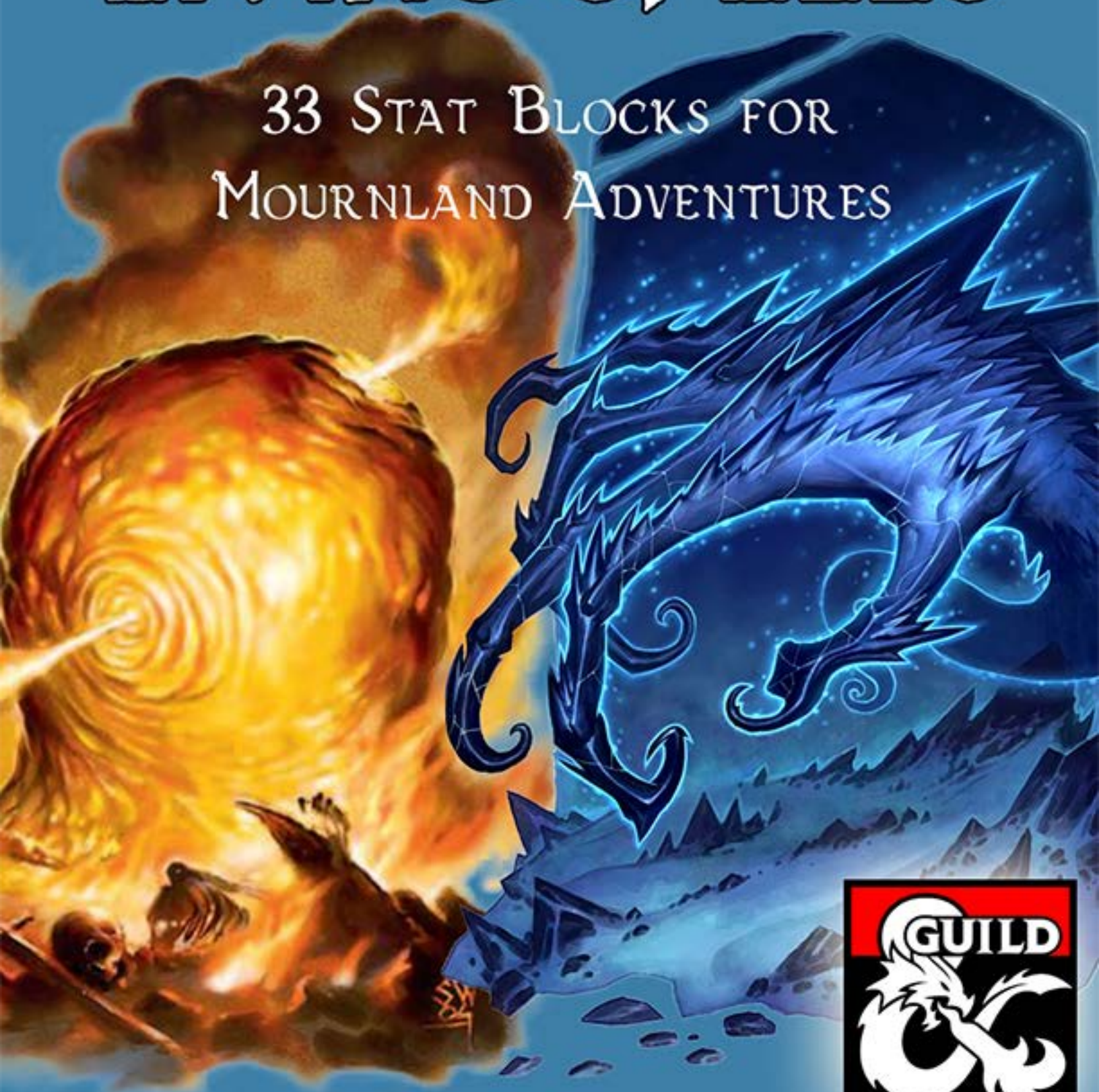


# LIVING SPELLS

33 STAT BLOCKS FOR  
MOURNLAND ADVENTURES



# LIVING SPELLS

The Mourning rocked Khorvaire in 994 YK. Cyre was destroyed in a single day, leaving behind a wall of gray mist and a blasted, fundamentally-changed land. Soldiers and civilians alike were killed if they were lucky, altered horrifically if they weren't, and magic that wove throughout Cyre's everyday life took on a life of its own. A destructive, devouring life.

Living spells can now be found across the Mourndland, especially in the dead fields south of Kalazart—the now-called Field of Living Spells. They sometimes leak through the Dead-Gray Mist, invading the shores of Lake Cyre and the eastern border of Breland. Some have been captured in Vathirond, sometimes transported for research and study. Though rare, these living spells may possibly break out and spread the Mourndland's special recipe of death in Sharn, Korth, and the quiet village below the towers of Arcanix. Wherever they are encountered, living spells seek out to spread destruction, repeating their spell effects over and over.

This document uses the rules presented in *Eberron: Rising from the Last War* for living spells, converting each qualifying wizard spell, as well as a few extras found in other Eberron works. These living spells are presented for your convenience alongside details of the magic they game from, with some twists and customization to their particular mechanics.

## LIVING SPELLS

Living Spell	Challenge (XP)
Living acid arrow	1 (200 XP)
Living black tentacles	6 (2,300 XP)
Living chromatic orb	1 (200 XP)
Living cloud of daggers	1 (200 XP)
Living cone of cold	7 (2,900 XP)
Living dawn	5 (1,800 XP)
Living dust devil	1 (200 XP)
Living earth tremor	1 (200 XP)
Living fire shield	5 (1,800 XP)
Living fireball	5 (1,800 XP)
Living flaming sphere	1 (200 XP)
Living glitterfire	6 (2,300 XP)
Living hand	5 (1,800 XP)
Living ice knife	1 (200 XP)
Living ice storm	6 (2,300 XP)
Living immolation	7 (2,900 XP)
Living magic missile	1 (200 XP)
Living minute meteors	5 (1,800 XP)
Living scorcher	1 (200 XP)
Living scorching ray	1 (200 XP)
Living shatter	1 (200 XP)
Living sickening radiance	5 (1,800 XP)
Living snowball swarm	1 (200 XP)
Living steel wind	7 (2,900 XP)
Living storm sphere	5 (1,800 XP)
Living thunder step	5 (1,800 XP)
Living thunderwave	1 (200 XP)
Living tidal wave	5 (1,800 XP)
Living vitriolic sphere	5 (1,800 XP)
Living wall of fire	7 (2,900 XP)
Living wall of light	7 (2,900 XP)
Living witch bolt	1 (200 XP)



## LIVING ACID ARROW

Cyre's artifice was some of the most advanced in all of Galifar. Artificers trained in alchemy would often conjure acid using their magic tools, dealing persisting damage to enemy soldiers. The lingering magic on these artificers' tools erupted into life during the Mourning and now dart through the air seeking new targets. Ruins and dead trees can be found with splotchy holes bored through them by the tendrils of these caustic creatures.

### LIVING ACID ARROW

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) acid damage.

**Spell Mimicry (Recharge 5–6).** *Ranged Spell Attack:* +5 to hit, range 90 feet, one target. *Hit:* 10 (4d4) acid damage, and the target takes 5 (2d4) acid damage at the end of its next turn. *Miss:* The target takes 5 (2d4) acid damage.

## LIVING BLACK TENTACLES

More often used by Karmath, *Evard's black tentacles* locks down enemies and crushes them. Now dark masses of tendrils roll across blasted plains. Capable of summoning even more tentacles to crush even more creatures, these living spells make the last few moments of their victim's life a truly terrifying ordeal.

### LIVING BLACK TENTACLES

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** piercing and slashing from nonmagical attacks

**Damage Immunities** bludgeoning

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 6 (2,300 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage. The target is grappled (escape DC 15). While grappled in this way, the creature is restrained and takes 10 (3d6) bludgeoning damage at the start of each of its turns.

**Spell Mimicry (Recharge 5–6).** The living spell creates a swarming area of tentacles in a 20-foot square on the ground, originating from it. The area remains for 1 minute or until the living spell's concentration ends (as if concentrating on a spell). A creature that enters the area for the first time on a turn or starts its turn there must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage and is restrained while it is in the area. A creature that starts its turn and is already restrained in this way takes 10 (3d6) bludgeoning damage.

A creature restrained by the tentacles can use its action to make a DC 15 Strength or Dexterity check (its choice), freeing itself on a success.



## LIVING CHROMATIC ORB

In a world of magic, it pays to be ready for any situation, making *chromatic orb* a favorite of wandslingers and light artillerists across the Five Nations. Instead of being used by wand-wielding patriots, these orbs now flit around Cyre-that-was, shifting colors at random. Many consider this a beautiful sight, before the mass of energy smashes into them or launches bolts of acid or fire at them.

## LIVING CHROMATIC ORB

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

**Chromatic Spell.** As a bonus action, the living spell chooses one of the following damage types: acid, cold, fire, lightning, poison, or thunder. Until it chooses a different damage type, it is immune to damage of that type and its *Magical Strike* and *Spell Mimicry* both deal damage of that type.

### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) damage with its type determined by Chromatic Spell.

**Spell Mimicry (Recharge 5–6).** *Ranged Spell Attack:* +5 to hit, range 90 feet, one target. *Hit:* 13 (3d8) damage with its type determined by Chromatic Spell.

## LIVING CLOUD OF DAGGERS

Immobile targets were made quick work of by *cloud of dagger* spells during the Last War, often as part of ambushes or as part of magic traps. By setting down a blast disc set with such spells, massive warforged titans and other engines of war could be sliced open by magic and made vulnerable to ranged attacks. Though some blast discs may remain (to be triggered by unwary adventurers in the Mournland), many of their magic effects have taken on a life of their own. Flying swarms of magic daggers, being conjured and disappearing over and over again, move over anything that moves like swarms of locusts, stripping armor and flesh and leaving nothing but death in their wake.

## LIVING CLOUD OF DAGGERS

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning and piercing from nonmagical attacks

**Damage Immunities** slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Spell Mimicry (Recharge 5–6).** The living spell swarms over its enemies. For 1 minute or until the living spell's concentration ends (as if concentrating on a spell), the living spell can occupy another creature's space and vice versa. A creature takes 10 (4d4) slashing damage if it starts its turn in the living spell's space or moves into it for the first time on a turn.

## LIVING CONE OF COLD

While long-range artillery magic like *shatter* and *fireball* were more common, close-ranged areas of effect were seen regularly on the battlefields of Khorvaire. Frigid blasts of air, once used to stop encroaching infantry in their tracks, now roll across the land and freeze everything in sight. While the pale, torn flesh of once-frozen corpses ranks far below the most disturbing sight in the Mournland, they are sure signs that a living *cone of cold* is nearby. However, being on one's guard may not be enough against these roaming blizzards.

## LIVING CONE OF COLD

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) cold damage.

**Spell Mimicry (Recharge 5–6).** The living spell emits a blast of cold air in a 60-foot cone. Each creature in the area must succeed on a DC 16 Constitution saving throw or take 36 (8d8) cold damage, or half as much on a successful save. A creature killed by this cold becomes a frozen statue until it thaws.

## LIVING DAWN

Karrnath's undead legions are especially deadly at night, and vampires were not rare among their leadership, nor were they rare among Karrnath's spies and saboteurs. Fortunately, magic that could conjure pure sunlight served readily countered such infiltration. Though they no longer sear the flesh of blood-drinkers, this magic uses its new-found sentience to stalk those foolish enough to scavenge the ruins of Kalazart and Metrol. The great light living dawn spells emit can burn the flesh and blind the eyes, allowing the living spell to descend on its victims.

### LIVING DAWN

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** radiant

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) radiant damage.

**Spell Mimicry (Recharge 5–6).** The living spell begins to emit bright light, filling the area within 30 feet of it. This light is sunlight. When this light appears, each creature in the area must make a DC 16 Constitution saving throw. A creature takes 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it ends its turn in this light. This light lasts for 1 minute or until the living spell's concentration ends (as if concentrating on a spell).

## LIVING DUST DEVIL

Sands have long blown into southern Cyre from the Blade Desert and the mighty plains of Talenta. This sand covers streets and buildings, invades shoes and clothing, and gums up moving parts. Such terrible problems require magical solutions, and that magic solution was the *dust devil* spell. Or it was. Now this once-useful magic whips about the southern shores of the Mournland, clearing fine debris from everything they touch. Few creatures can survive such an intense cleaning.

### LIVING DUST DEVIL

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** piercing and slashing from nonmagical attacks

**Damage Immunities** bludgeoning

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

**Spell Mimicry (Recharge 5–6).** The living spell creates a flurry of elemental wind in the area within 5 feet of it that lasts for 1 minute or until the living spell's concentration ends (as if concentrating on a spell). Any creature that ends its turn in this area must make a DC 15 Strength saving throw. On a failed save, a creature takes 4 (1d8) bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed.

## LIVING EARTH TREMOR

Laying down many miles of flat road is not an easy task, and House Orien depends on magic to do it. Construction on new trade roads and repair work on older roads requires the disruption and moving of great amounts of earth. In Cyre, this magic was released from arcane tools by magic cataclysm, making the Mournland home to living, moving, swarming earth-movers. While living *earth tremor* spells can be tracked by the disrupted earth and stone they leave in their wake, these uneven trails are best avoided, as their creators react violently to anything that approaches.

## LIVING EARTH TREMOR

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** piercing and slashing from nonmagical attacks

**Damage Immunities** bludgeoning

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

***Amorphous.*** The living spell can move through a space as narrow as 1 inch wide without squeezing.

***Magic Resistance.*** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

***Magical Strike.*** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

***Spell Mimicry (Recharge 5–6).*** The ground shakes within 10 feet of the living spell. Each creature other than the spell in that area must make a DC 13 Dexterity saving throw or take 3 (1d6) bludgeoning damage and is knocked prone. If the ground is loose earth or stone, that area becomes difficult terrain until cleared, with each 5-foot portion requires at least 1 minute to clear by hand.

## LIVING FIRE SHIELD

Due to the proliferation of *cone of cold* and *fireball* among the Five Nation's artilleries, protective magic was required to avoid overwhelming casualties. *Fire shield* once kept commanders, medics, and siege staff engineers safe from many forms of magic artillery, but now these protective spells have some semblance of life. Despite this, they still seek out and protect other creatures. Unfortunately, these creatures they protect are often even more dangerous than them.

## LIVING FIRE SHIELD

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

***Amorphous.*** The living spell can move through a space as narrow as 1 inch wide without squeezing.

***Magic Resistance.*** The living spell has advantage on saving throws against spells and other magical effects.

***Elemental Shield.*** As a bonus action on its turn, the living spell can choose to be warm or chill. While warm, it is immune to fire damage, and while chill, it is immune to cold damage. This choice also affects the living spell's *Magical Strike* and *Spell Mimicry*.

### ACTIONS

***Multiattack.*** The living spell makes two *Magical Strike* attacks.

***Magical Strike.*** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) fire damage if the living spell is warm, or 21 (5d6 + 4) cold damage if it is chill.

***Spell Mimicry (Recharge 5–6).*** The living spell attaches itself to a willing creature within 5 feet of it. For 10 minutes or until it ends the effect as an action, the living spell shares that creature's space and moves with it, protecting the creature. While being protected in this way, the creature is resistant to cold damage if the living spell is warm, or fire damage if it is chill. Whenever a creature within 5 feet of the protected creature hits it with a melee attack, the attacker takes 9 (2d8) fire damage if the living spell is warm, or 9 (2d8) cold damage if it is chill.

## LIVING FIREBALL

Perhaps the most iconic spell of all, *fireball* cleared battlefields of infantry with disturbing speed. This magic broke free of the implements used to cast it as the Mourning washed over them, and now it seeks to set everything alight. The Field of Living Spells is home to a great number of these living spells, which roll across the plains and ram into the unsuspecting, engulfing them in fire.

### LIVING FIREBALL

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell explodes with fire. Each creature within 20 feet of it (going around corners) must make a DC 15 Dexterity saving throw. A creature takes 28 (8d6) fire damage on a failed save, or half as much on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.





## LIVING FLAMING SPHERE

Controlling the battlefield is important, and mages wielding mobile spells like *flaming sphere* were a crown a dozen during the Last War. These living spells now blaze across the Mournland, leaving trails of flames often miles long. Though they appear slow at first (and thus easily avoided), many parties have made the mistake of not giving them a wider berth. It does not take much to set a living *flaming sphere* spell rolling at high speeds, smashing into and burning anything in sight.

### LIVING FLAMING SPHERE

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell erupts with fire that fills the area within 5 feet of it, lasting 1 minute or until the living spell's concentration ends (as if concentrating on a spell). Any creature that ends its turn within this area must make a DC 13 Dexterity saving throw. A creature takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

As a bonus action while the fire persists, the living spell can move up to 30 feet without provoking opportunity attacks and ram into a creature. That creature is subjected to the saving throw against the fire's damage.

## LIVING FLESH TO STONE

In the face of petrification, death is often preferable. While rare, spells like *flesh to stone* once served to disable singular creatures, be they commanders, prestigious warriors leading the charge, or warforged titans threatening the walls of Metrol. Such spells now seek to turn everything to stone, moving along as gray, dusty clouds that fire rays of petrifying magic at oblivious "prey." Groups of petrified warriors, corpses, and strange animals are scattered across the Field of Living Spells, serving as an off-putting sign that terrible foes are near.

### LIVING FLESH TO STONE

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) necrotic damage.

**Spell Mimicry (Recharge 5–6).** The living spell targets a creature it can see within 60 feet of it. The target must make a DC 16 Constitution saving throw as its flesh begins to harden. On a failed save, the creature is restrained for 1 minute while the living spell concentrates (as if concentrating on a spell).

A creature restrained in this way repeats this saving throw at the end of each of its turns. If it succeeds on its saving throw against this instance of this effect three times, the effect ends. If it fails three times, it is turned to stone and petrified until cured by *greater restoration* or other magic. These successes and failures do not need to be consecutive.

## LIVING GLITTERFIRE

While singular effects are common, some rare living spells spun into existence from multiple spells, to terrible effect. Living glitterdust is one such example, combining the effects of “glitterdust” (a form of magic similar to *faerie fire*) and the ever-present *fireball*. These glittering clouds attract adventurers, who are then overwhelmed by fire and made all the easier to hit and track as they are covered in magic, glowing dust.

### LIVING GLITTERFIRE

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 6 (2,300 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell releases an explosion of glittering fire at a point within 120 feet of it. Each creature within 20 feet of this point must make a DC 16 Dexterity saving throw. A creature takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

On a failed save, a creature is coated in brightly-colored dust for up to 1 minute or until the living spell's concentration ends (as if concentrating on a spell). A creature covered in this dust cannot benefit from being invisible, and attacks against it are made with advantage.

## MAKING LIVING MULTI-SPILLS

You can customize the living spells found in this document or in *Eberron: Rising from the Last War* to create other multiple-effect living spells. Simply add the effects of a second spell, of a level equal to or less than that of the spell that living spell is based on, to the effects of the living spell's Spell Mimicry. For the ease of use, you may wish to ignore adding any damage dealt by the second spell, to avoid having to recalculate the creature's Challenge Rating.

For example, by adding the effects of *armor of Agathys* to a living hand (found later in this document), you can create a “living frostclutch” that crushes its enemies while protecting itself with a layer of freezing ice. With so many combinations of spells, you can easily create unique challenges for your players.



## LIVING HAND

Being the jewel of Galifar, the greatest magical technologies rooted themselves in Cyre faster than anywhere else. Among these were spectral hands used to manipulate large objects from a distance. Though these magic hands once built up the walls of great cities like Metrol and Making, they now have a life all their own, seeking to crush any creature in their path.

### LIVING HAND

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

**Skills** Athletics +8

**Damage Resistances** piercing and slashing from nonmagical attacks

**Damage Immunities** bludgeoning

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks. It can replace one of these attacks with its Spell Mimicry, if available.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) bludgeoning damage.

**Spell Mimicry (Recharge 5–6).** The living spell makes a Magical Strike attack against a creature within 5 feet of it. On a hit, the creature is either pushed up to 30 feet away from the living spell or grappled by it (escape DC 16), as the living spell chooses. A creature grappled in this way takes 13 (2d6 + 6) bludgeoning damage at the start of each of the living spell's turns.



## LIVING ICE KNIFE

Mixing magic and martial ability is a no-brainer for the proud soldiers of Aundair, and it was similarly prominent in Cyre. *Ice knife* is but one spell in the repertoire of these knights, conjuring a magic blade to pierce enemies from a distance. These knives now pierce any creature they come across, stabbing and filling creatures around them with frozen shrapnel.

### LIVING ICE KNIFE

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) cold damage.

**Spell Mimicry (Recharge 5–6).** The living spell makes a Magical Strike attack before exploding with icy shards. The target of the attack and each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) cold damage.

## LIVING ICE STORM

House Lyrandar's weather-changing magics have always been met with skepticism and caution, but Cyre still made widespread use of them. Some of these spells in effect during the Mourning were warped into terrible hailstorms, thunderstorms, and tornados. These living storms are often made of tens or hundreds of living spells like living *ice storm* spells, which travel through the air alongside storm fronts before pelting creatures below with death.

### LIVING ICE STORM

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 6 (2,300 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) cold damage, plus 9 (2d8) bludgeoning damage.

**Spell Mimicry (Recharge 5–6).** Rock-hard ice pounds to the ground in an area around the living spell, affecting a 20-foot-radius, 40-foot-high cylinder. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 9 (2d8) bludgeoning damage and 13 (4d6) cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the area into difficult terrain until the end of the living spell's next turn.

## LIVING IMMOLATION

As the Last War persisted, magic used in warfare became more powerful, more complex, and more cruel. Setting a commanding officer on fire and reducing them to cinders is an easy way to cause panic in enemy lines, and the final battles of Cyre had many instances of such spells. The magic involved have persisted, appearing as swirling cyclones of fire, turning creatures, trees, and anything they touch to ash.

## LIVING IMMOLATION

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell wreathes a creature within 90 feet of it in flames. The target must make a DC 16 Dexterity saving throw. It takes 28 (8d6) fire damage on a failed save, or half as much on a successful save. On a failed save, the target is set on fire for 1 minute or until the living spell's concentration ends (as if concentrating on a spell). At the end of each of its turns, the creature must succeed on a DC 16 Dexterity saving throw or take 13 (4d6) fire damage. This effect ends on a successful save.

If damage from this ability kills a target, the target is turned to ash.



## LIVING MAGIC MISSILE

*Magic missile* is one of the simplest damaging spells, taught to many looking for offensive magics. Wandslingers across the Five Nations utilize this in duels, and the battles of the Last War featured arcane wands that duplicated the effect. In Cyre, the magic of these wands has burst forth, flitting around in swarms of magic darts that seek out creatures and hit unerringly.

### LIVING MAGIC MISSILE

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** force

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* automatic hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) force damage.

**Spell Mimicry (Recharge 5–6).** The living spell launches three darts of magic at one or more creatures of its choice within 120 feet of it. Each dart deals 1d4 + 1 force damage to its target. The darts strike simultaneously and can hit one creature or several.

## LIVING MINUTE METEORS

In the Last War, *Melf's minute meteors* served as personal artillery, used by those tasked with clearing out weak infantry so that stronger forces could march through. Those that used this spell found it come to life around them during the Mourning, causing even more death than the cataclysm itself was causing. Flitting motes of light can be seen from a distance in the Mourmland, meteors propagating around a central mass of magic energy. Working as a mindless hivemind, these living spells set the scarred countryside alight in their purposeless destruction.

### LIVING MINUTE METEORS

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two *Magical Strike* attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell launches balls of fire at two points within 120 feet of it. Each creature within 5 feet of one of these points must make a DC 15 Dexterity saving throw. A creature takes 7 (2d6) fire damage on a failed save, or half as much on a successful one.

Starting on its next turn, the living spell can use a bonus action to launch one or two of these balls of fire again. Once it has launched six in total, 10 minutes have passed, or its concentration has ended (as if concentrating on a spell), it cannot launch anymore until it uses this action again.

## LIVING SCORCHER

The Last War was often one of attrition, and many farms, ranches, and homesteads were burned in the conflicts. *Agnazzar's scorcher* became a favorite of the wizards and artificers tasked with the destruction of property, allowing swaths of crops to be set aflame. These flamethrower wands gave birth to floating cubes of fire that can coat a wide area with fire. What few trees that remain in the Mournland, twisted as they are, are at risk of wildfire from these wandering arsonists.

### LIVING SCORCHER

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell creates a line of flame 30 feet and long and 5 feet wide, emanating from a point within 30 feet of it. Each creature in the line must make a DC 13 Dexterity saving throw. A creature takes 13 (3d8) fire damage on a failed save, or half as much damage on a successful one.

## LIVING SCORCHING RAY

The high goal of most wandslingers-in-training, *scorching ray* is a rapid-fire spell, pun intended, and it finds wide use among the arcanists and magic-wielders of the Five Nations' armies. The Mourning turned errant rays into twisting hydras of flame that rain fire upon anything they see. Many who encounter living *scorching ray* spells note that their three entwined heads seem to each have a unique personality, as far as living spells can have personalities.

### LIVING SCORCHING RAY

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell makes three of the following attacks, at one target or several.  
*Ranged Spell Attack:* +5 to hit, range 120 feet, one target. *Hit:* 7 (2d6) fire damage.

## LIVING SHATTER

The walls of Metrol itself fell to the effects of *shatter* spells, which turned the protective stone to rubble. This magic now roams free across the Mournland, unleashed from siege staffs like those that once allowed Karnath to sack Cyre's capital. Ruins, boulders, and living things alike find themselves deafened by these translucent, resonating masses. Many are drawn to them out of horrified curiosity, only to be subjected to a blast of heart-stopping sonic energy.

## LIVING SHATTER

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** thunder

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) thunder damage.

**Spell Mimicry (Recharge 5–6).** The living spell explodes with sonic energy. Each creature within 10 feet of it must make a DC 13 Constitution saving throw. A creature takes 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal or metal has disadvantage on the saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.





## LIVING SICKENING RADIANCE

*Sickening radiance* was one of the few spells banned from use in any official military operations by the Treaty of Thronehold. Unfortunately, its use on the battlefields of Cyre already led to the birth of these floating, sickly-green clouds. These living spells irradiate everything around them, causing plants to wither and creature's bodies to fall apart. Dead plants are innumerable in the Mourmland, but they grow even more sickly-looking in the presence of these harbingers of death.

### LIVING SICKENING RADIANCE

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** radiant

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) radiant damage.

**Spell Mimicry (Recharge 5–6).** The living spell gives off dim, greenish light, filling the area within 30 feet of it. It gives off this light for 1 minute or until its concentration ends (as if concentrating on a spell). This light spreads around corners.

When a creature moves into this light for the first time on a turn or starts its turn there, it must make a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (4d10) radiant damage, suffers one level of exhaustion, and emits dim light in a 5-foot radius that prevents it from being invisible until the living spell's light ends.

## LIVING SNOWBALL SWARM

Cyre's southern reaches were nearly tropical before the Mourning, and people explored many ways to keep cool. Most popular with kids, nonlethal versions of *Snillloc's snowball swarm* once gave the heat-beleaguered southerners relief from the heat. Now animated, these living spells seek to relieve creatures of all their burdens, pelting anything it comes across with freezing snow.

### LIVING SNOWBALL SWARM

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) cold damage.

**Spell Mimicry (Recharge 5–6).** The living spell creates a flurry of magic snowballs that erupt from a point within 90 feet of it. Each creature within 5 feet of that point must make a DC 13 Dexterity saving throw. A creature takes 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

## LIVING STEEL WIND

One of the most powerful martial spells, *steel wind strike* has been mastered by only a handful of spellcasters on Khorvaire. Despite that, living versions of the spell can be found across the Mourmland, proving extremely dangerous to any looking to uncover the truth behind what happened. Though scholars continue to ponder how so many of this living spell exist, some have noted that these living spells bear an uncanny resemblance to the whirling blades of Shavarath, a plane of war some connect to the destruction of Cyre.

### LIVING STEEL WIND

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** force

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) force damage.

**Spell Mimicry (Recharge 5–6).** *Melee Spell Attack:* +8 to hit, range 30 feet, up to 5 creatures within range. *Hit:* 33 (6d10) force damage. *Hit or Miss:* The living spell teleports to an unoccupied space within 5 feet of one of the targets.

## LIVING STORM SPHERE

Like living ice storms, this living spell spawned from House Lyrandar's weather-controlling magics. Wielding lightning and storm-force winds, these swirling clouds travel in great groups, causing unusually strong and centralized thunder storms. These types of living spells are responsible for at least one grassfire, having drifted over the Dead-Gray Mist and caused fires in the Talenta Plains, and are one of many reasons airships avoid the Mourmland whenever possible.

### LIVING STORM SPHERE

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) lightning damage.

**Spell Mimicry (Recharge 5–6).** Whirling air swirls around the living spell, filling the air within 20 feet of it. This area is difficult terrain, and creatures within 50 feet of the living spell have disadvantaged on Wisdom (Perception) checks made to listen. Each other creature in this area when the winds appear or that ends its turn there must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage. This storm lasts for 1 minute or until the living spell's concentration ends (as if concentrating on a spell).

While the winds persist, the living spell can use a bonus action to make the following attack. It makes the attack with advantage if the target is within 20 feet of it.

**Ranged Spell Attack:** +7 to hit, range 90 feet, one target. *Hit:* 13 (4d6) lightning damage.

## LIVING THUNDER STEP

These living spells once served as powerful escape tools for magic-adept saboteurs, killing creatures even as they vanish. Among living spells, living *thunder step* spells are unique in their predatory nature. Instead of attacking mindlessly like many living spells, these will drag creatures away from their groups, focusing on the weakest members. It is almost as if these living spells retain a fragment of their former users' minds, now driven to undermine those seeking the truth about the Mourning.

### LIVING THUNDER STEP

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	4 (-3)	13 (+1)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** thunder

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) thunder damage.

**Spell Mimicry (Recharge 5–6).** The living spell magically teleports to an unoccupied space it can see within 90 feet of it. Each creature within 10 feet of the space it leaves must make a DC 15 Constitution saving throw. A creature takes 16 (3d10) thunder damage on a failed save, or half as much on a successful one.

The living spell can bring one creature that fails this saving throw along with it. The creature appears within 5 feet of the living spell's new location.

## LIVING THUNDERWAVE

A fairly basic spell among wandslingers, *thunderwave* is well-known for its great sound and crippling damage. In the Last War, such spells found their way in the hands of arcanists wielding spell and sword, but now this beloved stand-by wields itself. Living *thunderwave* spells sometimes use their thunderous outbursts to push mundane objects like rocks or bodies great distances, eventually destroying the object. The aimlessness these living spells present when they destroy their “toys” is almost pitiable, if they were not simply seeking out new prey.

### LIVING THUNDERWAVE

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** thunder

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) thunder damage.

**Spell Mimicry (Recharge 5–6).** Each creature within a 15-foot cube originating from the living spell must make a DC 13 Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from the living spell. A creature takes half as much damage on a successful save and isn't pushed.

Unsecured objects completely within the area are automatically pushed 10 feet away from the living spell, and this action creates a thunderous boom audible out to 300 feet.

## LIVING TIDAL WAVE

While the nobles and the rich of northern Cyre would often travel to the southern shore for vacations, some wished to bring the sun, sand, and water home. Tens of thousands of mage-hours later, the first artificial-wave pool was created. Though only a dozen or so of these pools were built in Cyre, they produced many more of these living spells as their magic sources of water were warped by the Mourning's strange force. The power of water is awesome to behold, especially when it crashes down upon an adventurer's unsuspecting head.

## LIVING TIDAL WAVE

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** piercing and slashing from nonmagical attacks

**Damage Immunities** bludgeoning

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage.

**Spell Mimicry (Recharge 5–6).** The living spell creates a wave of water that crashes down on an area originating from it. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

The water then spreads out across the ground in all directions, extinguishing unprotected flames within 30 feet of the area, and then it vanishes.

## LIVING VITRIOLIC SPHERE

While ranged spells like *Melf's acid arrow* work well enough in small-scale combat, proper warfare requires bigger tools. These tools spawned amorphous masses that roam near and even on Lake Cyre, blasting creatures with caustic acid. Many animals, and even some unfortunate sailors, have met their ends at this acid, often leaving behind nothing but skeletons covered in chemical burns.

## LIVING VITRIOLIC SPHERE

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) acid damage.

**Spell Mimicry (Recharge 5–6).** The living spell erupts with acid. Each creature within 20 feet of it must succeed on a DC 15 Dexterity saving throw or take 25 (10d4) acid damage and another 12 (5d4) acid damage at the end of that creature's next turn. On a successful save, a creature takes 12 (5d4) acid damage.

## LIVING WALL OF FIRE

Controlling the battlefield is crucial, and spells like *wall of fire* ensured the success of many battles during the Last War. The Mourning freed the magic essence of the magic devices that created such spells, and now mobile sources of these flaming edifices haunt the broken husk of Cyre. A great number of these living spells migrate across the glassy plateau in the southern Mournland.

### LIVING WALL OF FIRE

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

#### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell creates a wall of fire on a solid surface, originating from itself. This wall can be up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter and 1 foot thick. The wall is opaque and lasts for 1 minute or until the living spell's concentration ends (as if concentrating on a spell).

When the wall appears, each creature within its area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire damage, or half as much damage on a successful save.

One side of the wall, selected by the living spell when the wall is created, deals 22 (5d8) fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

## LIVING WALL OF LIGHT

The Tairnadal elves that claimed what is now Valenar wielded many magics related to light and healing. During the Last War, these mercenaries would use spells like *wall of light* to blind and burn their enemies, allowing them to ride in and dispatch their foes quickly. Some such spells were animated by the Mourning and now trap “prey” to blind and destroy. The sheer brilliance of these living spells is captivating, but they are a threaten to anything their light touches.



## LIVING WALL OF LIGHT

*Large construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 73 (7d10 + 35)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** radiant

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 7 (2,900 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The living spell makes two Magical Strike attacks.

**Magical Strike.** *Melee Spell Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (5d6 + 5) radiant damage.

**Spell Mimicry (Recharge 5–6).** The living spell creates a wall of bright light that originates from itself. This wall can be in any orientation, on a solid surface, or free floating. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. The wall emits bright light out to 120 feet and dim light out for an additional 120 feet.

When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 18 (4d8) radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature that ends its turn in the wall's area takes 18 (4d8) radiant damage.

The wall persists for 1 minute or until the living spell's concentration ends (as if concentrating on a spell). The living spell can use a bonus action on its turn to make the following attack. When it does, the wall shortens in length by 10 feet. The wall disappears early if its length is reduced to 0 feet.

**Ranged Spell Attack:** +8 to hit, range 60 feet, one target. *Hit:* 18 (4d8) radiant damage.

## LIVING WITCH BOLT

Every nation that fought in the Last War committed horrible acts, and Cyre was no exception. In the remains of prisons and military facilities, these living spells are often found alongside specters and shadows of the people they were once used to torture. These tormented spirits and living spells are bound together, unable to stray from each other but proving especially deadly with their combined desire for destruction.

## LIVING WITCH BOLT

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** lightning

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Amorphous.** The living spell can move through a space as narrow as 1 inch wide without squeezing.

**Magic Resistance.** The living spell has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) lightning damage.

**Spell Mimicry (Recharge 5–6).** *Ranged Spell Attack:* +5 to hit, range 30 feet, one target. *Hit:* 6 (1d12) lightning damage. For 1 minute or until the living spell's concentration ends (as if concentrating on a spell), the living spell can use its bonus action to deal another 6 (1d12) lightning damage to the target. This effect ends early if the target is ever more than 30 feet away from the living spell.

## CREDITS

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