

COSMETIC MAGIC

SPELLS AND ITEMS FOR THE AESTHETICALLY INCLINED.

A free document created using the DnD 5e Homebrewery at NaturalCrit.com

COSMETIC MAGIC

Heroes and villains from all of history have long desired to leave their mark upon the world; to have an impact, to shape the likeness of those around them. Sometimes literally. Included below are a collection of spells and magic items designed around altering the appearance of not only yourself, but those around you. If you've always wanted to open that magic barbershop, brand your enemies with your mark, or grow cat ears, now you can.

SPELLS

RAZOR'S TOUCH

Transmutation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration up to a minute

Class: Bard, Sorcerer, Warlock, Wizard

While you concentrate on this spell, you can choose to cleanly shave or trim any hair you touch with your hands, causing no pain or discomfort. Hair cut in this fashion will regrow normally with time.

WATERMARK

Transmutation Cantrip

Casting Time: 1 round

Range: Touch

Components: V, S

Duration: 8 hours

Class: Cleric, Druid

You trace a simple design of your choice (one that could be drawn in the span of a round) on an object or creature, and for the next eight hours that design appears in that spot with a texture and appearance of your choice; creeping vines, faintly glowing holy symbols, or simple tattoos are all possible examples.

CHROMIC TOUCH

1st-level Transmutation

Casting time: 1 action

Range: Touch

Components: V, S, M(an artisan's paintbrush worth at least 1 gp)

Duration: instantaneous

Class: Bard, Sorcerer, Wizard

You permanently alter the color-scheme or coloration of an object you touch, or the hair, eye, or skin color of a creature you touch. This spell has no effect on magic items.

GILMORE'S INSTANT HAIR SPRAY

1st-level Transmutation

Casting time: 1 action or 1 reaction, which you take in response to being attacked by an enemy you can see within 10 feet.

Range: 10 feet

Components: V, S

Duration: instantaneous

Class: Bard, Sorcerer, Warlock, Wizard

With a spray of mystic dust, you cause hair on a target to grow as you wish, allowing the caster to patch bald spots, lengthen hair for styling, or grow a beard on a target. This spell is only effective on creatures that naturally have or can grow hair. Hair can grow in length up to 5 feet with a single casting of this spell if cast as an action. Unwilling creatures may attempt a dexterity save to avoid the cloud of dust when cast in this way. In combat, this spell can be cast as a reaction, causing hair to swiftly grow and obscure the face of a creature attempting to attack the caster. The attacker receives disadvantage on attack rolls until the end of its turn, after which the excess hair falls off.

RIGHTEOUS BRAND

1st-level Evocation

Casting time: 1 action

Range: Touch

Components: V, S

Duration: instantaneous

Class: Cleric, Paladin

Make a melee spell attack against a target. On a successful hit, you deal 2d8 Fire damage to the target and scorch the symbol of your deity or another brand of your choice into the target's flesh, leaving a permanent scar that will not fade naturally. The scar fades if the damage dealt by this spell is healed magically within 10 minutes, or if a spell that restores bodies to their normal condition, such as *Regeneration*, is used on the scar-bearer.

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.

ANIMAL ADAPTATION

3rd-level Transmutation

Casting time: 1 action

Range: Self

Components: V, S, M (a piece of the animal you wish to imitate)

Duration: Concentration, up to 1 hour.

Class: Druid, Ranger, Warlock

You gain a functional trait of an animal. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one if you have the material components for a fitting animal.

Flight. You gain a set of functional wings styled after the animal of your choice, from bat wings to eagle or bug wings, granting you a fly speed equal to your walking speed.

Climbing adaptation. You develop a prehensile tail or other extra appendages, such as a spider's legs, which you can use for climbing or combat. While you have the extra limbs, climbing does not take extra movement speed, and you have advantage on athletics or acrobatics checks made to maintain grip or balance while climbing or walking, or to resist being tripped or knocked prone. You can also use your adaptation to attempt to trip a target as a bonus action. Make opposed athletics checks. If successful, the target is knocked prone.

Adapted speed. Your legs grow thick and powerful, you develop hooves or extra legs, or otherwise adapt your body for moving quickly. Your movement speed increases by ten feet, and you may take the dash action as a bonus action on your turn. While in this adaptation, attacks of opportunity against you have disadvantage.

Animal senses. You grow dog or cat ears, your eyes gain focus, your nose becomes a sensitive snout, and you otherwise adapt to better observe your surroundings. While in this adaptation, you gain darkvision with a range of 60 feet. You have advantage on Perception and Investigation checks that rely on your physical senses, and your passive perception increases by 5 while in this adaptation.

RIGHTEOUS PERSECUTION

4th-level Evocation

Casting time: 1 action

Range: Self (30 foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

Class: Cleric, Paladin

Your eyes begin to glow with holy fire, your hair and loose objects on your person begin to float slightly, and you speak with an echoing, baleful voice. The scars of those marked by the *Righteous Brand* spell within 30 feet of you begin to glow brightly, casting bright light for ten feet around them and dim light for 30 feet. You have advantage on attacks against targets within 30 feet branded by *Righteous Brand*, and branded targets within 30 feet that can see you must make a Wisdom saving throw or be frightened by you for the duration of the spell. Targets may make an additional Wisdom saving throw at the end of each of their turns, and making a successful saving throw causes them to cease being frightened, and they cannot be frightened by this spell again for 24 hours.

LIVING DESIGN

5th-level Transmutation

Casting time: 1 minute

Range: Touch

Components: V, S, M (special oils worth at least 100 gp, which the spell consumes)

Duration: Until Dispelled

Class: Bard, Cleric

You mark a creature or object with a design of your choice and give that design a semblance of life. The design can move or emit faint light in patterns determined by the caster at the completion of the spell. The design can also serve as a recording, audibly repeating a message left by the caster upon the spell's completion in response to stimuli determined by the caster. These stimuli can be as specific or as general as the caster desires, such as a painting that retells a story to anyone who approaches it, or a tattoo that glows, shifts, and squirms in response to coming into contact with a specific creature or object.

GREATER ANIMAL ADAPTATION

7th-level Transmutation (ritual)

Casting time: 1 minute

Range: Touch

Components: V, S, M (A specially treated animal pelt of the animal you wish to imitate worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

Class: Druid, Warlock

In a ritual which involves draping the material component of the spell over the spell's target, you permanently provide the target one of the benefits of the *Animal Adaptation* spell. A creature can only benefit from one of the effects of this spell at a time. Casting the spell on a creature a second time will allow the caster to remove or replace a previously existing benefit with another of their choice. The effects of *Greater Animal Adaptation* can be removed as an effect of the *Greater Restoration* spell.

MAGIC ITEMS

These magic items are often created by mystic salons and spas, brewed by those seeking love and beauty, or crafted by particularly vain mages who seek to have complete control over their appearance. Many are simple effects that do not drastically affect one's body, but moderation is advised. Too many potions of Diminution, for instance, might be problematic for a once tall human.

POTION OF HEIGHT

Potion, rarity varies

Potions of height cause the imbiber to grow or shrink in height, as described in the table below. Potions of Reduction cause the imbiber to shrink by the listed height change, and potions of Hightening cause the target to grow by the listed change. Reduction potions are purple in coloration and have varying thickness and texture, while Hightening potions are orange with a similar variety of traits. Potions of height cannot alter a person's size to the point that they would change size categories.

Potion Type	Height Change	Potion appearance	Rarity
Reduction, lesser	-2d4 inches	thin and watery	common
Hightening, lesser	+2d4 inches	thin and watery	common
Reduction	-4d4 inches	opaque	uncommon
Hightening	+4d4 inches	opaque	uncommon
Reduction, Greater	-8d4 inches	chalky wih small chunks	rare
Hightening, Greater	+8d4 inches	thick and syrupy	rare
Reduction, Drastic	-10d4 inches	rough and full of sediment	very rare
Hightening, Drastic	+10d4 inches	heavy and thick like molasses	very rare

POTION OF PHYSIQUE

Potion, rarity varies

Similar to their alchemical cousin, the potion of height, potions of physique alter the body of the imbiber, but these build and subtract visible muscle mass without altering the effective strength of the user, allowing weaklings to appear powerful and the frighteningly strong to seem wiry and weak. Rather than height, these potions affect the imbiber's weight, adding and subtracting muscle mass. Potions of Bulk are a rusty red and Tenuity potions are ice-blue.

Potion Type	Height Change	Potion appearance	Rarity
Bulk, lesser	+2d4 lbs.	thin and watery	common
Tenuity, lesser	-2d4 lbs.	thin and watery	common
Bulk	+4d4 lbs.	opaque	uncommon
Tenuity	-4d4 lbs.	translucent	uncommon
Bulk, Greater	+8d4 lbs.	thick with small bits of pulp	rare
Tenuity, Greater	-8d4 lbs.	thin and slightly effervescent	rare
Bulk, Drastic	+10d4 lbs.	Syrupy with thick pulp	very rare
Tenuity, Drastic	-10d4 lbs.	strongly fizzy and smokey	very rare

FAST-ACTING FOOD

Magic Food, rarity by food item

Fast-acting Food was an idea originally thought of by one Wizard by the name of Narce the Mercurial. Known to enjoy changing their servants' and their own physical appearance as a lesser mortal might change their wardrobe, Narce desired to create an easy method to alter a person's figure on a whim. Ever fond of symbolism, Narce decided to create a variety of magical food items which could change the body shape and weight of those who consume them.

Fattening Pie(uncommon). One of the most common of Narce's creations, this delicious apple pie does not alter one's body shape, but rather increases one's weight to emphasize their figure. A single slice of the pie increases the enjoyer's weight by 1d10 lbs., and the pie has ten slices.

Slimming Celery(uncommon). The opposite sibling of the Fattening pie, this mystic vegetable curbs the weight of the one who partakes of it. Separated into 10 easily broken up segments, each piece reduces the enjoyer's weight by 1d10 lbs.

Perfect Pear(rare). This crisp, flawless pear is roughly the size of an average human's hand, and looks, smells, and tastes perfectly ripe. Upon consumption, the mystic fruit reconfigures the user's body shape to concentrate the majority of their mass in the lower body; thicker legs, a stockier waist, and broader hips are the new hallmarks of one who has enjoyed this magical treat.

Crisp Apple(rare). Juicy, delicious, and powerfully magical, this apple concentrates the enjoyer's body mass in the core of their person. Broader chest and abdomen, heavier shoulders and thickened waist mark those affected by this delicious fruit.

Juicy Strawberry(rare). Like the fruit itself, the bulk of the individual who consumes this mystic treat will swiftly center in the upper body. This leads to broader shoulders, thicker arms, and a wider, more developed chest.

Cherished Cherry(very rare). One of Narce's favorite treats, and a rare specialty, this fruit is designed to accentuate the naturally attractive shapes of the consumer's body. What is naturally attractive varies race to race, but there are often familiar lines followed. Half-orcs have their muscles and jawlines more strongly defined, Elves have their features smoothed, most races have their natural curves, male and female, accentuated and made prominent.

Purest Peach(very rare). Narce often enjoyed returning to a clean slate, if only to have fun starting anew. The Purest Peach, when consumed, undoes any magical alteration to the target's appearance, returning them to their true shape and size. While it can reveal shapeshifters wearing a guise similar in shape to their true form, it is not usually powerful enough to undo truly impactful changes, however, and effects that change a target's form entirely, such as a curse turning a man into a beast, or the effects of the *animal adaptation* spell, only have a 10% chance of being undone.

DRASTIC CHANGE IN SIZE

With the ability to rapidly alter body height and weight presented with some of these items, a DM may have to consider the potential ramifications of significantly altering a character's dimensions. A character becoming too thin may become sick from a lack of nourishment, and a character becoming too overburdened by muscle mass may find their flexibility hampered, not to mention the cost of refitting armor. Such rules are not the focus of this document, but it may be a good idea to consider what kind of effects too much change might cause based on your style of campaign, and where the line for such effects might lie.

SUNE'S DRAUGHT

Potion, uncommon

The goddess Sune's domain is love and beauty, both inside and out, and this draught is a much more tame and friendly take on the more aggressive philter of love, intended to be shared by those who truly wish to please one another. One Sune's Draught must be shared between two individuals to be effective. Upon both parties imbibing the Draught, each takes on the body shape and physicality their counterpart considers most ideally attractive. That many people's ideal mates often have long red hair, they say, is simply a bit of Sune's mischief. While under the effects of this Draught, the two imbibers have advantage on any Charisma checks and saving throws against each other.

GYGAX'S POTION OF ADVENTUROUS CHANGE

Potion, very rare

The god Gygax is known to love adventure and exploration of new frontiers, and there are few stranger and more wondrous adventures than seeing how the other side feels. This potion changes the imbiber's body into one of the opposite gender. The potion itself looks uncannily similar to a common Healing potion, requiring a DC 19 Investigation check to notice the very slight differences, such as a slightly more pinkish hue and a stronger effervescence.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.