: whenever its action activates an Iron Golem's Fire Absorption feature

Casting Time: 5 minutes
Range: Self
Components: V, S, M (any wand-type magic item, which is consumed by the spell)
Duration: 1 minute
Learning DC: 40

You have learned to apply mechanical genius to your mortal healing factors. For the duration of the spell, you regain 2 expended spell slots at the start of your turn.

Charged Whisker

8th-level evocation. Emulation, Storm Giants: control weather

Casting Time: 1 action
Range: 50-foot sphere
Components: S, M (a gemstone with a blue hue, worth at least 1,000 gp)
Duration: Concentration, up to 1 minute
Learning DC: 40

You summon a gigantic cloud that swirls angrily above you, reducing existing bright light to dim light and dim light to darkness over an area of 300 feet all around you. Up to ten creatures of your choice within range must make a Strength saving throw when you initially cast this spell. A creature takes 10d8 lightning damage and is paralyzed and falls prone on a failed

save and takes half as much damage and falls prone on a successful save. As an action on following turns, you can choose up to three creatures you can see within range. Each creature falls prone if they are standing and takes 2d8 lightning damage. If the creature is already prone, is it pushed into the ground, creating a round crater 10 feet deep. The crater becomes 10 feet deeper each time a creature is pushed down while prone.

Delta Thrust

8th-level evocation. Emulation, Goristo: Gore

Casting Time: 1 action
Range: Touch
Components: V, S, M (a jar of maggots)
Duration: Instantaneous
Learning DC: 40

You make three melee spell attacks against a creature you can see within range. Each attack is critical on a 20, 19, or 18. On a hit, a creature takes 4d8 necrotic damage. If the creature is successfully hit by at least two of the attacks, it becomes plagued for 1 minute. While a creature is plagued, it cannot cast spells, it cannot take reactions, it cannot use flying, hovering, or climbing speed, and it takes 2d8 necrotic damage every time it performs an action.

Dark Orb

8th-level conjuration. Emulation, Death Knights: you suffer a Hellfire Orb attack

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a gemstone of black hue, worth at least 500 gp)
Duration: Concentration, up to 1 minute
Learning DC: 35

An orb of ecliptic darkness appears in your hand and upon casting this spell, you can move the orb to any location within range. As a bonus action on all your following turns, you can move the orb to a new location within 60 feet of it. Any creature other than you that touches the orb takes 4d8 necrotic damage upon contact. If the orb touches a creature while moving to its new location, it is stopped by the contact and cannot move until the start of your next turn.

Additionally, the orb causes all surfaces within 500 feet of it to appear in darkness and all creatures except you and a number of creatures equal to your Wisdom ability modifier are considered blinded, regardless of darkvision. The orb's range of darkness automatically extinguishes all forms of light and fire.

Mortal Ray

8th-level necromancy. Emulation, Mummy Lord: you are within hearing range of Blasphemous Word, or you are within range of Channel Negative Energy

Casting Time: 1 action
Range: 30-foot line
Components: V, S, M (the eye of any fiend, which the spell consumes)
Duration: 1 minute
Learning DC: 35

Your eyes flutter as dark thorns of magic take them, before opening your eyes and firing evil energy. When you cast this spell, a 30-foot line of negative energy. The line has a width of 5 feet. Up to three creatures of your choice within that range must make a Constitution saving throw. If a creature fails, it cannot recover hit points for the duration of the spell and it is doomed. A doomed creature immediately dies after the duration of the spell. A doomed creature is aware of its imminent death. A creature can have its doom effect removed by a *greater restoration* spell, or a spell of similar effect.

Occultation

8th-level abjuration. Emulation, Planetars: blade barrier

Casting Time: 1 minute
Range: Touch
Components: S, M (one hundred sheets of parchment, which the spell consumes)
Duration: 5 minutes
Learning DC: 40

You gain a number of holy interventions equal to your spellcasting attack modifier. Each count as a temporal hit point which you gain. Whenever a creature attacks you, you can choose for it to miss, expending one temporary hit point when you do so. If you are damaged, all of your temporary hit points disappear. The temporary hit points last for the duration of the spell, and you cannot gain temporary hit points from any other source while the spell is still in effect. If you lose all of your temporary hit points gained from this spell, the spell ends.

Reaving Wind

8th-level evocation. Emulation, Androsphinx: within hearing range of its Third Roar
Casting Time: 1 action
Range: 120-foot cylinder
Components: V, S, M (a pound of obsidian sand, which the spell consumes)
Duration: Concentration, up to 1 minute
Learning DC: 40

You hold the grains of magical particles in a swirling motion before unleashing a huge sandstorm. A black sandstorm begins swirling on a point centered on you when you cast the spell. The sandstorm is a 120-foot-wide cylinder and is 200 feet tall. All creatures except for you and up to 5 creatures of your choice must make a Strength saving throw with disadvantage. If a creature fails, it is picked up by the

sandstorm and is restrained. At the end of its turn a creature can repeat the saving throw. At the start of its turn, a restrained creature takes 3d8 bludgeoning damage.

Any creature that takes a collective 20 points of damage or more becomes plagued for 1d4 days by the sandstorm as its particles fly into its body. A plagued creature loses all of its proficiencies and cannot take bonus actions or reactions.

Furthermore, whenever a plagued creature is within 60 feet of you, you can make an Intelligence (Arcana) check at the start of that creature's turn to control the particles within the creature. On a successful check, you can control the creature's movement and its action, effectively commanding its body. The creature must be Large or smaller.

9th-Level Spells

Cruel Joke

9th-level necromancy. Emulation, Tarrasques: you are within sight of the Tarrasque's Reflective Carapace feature being activated

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 minute
Learning DC: 50, requires Unbridled Learning

You laugh horribly as you cast the spell neither god nor fiend dare seek or speak of. Up to ten creatures of your choice within range are doomed. A doomed creature dies after the spell ends. A doomed creature is aware of its imminent death. A creature that dies from the effects of this spell also suffers its soul ceasing to exist. The only way to remove a creature's doom effect or bring their soul back into existence is through use of the *wish* spell.

To learn this spell, you must have access to Unbridled Learning.

Entomb

9th-level conjuration. Emulation, Demiliches: Howl

Casting Time: 1 minute
Range: Touch
Components: V, S, M (a birdcage)
Duration: 1 month
Learning DC: 45, requires Unbridled Learning

You target a creature of Large size or smaller that is with range. The creature must make a Strength saving throw. On a failed save, the creature is teleported to a pocket dimension and trapped within a cube of force walls, each 10 feet in length and width. The creature is trapped in this dimension for the duration of the spell, or until the caster chooses to release the creature, at which point, the creature returns to a space within 500 feet of you that you can see. As a bonus action, you can examine the force cube prison and put an item into it. The item cannot be magical, and it cannot be heavier than 50 pounds or larger than 2 feet in length. As an action, you can torture a creature trapped within the force cube, dealing 1d4 damage to it, the type of which you can choose.

To learn this spell, you must have access to Unbridled Learning.

Gates of Hades

9th-level conjuration. Emulation, Pit Fiends: wall of fire

Casting Time: 1 day
Range: 1-mile sphere
Components: V, S, M (a humanoid sacrifice, which the spell consumes)
Duration: Concentration, up to 1 month
Learning DC: 45, requires Unbridled Learning

Centralized on the point at which you stand when you cast this spell, all land around you is replaced with a replicate version of the Abyss, Hades, the Nine Hells, or the Great Void (your choice) in which you are the controlling regent. In any of the three replicate planes, you gain the following effects when in the range of this replicate:

- You are immune to fire damage. Any successful attack that deals fire damage instead treats the attacker as the target.
- You can command any demon or devil of CR 15 or lower to do whatever you desire so long as they are also within the range of this spell.
- You can curse a creature as a bonus action when both you and it are within the range of the spell. You can have up to 100 creatures cursed. A cursed creature has their hit point maximum reduced by 1 for each minute they spend in the range of the spell, until the creature's maximum hit point score is 10.

You gain the following effects depending on which plane you chose to replicate:

The Abyss. The land is filled with random sinkholes and tunnels which remain even after the spell's end. Additionally, all creatures in the spell's range that attempt to find your location by any means or attack you must first make a Charisma saving throw. If the creature fails, it immediately becomes suspicious of its companions, if it has any, and attacks them when it next finds them. Furthermore, if the creature fails, it is teleported to a random place it has not yet been within the range of the spell.

Hades. The land is transformed into a colorless replica of its original self and bright light cannot shine within range of the spell. Additionally, all creatures in the spell's range, except for you, are unable to feel any emotion for the duration of their stay in the range of the spell. If a creature attempts to attack you, it must make a Wisdom saving throw. On a failed save, a creature gains one level of exhaustion. If the creature gains six levels of exhaustion while in range

of the spell, it transforms into a larva and remains as such until the spell ends.

The Nine Hells. The land is filled with fire and brimstone, the color of which can be iridescent and of your choosing. Additionally, darkvision no longer works for any creature within the range of the spell, except for you. If a creature tries to attack you, they must make an Intelligence saving throw. If the creature fails, it loses an entire year's worth of memories, and its hit point maximum is reduced by 4d8. If a creature has its maximum hit points reduced to 0, it dies.

The Great Void (Promyvion). The land is transformed into a giant spherical black hole swirling fire all around it, and all creatures are spun around the center, slowly being pulled towards the center. All creatures and objects appear monochromatic, and the effects of light appear bent and warped. You can choose up to 20 creatures and a 200-foot cubic space to be immune to these effects. For every hour a creature is within the range of the spell, it takes 1d6 bludgeoning damage which can neither be resisted nor nullified with immunity. If a creature attempts to move away from the center, they must make a successful Strength saving throw to do so. When the creature is halfway towards the center, it makes the saving throw with disadvantage. If a creature who is not immune to the effects of the spell enters the center of the spell, it disappears, and its soul ceases to exist.

You are immune to the harmful or unwanted effects of the plane that you choose.

To learn this spell, you must have access to Unbridled Learning.

Rail Cannon

9th-level evocation. Emulation, Ancient Gold or Red Dragons: Fire Breath

Casting Time: 1 action, 1 bonus action, 1 reaction, and all of your movement speed
Range: 60-foot line
Components: V, S, M (a gold dragon's hide)
Duration: Instantaneous
Learning DC: 45

You charge up a massive battery of magic energy before unleashing it in a devastating beam. All creatures and objects in a line with a length of 60 feet and a width of 10 feet take 15d10 force damage. If the object is not made of obsidian, diamond, adamantium, mithril, or any material only found in an astral plane, it is entirely obliterated. If the item is magical, it loses all of its magical properties for 1d4 months but is not destroyed.

Sinker Drill

9th-level transmutation. Emulation, Purple Worm: You suffer its Bite attack

Casting Time: 1 action
Range: 120 feet (40-foot cylinder)
Components: V, S, M (a heart of a purple worm)
Duration: Instantaneous
Learning DC: 45

You create a sinkhole, the center of which is at a point on the ground within range. From that point, all soil and rock separates to form a 40-foot-wide, 300-foot-tall cylinder of sunken earth. All creatures within that range fall to the bottom of the cylinder. You can choose for the walls of rock around the cylinder's edge to be smooth or rocky, but not both. If a creature attempts to climb the surface of a smooth cylinder, it has disadvantage on all of its climbing-related ability checks. If a creature falls along the edge of the cylinder, or hits the edge as they fall, they take 8d6 piercing damage. The sinkhole's shape is set even after the spell ends.

Tenebral Crush

9th-level evocation. Emulation, Liches: power word kill

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Learning DC: 45

You squeeze the body of a creature you see within range into a ball of dense, hardened organic material which cannot be described as flesh anymore. Choose a creature that is Medium or smaller that you can see within range. The creature must make a Strength saving throw. If the creature fails, it takes 500 bludgeoning damage. If this kills the creature, its body is squeezed into a hard ball of blackened material. Even if the creature is brought back to life by a spell capable of doing such, it will be returned to the astral plane as it does not have a body to return to.

Tourbillion

9th-level evocation. Emulation, Ancient Black or Red Shadow Dragon: Shadow Breath

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (fifty black dragon scales)
Duration: Concentration 10 minutes
Learning DC: 45, requires Unbridled Learning

A dark mass that reeks of death appears as a scimitar in your hand. The weapon shares the name of the spell and deals 5d6 slashing damage and 5d6 necrotic damage on a successful hit.

You can create up to five shadowy whirlwinds within range using the weapon. The whirlwinds are 5-foot-wide cylinders with a height of 20 feet. A creature that starts its turn in a cylinder becomes restrained by it and takes 2d6 necrotic damage at the start of its turn. To escape a whirlwind, a creature must make a successful Strength saving throw. As a

bonus action, you can move two whirlwinds up to 45 feet from their current locations. If a whirlwind is more than 200 feet away, it disappears.

The weapon and its effects last for the duration of the spell. If you kill a creature with this weapon, its soul ceases to exist.

To learn this spell, you must have access to Unbridled Learning.