

True Polymorph

March 6, 2023



Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into a nonmagical object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If you concentrate on this spell for the full duration, the transformation lasts until it is dispelled.

This spell has no effect on a shapechanger or a creature with 0 hit points. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell.

Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality.

The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't

reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech, unless its new form is capable of such actions.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The GM has the creature's statistics and resolves all of its actions and movement.

If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form, after the spell ends and it returns to its normal form.

Unseen Servant

March 6, 2023



This spell creates an invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

True Strike

March 6, 2023



You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.

Vampiric Touch

March 6, 2023



The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

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

Vitality Exchange

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2nd-level necromancy

Casting Time: 1 action

Range: 30 ft.

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

Duration: Instantaneous

You can transfer the life force of those within a 10-foot-radius sphere centered on a creature of your choice within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. You also must make a Constitution saving throw, taking 1d6 necrotic damage on a failed save, or half as much damage on a successful one and a creature of your choice within range regains hit points equal to the amount of necrotic damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Kosha's Delicate Touch

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conjunction cantrip

Casting Time: 1 action

Range: 5 ft

Components: V

Duration: 1 minute

A pair of spectral floating limbs extend from your body up to 5 feet, complete with a set of dexterous appendages. The limbs respond to your commands as though they were a part of your body and can perform any actions or activities you could ordinarily perform with such limbs and free hands. If one of the limbs is directly attacked or damaged, you take nonlethal psychic damage equal to the damage taken by the limb, up to 4 per attack.