

Water Walk

March 6, 2023



This spell grants the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures you can see within range gain this ability for the duration.

If you target a creature submerged in a liquid, the spell carries the target to the surface of the liquid at a rate of 60 feet per round.

Water Breathing

March 6, 2023



This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

Zone of Truth

March 6, 2023



You create a magical zone that guards against deception in a 15-foot radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Word of Recall

March 6, 2023



You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

Wish

March 6, 2023



The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes

effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the [greater restoration](#) spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a [wish](#) spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the

game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast [wish](#) ever again if you suffer this stress.

Wind Wall

March 6, 2023



A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a

Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Spellcasting

March 6, 2023



Magic permeates fantasy gaming worlds and often appears in the form of a spell.

This chapter provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

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Wheelchair Cavalry Goblin

March 6, 2023



Small humanoid (goblinoid), any alignment

- **Armor Class** 15 (breastplate)
- **Hit Points** 18 (4d6 + 4)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

- **Skills** Athletics +2, Perception +1, Stealth +5
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common, Goblin
- **Challenge** 2 (450 XP)

Wheelchair User. The goblin relies on a wheelchair for mobility, granting it advantage on saving throws against effects that would cause it to become prone and adds 50 percent to its dash movement. However, it has disadvantage on Dexterity (Acrobatics) checks. The wheelchair has AC 15 and 14 (4d6) hp. If the chair is destroyed, the goblin has a ten foot movement speed and uses its hand crossbow. Twenty percent of Wheelchair Cavalry Goblins are ambulatory wheelchair users and can walk at normal speed, but any round when they exert their legs (e.g., running, combat, jumping), they must succeed on a DC 16 Constitution saving throw or experience one level of exhaustion, cumulative each round of exertion.

Nimble Mobility. The goblin's wheelchair is uniquely designed for speed and maneuverability. It can move through difficult terrain without penalty, and due to the chair's supple frame, the goblin can use its Dexterity to jump, both to determine distance and associated Athletics checks.

Nimble Pivot. The goblin can take the Disengage action as a bonus action on each of its turns.

Actions

Hand Crossbow. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Lance. Melee Weapon Attack: +2 to hit, reach 10 ft., one target. Hit: 6 (1d12) piercing damage.

Trip. If the goblin moves at least 20 ft. toward a target and then hits it with a Lance attack on the same turn, the target must succeed on a DC 11 Dexterity (Acrobatics) saving throw or be knocked prone and take an additional 2 (1d4) bludgeoning damage.

The Goblin Wheelchair Cavalry charges into battle with their lances held high, aiming to impale their enemies. As they strike, they twist the lance to hook onto their opponent's armor or flesh, before using their momentum to trip them and knock them off balance. They continue using their momentum to disengage from their target and fire their hand crossbow the next round as they escape.

The goblin's wheelchair appears to be a ramshackle contraption made from scavenged materials such as wood, metal scraps, and bits of fabric. The wheels are mismatched and slightly wobbly, but they spin smoothly, and the seat is padded with a patchwork cushion. The durable but springy frame is decorated with painted symbols and crude carvings, testifying to the goblin's pride in its ride.

The goblins of the horde live a dangerous life, and injuries and disease are common. Consequently, disabled members take on other roles in the community or adapt to their changed abilities. Warriors who lose their mobility train for an elite corps using specialized wheelchairs to become a mobile, hard-hitting cavalry unit, a feared and respected force on the battlefield, striking fear into the hearts of their enemies with their lightning-fast charges and deadly precision.

Glaciadon

March 6, 2023



Huge elemental, neutral

Armor Class

17 (natural armor)

Hit Points

84 (8d12 + 32)

Speed

30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities

fire

Damage Resistances

bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities

cold, poison

Condition Immunities

exhaustion, paralyzed, petrified, poisoned, unconscious

Senses

darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages

Aquan

Challenge

5 (1,800 XP)

Blizzard Barrier (1/Day). A 10 foot radius barrier of snowy wind swirls around the elemental for 1d4 rounds. All creatures within the radius must succeed on a DC 11 Constitution saving throw or take 9 (2d8) cold damage. A creature that succeeds on the saving throw takes half damage. The elemental can invoke this ability as a reaction on its next turn following the Freezing Storm.

Actions

Multiattack. The elemental makes two slam attacks.

Chilling Blast. Ranged Spell Attack: +3 to hit, range 60/180 ft., one target. Hit: 9 (2d8) cold damage. The elemental emits a concentrated blast of icy wind. On hit, the target must succeed on a DC 11 Constitution saving throw or be paralyzed until the end of the elemental's next turn.

Freezing Storm (Recharge 6). The elemental creates a storm of freezing winds in a 60 ft. radius centered on itself. Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 18 (4d8) cold damage and be knocked prone. A

creature that succeeds on the saving throw takes half damage and is not knocked prone.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage + 9 (2d8) cold damage.

Description

The Glaciadon resembles a humanoid figure made entirely of ice, with shimmering blue-white crystal armor and a fierce expression. Its limbs and weapons are made of jagged icicles, giving it a deadly appearance. The Glaciadon is surprisingly agile and can fly swiftly through the air as icy winds propel it.

In combat, the Glaciadon attempts to fly out of range of attackers while invoking its Freezing Storm, using its Chilling Blast as long as it can stay out of range of attackers. If it believes an attacker can reach it, the Freezing Storm reduces to the Blizzard Barrier the following round. If it takes damage from a ranged attack or has an opponent within 10 feet, it will switch to slam attacks.