

EQ Enchanter Conversion for 5e

CLASS FEATURES

As an Enchanter you gain the following class features:

HIT POINTS

Hit Dice: 1d6 per Enchanter level

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

Hit Points at Higher Levels: 1d6 + your Constitution modifier per Enchanter level

PROFICIENCIES

Armor: None

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

Tools: Jeweler's Tools

Saving Throws: Intelligence, Charisma

Skills: Choose two from Arcana, History, Deception, Insight, Intimidation, Religion, Persuasion

EQUIPMENT

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

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

CANTRIPS

At 1st level, you know three cantrips of your choice from the Enchanter spell list. You learn additional Enchanter cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard list.

SPELLBOOK

At 1st level, you have a spellbook containing six 1st level Enchanter spells of your choice.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

PREPARING AND CASTING SPELLS

See the Wizard section of the 5th Edition PHB page 114. The Enchanter works the same way.

MESMERIZE

Starting at 1st level, you can use your affinity for enchantments to mesmerize a single target. As you advance your influence spreads to more targets. See the Mesmerize Target/Duration Chart for the progression rate.

Mesmerize Target/Duration Chart

1st Lvl – 1 target – 4 rounds

3rd Lvl – 1 target – 6 rounds

5th Lvl – 1 target+1 within 5 ft – 4 rounds

7th Lvl – 1 target+1 within 5 ft – 6 rounds

9th Lvl – 1 target +1 per Cha mod – 4 rounds

11th Lvl – 1 target+1 per Cha mod – 6 rounds

13th Lvl – All targets/20' radius – 4 rounds

15th Lvl – All targets/20' radius – 6 rounds

17th Lvl – As above/Add Cha mod to DC

In order to activate this ability, you must expend a spell slot of the same level. The target is mesmerized by a display of scintillating colors that flash from your hand if they fail a Wisdom saving through. A mesmerized creature can take no actions and loses its Dexterity bonus to AC (if any). Foes gain advantage to attack rolls against the mesmerized creatures. The effect ends immediately when the mesmerized creature takes at least 1 hit point of damage. As soon as the mesmerization effect is broken, if the creature has been mesmerized for at least 1

full round, it acts immediately on the next initiative count (and this becomes its new initiative for the duration of the encounter). Otherwise, the creature that is no longer mesmerized resumes action on its original initiative count in the next melee round.

Non-damaging effects or spells may be used against a mesmerized creature without breaking the condition as long as they do not cause hit point damage. Likewise, magic canceling or dispelling effects can be used on the target as well, and this will not break the mesmerization even if the target loses hit points as a result of lost beneficial spells.

Mesmerize requires concentration, as if it was a spell with the same concentration stipulation and only one instance of mesmerize can be active at one time.

Mesmerize is more difficult to resist. The save DC is 8 + proficiency bonus + Enchanter's Int modifier + ½ Enchanter's Cha bonus (rounded down). At 17th level, you can add your full Cha modifier to the DC.

A mesmerized creature is oblivious to its surroundings, and afterwards remembers nothing that transpired while it was mesmerized. If the mesmerization effect runs its full duration without being broken by damage to the target, then the target will not even realize that it was mesmerized and, in fact, must make another WIS save against this ability or forget completely the period 1 minute prior to the casting of the effect.

ENCHANTED DEFENDER

Starting at 1st level, you can summon a disembodied weapon and shield (with the properties on the chart below) to defend you in combat. When you take damage from a hostile creature you can use your reaction to send this companion to engage the creature that attacked you. You have limited control

over this mindless automaton, and can only issue a command for it to stop attacking.

The Enchanted Defender only attacks if you use your reaction in the round where you took damage. This companion is defensive only and does not possess the hit points for sustained melee confrontations. It attacks until commanded to stop, the target is destroyed or it is reduced to 0 hit points. It takes 1 minute to summon an Enchanted Defender and another cannot be summoned until the former is destroyed.

This defender has hit points equivalent to your level x 3 + Int. modifier, attacks using the Enchanter's spell attack bonus and gains abilities as below:

Enchanted Defender Progression

1st Lvl – Your defender is a disembodied dagger and shield. It does 1d4 damage and its AC is 10 + 2 (shield) + Int. modifier.

5th Lvl – Your defender becomes a Scimitar and shield and does 1d6 damage and counts as a +1 magic weapon for both attacks and damage. Its AC is 10 + 2 (shield) + Int. modifier.

10th Lvl – Your defender is a disembodied longsword and shield. It does 1d8 damage plus 1d6 sneak attack damage as long as the target is within 5 feet of one of your companions that is not incapacitated, and the Enchanted Defender does not have disadvantage. This longsword counts as a +1 magic weapon for both attacks and damage. Its AC is 10 + 2 (shield) + Int. modifier.

15th Lvl – Your defender can now duel wield and no longer has a shield. It takes the form of two disembodied bastard swords (treat as longswords that do 1d10 damage). Your defender attacks twice doing 1d10 damage per hit and counts as a +2 magic weapon for both attacks and damage. Its AC is 10 + Int. modifier.

20th Lvl – Your defender takes the form of two great swords, attacks twice, and does

2d6 damage per hit. This defender counts as magic +3 weapons for attack and damage. Its AC is 10 + Int. modifier.

ENCHANTMENT SAVANT

When you reach 2nd level, the gold and time you must spend to copy an enchantment spell into your spellbook is halved.

In addition, you can automatically appraise gems, jewelry and art objects using your Jeweler's tool kit. This can reveal worth, type, etc.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CLARITY OF MIND

At 5th level, you can target yourself +1 person within 15 feet per point of your Cha modifier and cleanse their mind of stress and restore lost spell slots. Initially, you can restore 1d4 recovery points worth of spell slots but this increases to 1d6 at 9th level, 1d8 at 13th level, and 1d10 at 17th level.

You can use the points recovered to buy back spell slots. The regained slots appear immediately and can be used as normal. It costs the spells level + 1 in recovery points, so at 5th level you can recover two 1st level spell slots for 2 points each (spells level + 1), or one 2nd level slot for 3 (spells level +1).

Once you use this feature, you must finish a long rest before you can use it again. No creature can benefit from this ability and other abilities that renew spell slots. For example a wizard cannot benefit from Clarity and his Arcane Recovery ability in the same period of time.

INURED TO CHARMS

Starting at 7th level, you have advantage on saving throws against being charmed. At 15th level, you are immune to charms. You have spent so much time wielding enchantments and charms that you have become inured to their effects until you eventually grow immune.

SPLIT ENCHANTMENT

Starting at 10th level, when you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature within 5 feet.

ENCHANTED CRAFTER

Starting at 14th level, when you attempt to create a magic item, the cost and time it takes (according to the chart on page 129 of the *Dungeon Master's Guide*) is halved. In addition, the components needed to impart spell like abilities to the item are also halved as you are able to accomplish some of this with the innate abilities of your enchanting.

SPELL MASTERY

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

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

SIGNATURE SPELLS

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level Enchanter spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the

number of spells you have prepared, and you can cast each of them once at 3rd-level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

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

ENCHANTER EPIC

The Staff of the Serpent 5th edition

Short quarterstaff: 1d8 damage

Magic Weapon: *The Staff of the Serpent* is a magic quarterstaff that grants a +3 bonus to attack and a +2 bonus to damage.

Living Snake: Once per day the wielder of the staff may transform it into a living snake. This effect lasts for up to 12 hours, after which time the snake reverts to staff form. The snake serves as the wielder's pet and the wielder can see through its eyes. If the snake is slain it simply reverts back to staff form and cannot transform for a week. This snake uses the stats of the Giant Constrictor on page 324 of the MM.

Speed of the Shissar: An Enchanter wielding this staff may invoke this ability to cast *Haste* on a single target. This effect acts as the 3rd level spell with the following differences: There is no lethargy effect when it wears off. In addition, the Enchanter does not need to concentrate on this effect. This *Haste* can be cast up to 3 times a day.

Flowing Thought: An Enchanter wielding *The Staff of the Serpent* is granted the flowing thought property which allows them to recover some of their magic while holding this staff. Flowing thought works like a Wizard's *Arcane Recovery* with the following differences: No studying is needed and no short rest is needed. This can be done once per day. The wielder can recover spell slots that are equal to or less

than half of their Enchanter level rounded up and no slots can be 6th level or higher.

ENCHANTER SPELL LIST

EQ Spells = **Bold type**

Pathfinder spells = *Italics*

Sword and Sorcery spells = Underlined

CANTRIPS

Dancing Lights

Friends

Guidance

Light

Mage Hand

Mending

Minor Illusion

Prestidigitation

Sneeze

Thaumaturgy

True North

Vicious Mockery

1st LEVEL

Arrow Charm

Absorb Elements (PoA)

Charm Person

Command

Detect Gold

Detect Magic

Disguise Self

Dissonant Whispers

Faerie Fire

Flash

Heroism

Identify

Illusory Object (EQ's Minor Illusion)

Lull

Mage Armor

Quick Sober

Shallow Breath

Shield

Silent Image

Tasha's Hideous Laughter

Weaken

2nd LEVEL

Alibi

Alter Self

Blindness/Deafness

Blur

Calm Emotions

Commanding Presence

Detect Thoughts

Dolomar's Mapping

Enhance Ability

Enkili's Prank

Enlarge/Reduce

Glitterdust

Port (Eq's Gate)

Haze

Hold Person

Invisibility

Invisibility to Undead

Knock

Lesser Restoration

Levitate

Magic Weapon

Mind Spike (**xanathar's**)

Mirror Image

Misty Step

Perfect Recollection

Sentinel

See Invisibility

Silence

Shadow Blade (**xanathar's**)

Soundburst

Suggestion

Tashan

Zone of Truth

3rd LEVEL

Assassin's Senses

Bind Sight

Catnap (**xanathar's**)

Chaotic Feedback

Clairvoyance

Counterspell

Dispelling Magic

Endure Element

Endure Magic

Enemies Abound (**xanathar's**)

Eye of Confusion

Fear

Fly

Gaseous Form

Haste

Helping Hand

Hypnotic Pattern

Invigor

Invisibility Sphere

Leomund's Tiny Hut

Major Image

Phantom Steed

Remove Curse

Root

Sending

Slow

Tongues

Unbuckle

Water Breathing

Water Walk

4th LEVEL

Arcane Eye

Belsameth's Strife

Bind Affinity

Charm Monster (**xanathar's**)

Compulsion

Dimension Door

Dominate Beast

Fabricate

Greater Invisibility

Hallucinatory Terrain

Mind Over Matter

Mordenkainen's Private Sanctum

Phantasmal Killer

Polymorph

Stoneskin

Whirl Till You Hurl

Zone of Silence

5th LEVEL

Animate Objects

Disempower

Dominate Person

Dream

Geas

Greater Restoration

Hold Monster

Inquisition

Mislead

Modify Memory

Permanency

Rune

Seeming

Shielding

Synaptic Static (**xanathar's**)

Teleportation Circle

6th LEVEL

Arcane Gate

Bind Affinities

Declaration of Death

Find the Path

Flesh to Stone

Mass Suggestion

Mental Prison (**xanathar's**)

Otto's Irresistible Dance

Primordial Ward (PoA)

Programmed Illusion

Resist Element

Resist Magic

Sympathetic Aura

True Seeing

Wind Walk

7th LEVEL

Etherealness

Mirage Arcane

Mordenkainen's Magnificent Mansion

Plane Shift

Power Word Pain (**xanathar's**)

Project Image

Repulsion

Simulacrum

Teleport

8th LEVEL

Antimagic Field

Calming Visage

Discern Location

Dominate Monster

Feeblemind

Feedback

Glibness

Haunting Visage

Illusory Dragon (**xanathar's**)

Maze

Mind Blank

Power Word Stun

Widdershins

9th LEVEL

Foresight

Imprisonment

Invulnerability (**xanathar's**)

Mass Polymorph (**xanathar's**)

Psychic Scream (**xanathar's**)

Shapechange

Time Stop

True Polymorph

Two Minds

Weird

NEW ENCHANTER SPELLS

ALIBI

(Bard, Enchanter, Sorcerer, Wizard)

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Duration: 1 day/level

Upon casting this spell, those affected by it will believe that you were in their company for a period of time equal to your level in hours (or less, if you so desire at the time of casting). These vague memories will last for a period of days equal to your level. After this time passes, the false memories will fade, as minor details often do. Those individuals unaffected by the spell will have no idea that the spell was cast, but their memories of your presence will conflict with those you've enchanted.

ARROW CHARM

(Enchanter, Magician, Sorcerer, Wizard)

1st-level divination

Casting Time: See text

Range: 5 miles

Duration: See text

This spell is cast in two parts for full effect. First, the caster must attach a rune in the shape of an arrow to the target. The rune can be any size and can be hidden anywhere on the target, but must be large enough to be seen with the naked eye. The rune can be put on objects or creatures alike and is magically bonded to the target. The *arrow charm* will lead the way to the rune and thus it won't find the individual wearing it should the rune be separated from the individual. The caster can inscribe a number of runes equal to his level at one time.

The initial casting takes place well before the spell's full effect. The day before an expedition into the wilderness for example, all members may be inscribed with the rune or be given objects with the rune, so that any who are later separated can be easily located.

After the initial inscription of the rune, the spell is considered cast. Wizards must prepare the spell again or use another slot to cast *arrow charm* again in order to locate the target.

The inscribed rune retains its magical effects until the target is located using the second casting. After that, the spell effects vanish though the rune may remain. It need not be inscribed again if it was not somehow erased, but the spell must be recast to infuse the rune again and allow it to be located.

To locate the bearer of the *arrow charm*, the caster must cast the spell a second time and name the target. At that point, a shimmering, arrow-shaped pointer appears in the air and moves with the caster, unerringly pointing the direction (though not necessarily the way) to the target. The magical pointer vanishes when the caster touches the target, and the spell effect vanishes.

An *arrow charm* is not without its limitations. The spell will fail should the

target be taken beyond the spell's range. A successful *dispel magic* on the target will eliminate the rune's effectiveness and destroy the spell. As mentioned above, should the target be separated from the object that bears the rune, the caster will be able to locate the object, but not its former bearer.

ASSASSIN'S SENSES

(Bard, Cleric, Enchanter, Sorcerer, Wizard)

3rd- level divination

Casting Time: 1 action

Range: Touch

Duration: 1 minute

This spell increases the target's critical threat range by one. If the target scores a critical on a roll of 20 normally, with this spell active, the target scores a critical on a roll of 19-20.

BELSAMETH'S STRIFE

(Bard, Cleric, Enchanter, Sorcerer, Warlock, Wizard)

4th- level Enchantment

Casting Time: 1 action

Range: 90 feet

Duration: Concentration, 1 round/level

A creature under this spell's effects will immediately realize that his allies are actually deadly enemies and try to fight his way out as if his life depended on it. He will use the best attacks, weapons or spells available to him until he has a clear escape route and then move directly away from both his erstwhile allies and the caster until the duration ends. The target can make a WIS save to avoid this effect.

BIND AFFINITIES

(Enchanter, Wizard)

6th- level conjuration

Casting Time: 2 full rounds

Range: 30 feet

Duration: Instantaneous

As *bind affinity*, but the caster can choose up to 8 targets (7 if choosing self).

BIND AFFINITY

(Cleric, Druid, Enchanter, Magician, Necromancer, Wizard)

4th- level conjuration

Casting Time: 1 full round

Range: Touch

Duration: Instantaneous

You change the target's bind point for the purposes of teleportation spells, especially *Port*. The creation of a bind point is instantaneous and lasts until changed again by this spell.

A bind point may be anywhere you desire to be "bound," and it's at that point in space that you will appear when you use *Port*. If the spell is used against an unwilling target, a successful touch attack is required and the victim receives a Will save.

BIND SIGHT

(Enchanter, Wizard)

3rd- level divination

Casting Time: 1 action

Range: 500 feet + 25 feet per level.

Duration: Concentration, 1 hour

You can see, in your mind's eye, what the spell's target sees. The vision this spell grants is magical and can penetrate darkness both mundane and magical. You receive visual input only, no other senses, and must maintain concentration on the spell or lose contact with the target, canceling the spell. You must close your eyes and may not speak or move while concentrating.

You need not have visual contact with the target when you cast the spell but you do need to know the specific target exists, and they must be in range. Once the spell has affected the target, the range is moot. As long as you concentrate you can see through the target's eyes. You can cast this spell again upon a new target viewed through the eyes of the host, and then "jump" from host to host, as long as each new target is within spell range of the current host. The host subject remains unaware of the spell, although a target who

makes the initial WIS save becomes aware that some spell was attempted.

CALMING VISAGE

(Enchanter)

8th- level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

This spell temporarily makes the target much less threatening in appearance. For the duration of the spell, all opponents must succeed on a WIS save each round to attack the target creature. If they fail the save, the target cannot be attacked that round. In addition, the target adds the caster's Charisma bonus to the save DC.

CHAOTIC FEEDBACK

(Enchanter)

3rd- level evocation

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You strike the target with a blast of pure chaos-energy, dealing 4d6 points of force damage (WIS save for half) and also causing the target to act unpredictably for 1 round if it fails the initial WIS save. The target reacts according to the following chart:

1d10	Action
1	Flees caster as fast as possible
2	Attacks nearest creature
3-6	Suffers the stunned condition
7-8	Takes only the dodge action
9	Babble (unable to cast spells with verbal components).
10	Attack caster immediately

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.

COMMANDING PRESENCE

(Bard, Cleric, Druid, Enchanter, Paladin, Sorcerer, Wizard)

2nd-level enchantment

Casting Time: 1 action

Range: Touch

Duration: 1 hour/level

This spell grants an enhancement bonus of +2 points to Charisma, adding the usual benefits to ability and skill checks, as well as turning attempts, DCs of spells (where applicable), etc.

An increased Charisma score may allow the subject to prepare more spells. When the duration ends, one random spell of the same spell level is lost from preparation, as if it had been cast, for each additional spell prepared by virtue of the recipient having a higher Charisma than normal.

A creature cannot benefit from another casting of this spell for one week after receiving the spell.

CURSE OF TERROR

(Bard, Cleric, Enchanter, Necromancer, Shadowknight)
3rd- level enchantment

Casting Time: 1 action

Range: Hearing range

Duration: See text

The victim must hear the caster's voice as she pronounces the curse and defines the object of the victim's fear. The victim receives an immediate Wisdom saving throw against the curse. If the saving throw fails, the victim must henceforth make a Wisdom saving throw or become frightened whenever he encounters the object of his phobia. For instance, a person cursed to fear wide-open spaces would have to succeed at a Wisdom saving throw to go outside for more than a few seconds. The phobia lasts until the victim rolls a natural 20 on the saving throw or until other magic removes the curse.

DECLARATION OF DEATH

(Bard, Enchanter, Necromancer, Sorcerer, Warlock, Wizard)
6th- level enchantment

Casting Time: 1 action

Range: 90 feet

Duration: 3 rounds

The spell's target falls to the ground unconscious, unless she succeeds in a Wisdom save. The target can repeat this save attempt at the end of its turn for the next 2 turns (a total of 3 save attempts). If any of these saves are successful, the spell ends. If these saves are not successful, the target then must make a Constitution save. If this save succeeds, the spell ends, if it fails, the target is so convinced that she has died, that her body shuts down and she actually expires.

DETECT GOLD

(Bard, Enchanter, Sorcerer, Wizard)
1st- level divination

Casting Time: 1 action

Range: 60 feet

Duration: Concentration, Up to 1 round/lvl

The caster can detect the presence of any one type of metal (chosen at casting). Metal of the type chosen will glow with a faint aura only visible to the caster. The aura can be seen through cloth or even loose earth, but not through a solid object such as a wooden door or stone wall. However, the caster does receive a mental impression if the chosen metal is present within the spell's area—unless the metal is blocked by 1 ft., or more, of stone, a thin sheet of lead, or 1 inch of another metal (unless of course the lead or metal is what is being detected).

DISCERN LOCATION

(Cleric, Enchanter, Magician, Sorcerer, Wizard)
8th- level evocation

Casting Time: 10 minutes

Range: Unlimited

Duration: Instantaneous

This spell is among the most powerful means of locating a creature or object. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. This spell circumvents normal means of protection from scrying or location. The spell reveals the name of the

creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

DISEMPOWER

(Enchanter)

5th- level necromancy

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

You sap the vitality from a target, reducing their combat effectiveness. The target suffers a -4 penalty to STR and CON and a -1 to AC on a failed CON save.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the penalty to AC increases by 1 for each slot level above 5th.

DOLOMAR'S MAPPING

(Enchanter, Magician, Sorcerer, Wizard)

2nd- level conjuration

Casting Time: 1 full turn

Range: 60 feet

Duration: 1 hour/level

This spell requires a quill pen and piece of parchment and summons a spirit of law ideally suited to accurately record the caster's surroundings. The spirit will accurately map any area the caster traverses that the spirit can see (it possesses darkvision 30ft. plus normal human sight). The spirit possesses an investigation skill of +5 and similar to elves, has a chance to notice a secret door if it passes within 5 ft. of one. The spirit will record any secret doors it detects but will not actively search for them. The spirit will additionally record any special notes as instructed by the caster (for example to indicate traps the caster's rogue ally discovers). The spirit will not fight or perform any other action except to follow the caster and map. If attacked, it will simply endure the punishment until destroyed without counterattacking.

ENDURE ELEMENT

(Cleric, Druid, Enchanter, Magician, Necromancer, Shadowknight, Wizard)

3rd- level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

This spell grants the caster and a number of targets equal to the caster's spellcasting ability bonus, resistance to a damage type of the caster's choice. This works for Acid, Cold, Fire, Lightning, Necrotic, Poison, Radiant, or Thunder.

ENDURE MAGIC

(Cleric, Druid, Enchanter, Magician, Paladin, Wizard)

3rd- level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

This spell grants the target and up to five others resistance to force damage. In addition, this spell provides a +2 bonus to saves against any magical effects.

ENKILI'S PRANK

(Bard, Enchanter, Sorcerer, Wizard)

2nd- level enchantment

Casting Time: 1 action

Range: 90 feet

Duration: Discharge, 1 hour maximum

This spell has no effect when cast on a non-spellcaster (including those who have spell-like abilities as opposed to prepared spells). Spellcasting targets must make a Wisdom saving throw to resist the effects. The DM should roll this save secretly if the spell is affecting a player character, as the target of this spell cannot be certain if he resisted or not.

If the saving throw fails, the next spell the caster invokes is chosen randomly by the DM from the caster's remaining prepared spells (or simply roll an effect on the wild magic table under the Sorcerer class in the PHB to reflect the absurd or

disastrous, given that the spell stems from the god of trickery and the unlucky).

This spell must take place within 1 hour of the casting or its power is lost.

EYE OF CONFUSION

(Enchanter)

3rd- level conjuration

Casting Time: 1 action

Range: 100 feet

Duration: 1d4 rounds

You create a small flash that blinds a creature for 1d4 rounds if it fails a CON save. The creature suffers the “Blind” condition (PHB page 290).

FEEDBACK

(Enchanter)

8th- level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: 1 hour

This spell surrounds the target with a magical aura that flares out and damages anyone who strikes the target with 3d10 lightning damage.

FLASH

(Bard, Enchanter, Magician, Sorcerer, Wizard)

1st- level evocation

Casting Time: 1 action

Range: 10 feet

Duration: 1d4 rounds

This spell causes a small object, no larger than a coin or pebble, to explode and emit a brief, but dazzling, burst of light when thrown to the ground. Any creature witnessing the *flash* must make a Dexterity save or be temporarily blinded for the duration. The *flash* occurs in a 15 foot radius from the spot the object contacts the ground. The caster is assumed to shield his eyes before invoking the *flash* and is not affected. Light-sensitive creatures add a +5 to the DC of their saves and suffer 1 additional round of blindness.

GLITTERDUST

(Bard, Enchanter, Sorcerer, Wizard)

2nd- level conjuration

Casting Time: 1 action

Range: 60 feet

Duration: 1 round/level

A cloud of golden particles covers everyone and everything in a 10 foot radius spread, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creatures covered by the dust has disadvantage on stealth checks.

HAUNTING VISAGE

(Enchanter)

8th- level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: 1 minute

This spell temporarily makes the target much more threatening in appearance. For the duration of the spell, all opponents must succeed on a WIS save each round or attack the target creature to the exclusion of all others. An opponent will only strike at a target that he would attack under normal circumstances. The target can add the caster's Charisma bonus to the save DC.

HAZE

(Enchanter)

2nd- level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: concentration, 1 minute

You create a thin layer of hazy air around a target that causes disadvantage to all ranged attacks but does not obscure the target's vision or hide them from view. This spell also gives the target damage resistance that allows them to ignore the first 2 points of

damage from every successful attack until the spell ends.

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

HELPING HAND

(Cleric, Druid, Enchanter)

3rd-level evocation

Casting Time: 1 action

Range: 5 miles

Duration: 1 hour/level

You create a ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, you specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is done, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject that fits the description. The amount of time it takes to find the subject depends on how far away he is, as detailed on the following table.

Distance	Time to locate
100 ft. or less	1 round
1000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the spell is enroute to you, the hand disappears. The subject must then rely on its own devices to locate you.

ILLUSORY OBJECT (EQ-Minor Illusion)

(Enchanter)

1st-level illusion

Casting Time: 1 action

Range: Self

Duration: 8 hours

You transform into any common, non-magical, relatively simple inanimate object that you can see in your vicinity. This object can be as small as a coin or as large as your mass. The GM makes the final decision on what object you can become. Your possessions are transformed as well. You cannot move, speak, use magic items, or cast spells while in this form. You can sense your immediate surroundings, within 30 feet, to a limited extent. You maintain your hit points but your DEX is reduced to 0 and your AC and hardness are that of the object you become.

INQUISITION

(Bard, Cleric, Enchanter)

5th-level enchantment

Casting Time: 1 full round

Range: Touch

Duration: 10 minutes

This spell can be used to obtain truthful answers from the most stubborn creatures. As long as the creature touched understand the caster, then they must answer three questions put to him by the caster. The creature can make a Wisdom save to resist. Success means he can resist answering that question but must save again for the next. As soon as a Wisdom save is failed, the creature is allowed no more saves and must answer the remaining questions. Note that

the subject must answer truthfully, but he can only answer the truth as he knows it. If he has no pertinent information with which to answer a question posed, he is compelled to say as much.

At the end of 10 minutes or after three questions have been asked and answered, the spell comes to an end.

The caster and subject must be in a reasonably calm environment when the spell is cast. Additionally, the subject should be restrained in some way. Otherwise, he gains advantage on the first save which would break the spell and no more questions can be asked.

Questions posed must be direct and simple, such as yes/no questions or questions answered with a name, a time, a place, a command word, etc. Asking multi-part or elaborate questions will, at best, use 2 or all 3 allowed questions and, at worse, provide the subject with means to satisfy the spell's compulsion by only answering a fragment of the question posed.

INVIGOR

(Cleric, Druid, Enchanter, Paladin)

3rd-level alteration

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

This spell instantly restores energy to a tired target, removing all levels of exhaustion (according to the chart on page 291 of the *PHB*).

INVISIBILITY SPHERE

(Bard, Enchanter, Magician, Sorcerer, Wizard)

3rd-level illusion

Casting Time: 1 action

Range: Touch/10 ft. radius centered on the target

Duration: Concentration, up to 1 hour

This spell functions like *invisibility*, except that this spell confers invisibility upon all creatures within 10 feet of the target of this spell when it is cast.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area, after the spell is cast, do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility sphere* ends.

INVISIBILITY TO UNDEAD

(Cleric, Enchanter, Necromancer, Paladin, Shadowknight, Warlock, Wizard)

2nd-level divination

Casting Time: 1 action

Range: Touch

Duration: Concentration, up to 1 hour

This spell works as *invisibility* but it only functions against undead.

LULL

(Cleric, Enchanter)

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

You partially hypnotize the target making it less aware of its surroundings. If the target fails a WIS saving throw it is unaware of what happens more than 5 feet away from it, including melee combat against a nearby comrade. This spell cannot be cast when the target is already in combat and ends immediately if the target is attacked in any way. A Wisdom save negates this spell.

MIND OVER MATTER

(Bard, Cleric, Druid, Enchanter, Magician, Necromancer, Sorcerer, Warlock, Wizard)

4th-level transmutation

Casting Time: 1 action

Range: Personal

Duration: 1 hour

The caster gains advantage on all concentration checks for the duration of the spell.

PERFECT RECOLLECTION

(Bard, Enchanter, Sorcerer, Wizard)

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Duration: 1 hour/level

The subject is better able to recall distant memories and focus on mentally challenging tasks. This spell grants an Intelligence bonus of +2 points, adding the usual benefits to ability and skill checks.

In addition, the subject's proficiency for any Intelligence skills is doubled for the duration.

A creature cannot benefit from another casting of *perfect recollection* for one week after receiving the spell.

PERMANENCY

(Enchanter, Magician, Sorcerer, Wizard)

5th-level universal

Casting Time: 2 rounds

Range: Personal

Duration: 1 minute

This spell makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the *permanency* spell.

Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component.

You can make the following spells permanent in regard to yourself:

Spell	Minimum Level	Cost
<i>Comprehend languages</i>	9 th	2,500gp
<i>Darkvision</i>	10 th	5,000gp
<i>Detect magic</i>	9 th	2,500gp
<i>See invisibility</i>	10 th	5,000gp
<i>Skill empowerment</i>	12 th	10,000gp
<i>Tongues</i>	11 th	7,500gp
<i>Water breathing</i>	11 th	7,500gp

You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate):

<i>Enlarge/Reduce</i>	9 th	2,500gp
<i>Rary's Telepathic bond</i>	13 th	12,500gp
<i>Rope trick</i>	10 th	5,000gp
<i>Tiny servant</i>	11 th	7,500gp
<i>Unseen servant</i>	10 th	5,000gp

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.

<i>Alarm</i>	9 th	2,500gp
<i>Animate objects</i>	14 th	15,000gp
<i>Circle of death</i>	16 th	20,000gp
<i>Dancing lights</i>	9 th	2,500gp
<i>Druid grove</i>	13 th	12,500gp
<i>Fog cloud</i>	12 th	10,000gp
<i>Gust of wind</i>	11 th	7,500gp
<i>Invisibility</i>	10 th	5,000gp
<i>Magnificent mansion</i>	17 th	22,500gp
<i>Private sanctum</i>	13 th	12,500gp
<i>Magic mouth</i>	10 th	5,000gp
<i>Prismatic wall</i>	17 th	22,500gp
<i>Reverse gravity</i>	15 th	17,500gp
<i>Shrink item</i>	11 th	7,500gp
<i>Stinking cloud</i>	11 th	7,500gp
<i>Symbol</i>	15 th	17,500gp
<i>Teleportation circle</i>	17 th	22,500gp
<i>Wall of fire</i>	12 th	10,000gp
<i>Wall of force</i>	13 th	12,500gp
<i>Wall of ice</i>	12 th	10,000gp
<i>Wall of light</i>	13 th	12,500gp
<i>Wall of sand</i>	10 th	5,000gp
<i>Wall of stone</i>	11 th	7,500gp
<i>Wall of thorns</i>	10 th	5,000gp
<i>Wall of water</i>	10 th	5,000gp
<i>Web</i>	10 th	5,000gp
<i>Wind wall</i>	10 th	5,000gp
<i>Zone of truth</i>	9 th	2,500gp

Spells cast on other targets are vulnerable to *dispel magic* as normal.

PORT

(Cleric, Druid, Enchanter, Magician, Necromancer, Wizard)

2nd-level conjuration

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You are immediately teleported to your bind point, a location determined by using the spell *Bind Affinity*. If you do not have a specific bind point, then you teleport to your current residence or the place of your birth.

QUICK SOBER

(Bard, Cleric, Enchanter, Magician, Sorcerer, Wizard)

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Duration: Instantaneous

The target of this cantrip finds himself completely cured of any effect caused by indulging in alcohol. A Constitution save negates this effect.

REPULSION

(Cleric, Enchanter, Sorcerer, Wizard)

7th - level abjuration

Casting Time: 1 action

Range: 20 ft. radius from caster

Duration: Concentration, 1 round/level

An invisible mobile field surrounds you and prevents creatures from approaching you. Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

RESIST ELEMENT

(Cleric, Druid, Enchanter, Magician, Necromancer, Wizard)

6th - level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: concentration, 10 minutes

This spell grants the caster and a number of targets equal to the caster's spellcasting ability bonus, immunity to a damage type of the caster's choice. This works for Acid, Cold, Fire, Lightning, Necrotic, Poison, Radiant, or Thunder.

RESIST MAGIC

(Cleric, Druid, Enchanter, Magician, Wizard)

6th - level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: concentration, 10 minutes

This spell grants immunity to force damage from attacks, spells, or abilities. In addition, this spell provides a +2 bonus, and advantage to saves against any magical effects.

ROOT

(Cleric, Enchanter, Magician, Necromancer, Paladin, Wizard)

3rd - level enchantment

Casting Time: 1 action

Range: 100 feet

Duration: 1d6 rounds

You magically force the target to remain in its current location if it fails a Dexterity save. The target may continue to act normally, fighting or casting spells, but cannot take any move actions. The target may teleport but remains in place as soon as it reappears. This effect lasts for 1d6 rounds (this roll is made in secret by the DM), but each time the target is hit by a spell that causes instantaneous damage, it is allowed another Dexterity saving throw.

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

RUNE

(Enchanter)

5th - level abjuration

Casting Time: 1 action

Range: 30 feet

Duration: 10 minutes

You grant the target a buff bonus of 4d6 temporary hit points. The target cannot heal lost temporary hit points. The spell ends at the conclusion of its duration or when all the temporary hit points have been removed due to damage. This spell does not stack with other hit point buffs.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you gain 1d6 more hit points for each slot level above 5th.

SENTINEL

(Cleric, Druid, Enchanter, Necromancer, Paladin, Shadowknight, Wizard)

2nd- level divination

Casting Time: 1 action

Range: Circle centered on caster's location (10 ft. radius+5 ft./2 levels)

Duration: 8 hours

This spell establishes an alarmed circle of space radiating outward from the caster's location. The caster can move out of the area, while the circle remains fixed. The caster does not set off the alarm and she may specify up to 5 other creatures who will not trigger it as well. Any other creature that passes through the alarmed area causes it to send the caster a mental image of the trespasser.

SHALLOW BREATH

(Enchanter)

1st- level necromancy

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

This spell constricts the targets throat, dealing 1d8 damage and giving the target disadvantage on attacks for the next 3 rounds. If the target makes a Constitution saving throw, it does not suffer disadvantage but still takes damage.

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

higher, the damage increases by 1d8 for each slot level above 1st.

SHIELDING

(Enchanter, Magician, Necromancer, Wizard)

5th- level abjuration

Casting Time: 1 action

Range: Self

Duration: Concentration for 10 minutes

This spell grants a +4 AC bonus and a +1 bonus to all saves against magic.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the bonus to saves increases by 1 point for each slot level above 5th to a maximum +5.

SNEEZE

(Bard, Druid, Enchanter, Sorcerer, Wizard)

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Duration: 1 round

This spell causes the target to sneeze loudly unless he makes a Constitution save.

SOUNDBURST

(Bard, Cleric, Enchanter)

2nd- level evocation

Casting Time: 1 action

Range: 30 feet

Duration: Instantaneous

You blast a 10 foot radius area with a tremendous cacophony. Every creature in the area takes 1d8 points of thunder damage and must succeed on a Constitution saving throw to avoid being stunned until the end of their next turn. Creatures that cannot hear are not stunned but are still damaged.

This spell also immediately disrupts the concentration of any spell casters that fail the saving throw.

SYMPATHETIC AURA

(Enchanter)

6th- level enchantment

Casting Time: 1 action

Range: 30 feet

Duration: 10 minutes

This spell grants the target a +4 buff bonus to Charisma and advantage on all rolls involving Charisma.

TASHAN

(Enchanter)

2nd - level abjuration

Casting Time: Bonus action

Range: 30 feet

Duration: 1 minute

On a failed Intelligence or Wisdom save (whichever is higher) this spell makes the target more susceptible to future magical attacks by imposing a -1 penalty to saves against attacks or effects considered magical. This spell can be cast multiple times on a target with a cumulative effect but can never reduce a target's resistance to less than 0.

TRUE NORTH

(Cleric, Druid, Enchanter, Magician, Necromancer, Wizard)

Divination cantrip

Casting Time: 1 action

Range: Self

Duration: Instantaneous

You sense which direction is north.

TWO MINDS

(Enchanter, Magician, Sorcerer, Wizard)

9th - level transmutation

Casting Time: 1 action

Range: Personal

Duration: 1 minute

When this spell is cast, the caster may choose between two different ways of using this spell. With the first, he may split his consciousness into two entities that are both capable of normal mental activities. He doubles his normal actions except where his actions would be limited to only having one body and one mouth. The caster may move and cast spells with each mind directing one action. For instance in the first part of the

caster's round his first mind may direct his body to move up to his speed while his second mind casts a spell. In the second part, of the same round, his first mind (which directed the move in the first action) could cast a spell while the second mind (which cast a spell for the last action) could move his body up to his speed. Using the spell in this way, the caster cannot use spells that require concentration.

This spell works differently with spells that require concentration. The caster may concentrate on two different spells while this spell is active but can only move once while doing so. The caster could also use one spell with concentration and then cast a different spell without concentration and move once.

UNBUCKLE

(Bard, Cleric, Enchanter, Magician, Sorcerer, Wizard)

3rd - level transmutation

Casting Time: 1 action

Range: 90 feet

Duration: Instantaneous

This spell causes a mass unbuckling of all buckles and clasps within the spell's range. All non-magical buckles, lace ties, and clasps in the spell area—including, but not limited to belt buckles, armor straps, saddle girth buckles, and cloak clasps—come magically undone. This spell will unknot two joined rope ends or a rope end tied to another object, but it will not remove knots tied in the middle of a rope. All buckles on a target are affected if the target fails a Dexterity saving throw. Armor that becomes unbuckled will begin to fall off. It is treated as if hastily donned for the first round and suffers a -1 AC and this penalty increases by 1 each subsequent round until the armor ceases to provide any AC bonus at which time it can be considered to have completely fallen off.

WEAKEN

(Enchanter)

1st- level necromancy

Casting Time: 1 action

Range: 30 feet

Duration: 1 minute

The target of this spell grows weak losing 1d4 points of Strength. The spell cannot reduce the targets strength below 1. This spell can be resisted with a successful Constitution saving throw.

At Higher Levels. On every odd spell level, the die rolled for this effect moves up to the next highest. For instance, when you cast this with a 3rd level spell slot, the target loses 1d6 points of strength. When you cast this with a 5th level spell slot, it does 1d8 and so on until cast as a 9th level spell weakens the target by 1d12 points.

WHIRL TILL YOU HURL

(Enchanter)

4th- level evocation

Casting Time: 1 action

Range: 100 feet

Duration: 2 rounds

You create a whirling cyclone that causes the target to spin in a tight circle for 2 rounds unless it makes a successful Wisdom saving throw. During this time the target is considered stunned. Each time the target is hit by an attack or spell it receives an additional save to negate the remainder of the spell. If this occurs before the target's initiative count for the round then the creature may act as normal that round. When the spell ends, whether after 2 rounds or if it was broken earlier, any living target must roll a Constitution saving throw or become nauseated and unable to take any actions except to move for their next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 round for each slot level above 4th.

WIDDERSHINS

(Enchanter, Necromancer, Magician, Sorcerer, Wizard)

8th- level transmutation

Casting Time: 1 full round

Range: Personal

Duration: Instantaneous

Upon the completion of this spell, the caster goes back in time to the point of his initiative order one round before he began to cast *widdershins*. The caster maintains knowledge of anything that *had* happened but is not undone. Any events, damage, used spells, powers or other effects that transpired in the one-round gap in time reverse as if they never happened (the DM may want to keep track of round by round damage and similar details if this spell may be invoked).

The caster is armed with the knowledge of what happened and is now free to attempt to change the course of events. Any activities that had elapsed must be re-determined. For instance, if the caster's fighter friend rolled a critical hit during the reversed round, that result is now gone. If the fighter chooses to attack on the replayed round, he must reroll the result.

Players other than the caster's player and the DM (for determining monster and NPC actions) must attempt to not use metagame knowledge of what happened in the original round to guide their actions. Only if the caster of *widdershins* can alert them to dangers, instruct them on different actions or change the environment through his own actions should other characters' attempted actions differ during the replayed round.

The caster ages 1 year when this spell is cast and suffers 1d4 points of temporary Constitution damage.

ZONE OF SILENCE

(Bard, Enchanter)

4th- level illusion

Casting Time: 1 action

Range: Self

Duration: Concentration, 1 hour/level

You manipulate sound waves in your immediate vicinity so that you and those

within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or thunder spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, a successful DC 20 perception check to read lips can still reveal what's said inside a *zone of silence*.