

Witchcraft

Magic of Hereva



A supplement for the 5e of the most popular RPG on the world.
To play witch characters based on the Pepper & Carrot web comic.

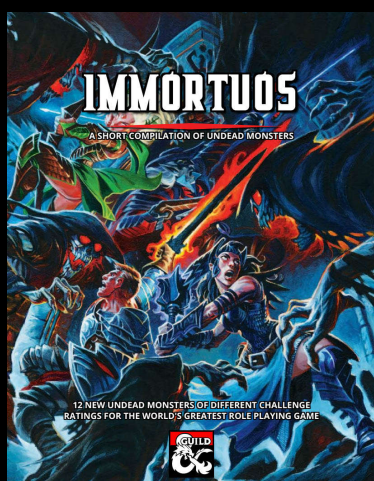
A world of magic and adventure

Hello reader! Thank you for picking this supplement, I sincerely hope that you enjoy it as much as I enjoyed writing it. This book is the first of a series of supplements inspired on the world of Hereva, based on the comic Pepper & Carrot by David Revoy.

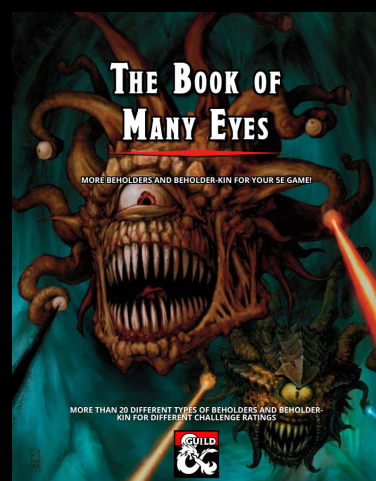
But these are not my first works. Previously I've written a few well received supplements and they are available to purchase online (some of them are pay-what-you-want).

Below in this page you will find a few.

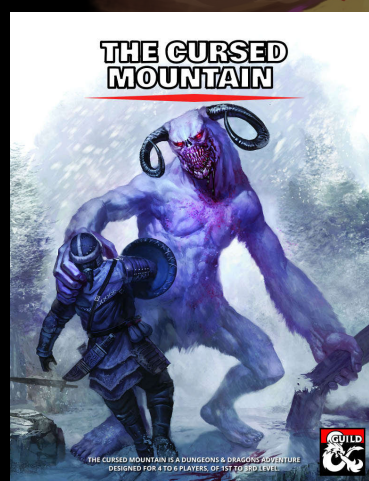
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Witchcraft

Magic of Hereva

**A SUPPLEMENT FOR THE MOST POPULAR ROLE PLAYING GAME IN THE WORLD,
THAT LETS YOU PLAY CHARACTERS BASED ON THE WEB COMIC PEPPER &
CARROT, CREATED BY DAVID REVOY.**

BY XACUR

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More details about credits and licenses at the end of this document.

Special Thanks to my two role playing groups that helped me testing various parts of this book.

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Introduction

The world of Hereva is a world of magic, inhabited by fantastic creatures and brave adventurers. The world itself is so magical that it doesn't have a static map, it changes so fast that people need to update their maps every once in a while. In this world, everybody is capable of manifesting magic in small ways, but there are few as proficient in magic as the Witches of Hereva.

Pepper & Carrot is a web comic created by David Revoy, about a young witch called Pepper and her mischievous orange cat Carrot. In the comic, Pepper learns about how to be a witch from her three teachers, who despite not being like teachers in other magic schools, always teach her good lessons in their own way.

In Hereva, magic reaches everywhere, all people can do at least a little magic, even animals and places have magical aspects in them.

What's this book for?

The intention of this book is to establish the rules for playing with characters inspired by the world of Pepper & Carrot in the 5e system based RPG's. This supplement is not an extensive explanation of the world, or how to play an entire campaign in Hereva, but an introduction in how to take characters from that world and use them in any type of campaign setting.

Mostly, the information in this book is for the players, there is not much content for a GM. In the near future I'll release a compendium of monsters and an adventure based on these rules which will contain more information for the GM.

How to use this book

First of all, you can skip the introduction (but if you're reading this, you already didn't do it) and go read the Pepper & Carrot comic. In this book, instead of explaining each thing that is different from our world, it assumes that you have already read the comic and that you know what kind of stories it tells.

In chapter one you will find the rules to create a Witch of Hereva. In the second chapter you will find descriptions of the sub classes of the Witch of Hereva called *Witchcraft Houses*. This is the most important chapter since the role of a witch in the game depends a lot on the Witchcraft House to which she belongs.

Chapter three contains new backgrounds and feats to further customize player characters. These are not only for witches but any other character class. Chapter 4 deals with magic, it contains the list of spells for the Witch of Hereva and its sub classes, as well as descriptions of the new spells. It also contains a long list of new magical items inspired by the world of Pepper & Carrot.



Acknowledgements

Since the first time I saw the comic, I've always loved it, and it has surprised me in many ways. One of the things I like most about the comic is the world in which it takes place created by David Revoy. I've always been a fan of fantasy stories, especially worlds of high magic. That is Hereva, a world where everything you had taken for granted turns out to be different, more exciting and more fun.

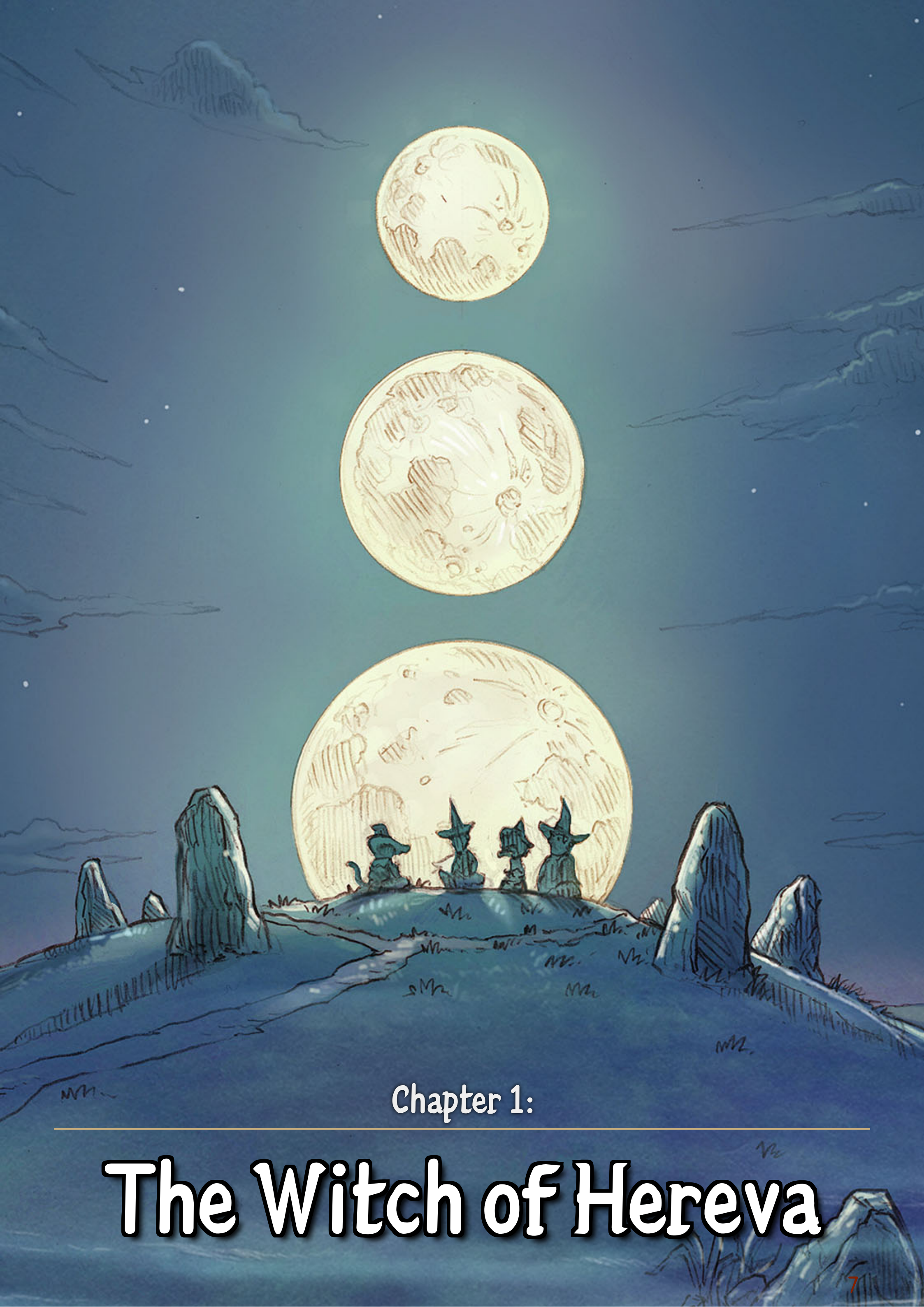
Another charm of Pepper & Carrot is Mr. Revoy's beautiful art. He is not only ingenious and talented, he is also very open with the way he works. His videos on YouTube, where he shows the way he creates his illustrations, are very useful for all those aspiring to create comics like his.

Thanks to Mr. Revoy and his philosophy of releasing his content through creative commons licenses, is that this book is possible. A big thanks to him and to all the people who make the comic possible.

I would also like to thank all the people who supported the Kickstarter campaign, who trusted me to make this book and without whom this would not be possible either.

Constantly during the creation of this book I had this feeling of creating something that the backers can feel that it was worth believing in me and supporting me. I am deeply grateful to all of you.

Finally, I would like to thank David Caamal, a friend for so many years, I no longer remember how many. He was kind enough to help me put all these rules together and add many new ones to improve this book.



Chapter 1:

The Witch of Hereva



Witch of Hereva

She is laying on the spider web, with a book in her hands, engrossed in her reading, and a smile in her lips. In her satchel she carries all the ingredients she's been collecting during the day, and close to her there a cat. The cat is attentively staring a small group of spiders that don't know if they should get close to what is supposed to be their pray.

Witches of Hereva train from a young age to learn how to control magic and use it for their benefit and for others. They are specialists in both arcane and mundane research and they love solving problems. They generally have an adventurer aptitude and their best quality is that they never give up, even though that could cause problems some times.

But there are many types of Witches, every Witchcraft House see the world from a different perspective, and they all study their craft in a different way. However, there are many features that are key characteristics of many Witches of Hereva.

A Witch of Hereva is disciplined. Even the chaotic house of Chaosah requires certain degree of discipline to be able to master the powers that gave birth to the whole universe.

Researching aptitude

Many paths exist to reach the power of Chaos and Evolutions, but almost all of them include studying a lot. Witches of Hereva spend almost as much time immersed on their books as they do traveling and having adventures.

The Witch Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Research	Rea Points	Spell Level
1st	+2	Witchcraft, Familiar	2	2	-	2	1st
2nd	+2	Witchcraft House	2	3	-	3	1st
3rd	+2	Potion Brewing	2	4	-	4	2nd
4th	+2	Ability Score Improvement	3	5	-	5	2nd
5h	+3	Broom Riding	3	6	-	6	3rd
6th	+3	-	3	7	-	6	3rd
7th	+3	Witchcraft House Feature	3	8	-	7	4th
8th	+3	Ability Score Improvement	3	9	-	7	4th
9th	+4	-	3	10	-	8	5th
10th	+4	Spell Research	4	10		8	5th
11th	+4	Witchcraft House Feature	4	11	1	9	6th
12th	+4	Ability Score Improvement	4	11	1	9	6th
13th	+5	Rea Focus	4	12	2	10	7th
14th	+5		4	12	2	10	7th
15th	+5	Witchcraft House Feature	4	13	3	11	8th
16th	+5	Ability Score Improvement	4	13	3	11	8th
17th	+6		4	14	4	12	9th
18th	+6		4	14	4	12	9th
19th	+6	Ability Score Improvement	4	15	4	13	9th
20th	+6	Witchcraft House Feature	4	15	4	13	9th

They learn to cast spells taught by their mentors, but they never stop there, they always look for new formulas, new secrets and technologies to create new spells, potions and even their own magic items.

Magic is a world with huge uncharted areas, and witches want to explore all of it.

Competitive nature

You would think that the Witches of Hereva are never content with the standards set by older generations, and that's because they are always trying to improve. They are naturally competitive, they love to test their skills among them and never miss the opportunity for a magic contest.

Creating a Witch of Hereva

To create a Witch of Hereva you need to know at least a little bit of the world where they come from. If you are creating a character to play in a different campaign setting, you need to answer the questions: how did your character arrive to this world? what is the goal in this journey or in this adventure?

A failed experiment, a quest granted by the spirits, following the steps of a very powerful wizard, the search for the recipe of a legendary potion; those and many more

could be the reasons for your character to travel away from the world of Hereva and start an adventure in your campaign world.

Quick Build

You can make a Witch of Hereva quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution or Dexterity. Depending on what Witchcraft House you plan to join, your next-best score could change (check each House description for quick build suggestions). Second, choose the Witch Scholar background. Third, choose these cantrips: *Chill Touch*, *Mage Hand*. And finally, choose these 1st level spells: *Comprehend Languages*, *Unseen Servant*.

Class Features

As a Witch of Hereva, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Witch of Hereva level
Hit Points at 1st Level: 8 + your constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Witch of Hereva level after 1st

Proficiencies

Armor: None

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

Tools: Alchemist supplies

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

Equipment

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

- (a) a quarterstaff or (b) a dagger
- magic wand (spellcasting focus)
- a component pouch
- (a) a scholar's pack or (b) an explorer's pack
- a spellbook

Witchcraft

As a Witch of Hereva, you are a magic student of Chaos & Evolutions. The magic in Hereva varies a little from the magic of other planes of existence but at the same time it keeps certain similarities. The secrets of those powers are discovered through study and research, and are mastered through training.

You can learn spells from the Hereva Witch spell list. As you gain character levels, you can add spells to your book and you can change some low level spells for others. In addition you will learn how to add some spells from the Wizard list to your magic book too.

Cantrips

You know two cantrips of your choice from the Witch of Hereva spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch of Hereva table.

Rea Points

Rea is the magic unit used to measure the magic forces that created the world of Hereva. Rea is the abbreviation for "Reality". Rea can be loosely thought of as collecting the by-products of a task. Every point of Rea can be used to cast one spell. You have an amount of Rea points as shown in the Witch of Hereva table. You recover all your expended Rea after a long rest.

Spells of 6th level or higher are particularly hard to cast. The Rea stored inside the body of a Witch only enables them to cast a limited number of these spells. You can only cast one spell of each level of 6th or higher between long rests using your regular reserves of Rea points. The table also shows the level of the spells you can cast. You cast all your spells at the same level.

For example:

When you are 5th level, you have six Rea points and your spell level is 3rd level. To cast the 1st-level spell *witch bolt*, you must spend one of your Rea points, and you cast it as a 3rd-level spell.

When you are 15th level, you have 10 Rea points and your spell level is 8th level. To cast the 3rd level spell *counterspell*, you must spend one of your Rea points, and you cast it as an 8th-level spell. This spell doesn't count against your limit of only one 8th level spell you can cast, because it's originally a 3rd level spell.

Spells Known

At 1st level, you know two 1st-level spells of your choice from the Witch of Hereva spell list. The Spells Known column of the Witch of Hereva Table shows when you learn more witch spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new witch spell, which can be 1st, 2nd, or 3rd level. Additionally, when you gain a level in this class, you can choose one of the witch spells you know and replace it with another spell from the Witch of Hereva spell list, which also must be of a level for which you have spell slots.

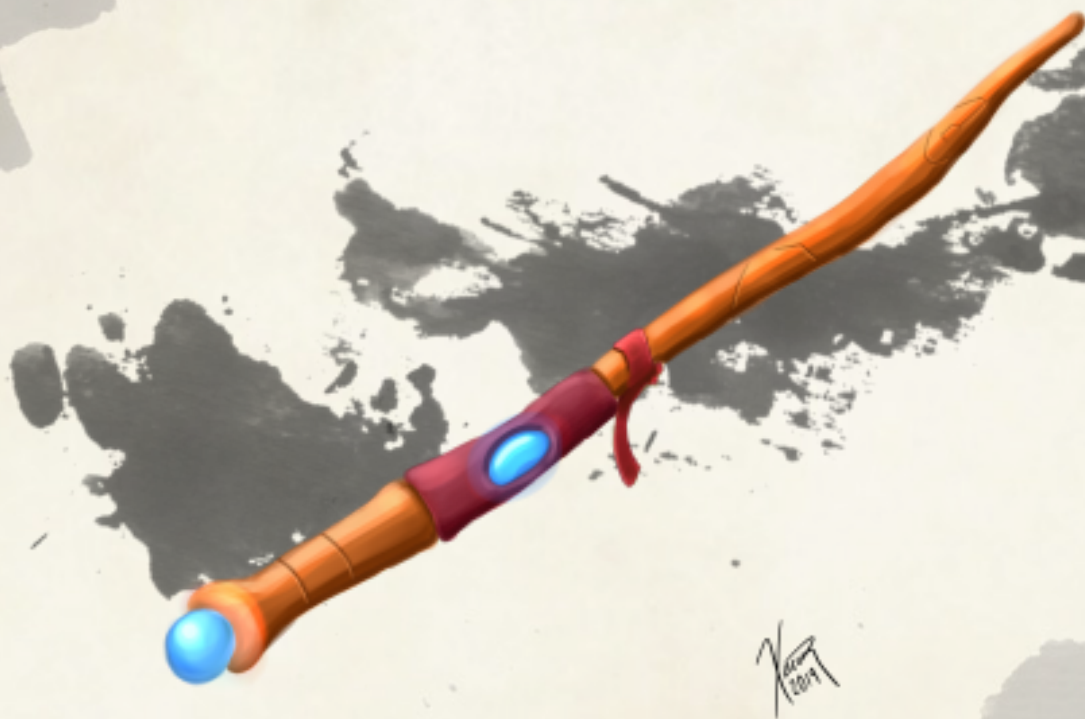
Spellcasting Ability

Charisma is your spellcasting ability for your witch spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

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

Spellcasting Focus (Magic Wand)

You can use a Magic Wand (see the Equipment section) as a spellcasting focus for your Witch spells.



Familiar

Starting from first level you can choose an animal companion that serves as your familiar. A familiar of a Witch of Hereva can be a mundane animal or a spirit that develops a deep relationship with her.

To get a familiar, you need to perform a ritual with an animal from the Witch Familiars table, this ritual takes one hour, after that the creature is bound to you. A Witch of Hereva can only have one familiar at a time, regardless of the way it was obtained. In addition, as an action, you can free your familiar from the bond that ties it to you.

Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, cast spells or use breath weapons, but it can take other actions as normal.

Witch Familiars

Familiar	Ability Score	Element
Cat	Dexterity	Fire
Dog	Strength	Force
Two tailed Fox	Wisdom	Radiant
Cockerel	Intelligence	Thunder
Betta splendens	Charisma	Cold
Yellow Spider	Dexterity	Poison
Owl	Wisdom	Lightning
Dragon Duck	Strength	Psychic
Zombie-Canary	Constitution	Necrotic
Dragoncat	Constitution	Acid
Ghostly bat	Charisma	Slashing
Fairy plant	Intelligence	Bludgeoning

While your familiar is within 100 feet of you, you can communicate with it telepathically.

As a reaction, you can have your familiar grant you advantage on a saving throw, if it's of the ability score stated in the table Witch Familiars. You can also, as a reaction, have it grant you resistance to an attack if it's of its damage type as stated in the table Witch Familiars. You can use these abilities only if your familiar is within 100 feet of you and once each, then you need to finish a long rest to use them again.

Witchcraft House

Starting at 2nd level you have to choose one of the 6 schools of the magic of Hereva to specialize, that means that you have been accepted by one of the 6 Witchcraft Houses or you get a tutor from one of those houses. In any case, your choice grants you features at 2nd level and again at 7th, 11th, 15th, and 20th level.



Witchcraft Houses vary from other sub classes on that they have more influence on the evolution of the class than normal. They totally change the role that the Witch have on her adventuring party and how you tactically play your character.

Potion Brewing

Starting 3rd level you are able to brew your own magic potions as long as you are willing to spend the time and resources on it. You normally will craft these items during the downtime of your campaign.

Potion Brewing Table

Potion rarity	Witch Level	Recipe Time	Recipe DC	Brewing Time	Cost
Common	3	1 week	13	2 days	25gp
Uncommon	5	2 week	15	4 days	50gp
Rare	7	5 weeks	20	10 days	500gp
Very rare	9	10 weeks	25	3 weeks	5,000gp
Legendary	11	20 weeks	30	10 weeks	25,000gp*

**For legendary potions, you GM could require you to get particularly rare ingredients that you could only obtain in a quest.*

First, you need to create a potion recipe, you can only research a recipe if you are the minimum Witch Level stated on the Potion Brewing Table for the potion rarity. Depending on the rarity of the potion you have to spend an amount of time researching the recipe as stated on the Recipe Time column on the table.

After that time, you need to make an Intelligence (Alchemist's supplies) check with a difficult check

Brewing Potions Results Table

Common	Uncommon	Rare	Very Rare	Legendary	Results
-	-	5-	10-	15-	Your potion explodes. You lose all ingredients, and your alchemist tools are broken.
-	5-	6-8	11-13	16-18	Terrible fail, you lose all ingredients of this potion.
5 or less	6-8	9-13	14-18	19-23	You fail, but you can try again without losing the ingredients.
6-8	8-13	14-18	19-23	24-28	You succeed but it takes you half again as much time to finish the potion.
9-20	14-25	19-30	24-35	29+	You succeed.
21-25	26-30	31+	36+	-	You succeed in half the time originally needed.
26+	31+	-	-	-	You succeed in half the time and only spend half the ingredients you originally needed.

according to the table. On a success, you get the recipe and then you can start making potions based on it.

As long as you keep the recipe physically with you, you can create potions without further research. If you ever lose the recipe, you will have to create a new one.

Once you have the recipe, to brew a potion you need to spend the time and the amount of money in ingredients listed on the table Potion Brewing Table. After the brewing time have passed, you need to make an Intelligence (Alchemist's supplies) check and compare your results in the Brewing Potions Results Table.

If your GM uses rules for creating magic items, the Witch of Hereva can use those rules too. Normally the options here are faster and less expensive, because it's a class ability. If creating magic items is exceptionally easy in your campaign, your GM might want to adjust the Potion Brewing Table and the Potion Brewing Results Table.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Broom Riding

Starting at 5th level, you learn how to enchant a broom to turn it into a Broom of Flying. The ritual to enchant the broom takes 1 hour and the materials cost 50gp. This enchantment lasts for 1 hour, and you can't do it again until you take a long rest.

While enchanted, the broom works exactly like a Broom of Flying, except that it can only be activated by you or your familiar.

At level 10 you can use this ability twice between long rests and the enchantment lasts 2 hours. At level 15 you can do it 3 times and it lasts 5 hours.

Starting at level 15 whenever you ride a Broom of Flying, either made by you or otherwise, its speed becomes double its normal speed.

Broom Of Flying

adventuring gear (wondrous item)

Category: Items

Item Rarity: Uncommon

Weight: 3 lbs

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its Command Word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the Command Word, name the location, and are familiar with that place. The broom comes back to you when you speak another Command Word, provided that the broom is still within 1 mile of you.

Spell Research

In addition to the spells you get based on the column of known spells from the Witch of Hereva table, you can also learn spells that are not on the Witch spell list through Spell Research. Learning these spells takes time and costs money. Starting from level 10 you can learn a number of spells from the Wizard spell list based on your level in the Spell Research column in the Witch of Hereva table.

You can only learn spells in this way if they are one level below your Spell Level.

In addition, each time you gain a level after the tenth, you can change a spell that you have learned through research and change it to another through another research.



Researching Spells Process

Researching a spell in this way takes two days and costs 150gp per level. At the end of the research you need to make an Intelligence (arcana) check with a DC equal to 15 + Spell Level. If you succeed, you add the spell to your magic book, if you fail, you can try again. The following attempts take half the time and cost a third of the initial cost, that is, 1 day and 50gp per spell level.

Researching Spells costs and difficulties

Spell Level	Witch Level	Research Time	Research Cost	Learn DC
1st	10	2 days	150 gp	16
2nd	10	4 days	300 gp	17
3rd	10	6 days	450 gp	18
4th	10	8 days	600 gp	19
5th	10	10 days	750 gp	20
6th	11	12 days	900 gp	21
7th	13	14 days	1,050 gp	22
8th	15	16 days	1,200 gp	23

Rea Focus

As a Witch of Hereva you naturally have a reserve of Rea that you can use to cast spells, and you recover all of your spent Rea after a long rest. However, Rea is found everywhere and it is possible to use the Rea outside a person's body to control magic.

Few witches are skilled enough to channel and manipulate Rea without the need to build up reserves. Such channeling can be dangerous. While it is difficult to get too much Rea, it is possible for certain spells to consume all of the Rea from the caster and the surrounding area. Such spells can lead to disastrous results.

At level 13 you learn to channel Rea to cast spells. When you have spent all of your Rea points, you can try to cast a spell of one level less than your current Spell Level or less from your list of known spells.

To cast a spell this way you first need to channel the Rea around you. That could cause explosion of wild magic energy around you that can hurt you and living creatures around you.

Roll a number of d6 equal to the level of the spell you are trying to cast. The explosion caused by your channeling has a negative power equal to the number of results of 1 on those d6, and a positive power equal to the number of results of 6 in those d6. Each creature in 60 feet radius area centered on you lose a number of hit

point equal to the negative power x 5, and heals a number of hit points equal to the positive power x 5.

Additional effects depending on the positive and negative power of the channeling occur.

- If the negative power is 2 or greater, any quasi-real creature in the area of the explosion disappears immediately and stop existing.
- If the positive power is 3 or greater, all illusions in the area are dispelled.
- If the negative power is 5 or more, all vegetation in the area is killed.
- If the positive power is 6 or more, you recover one use of Rea Focus.

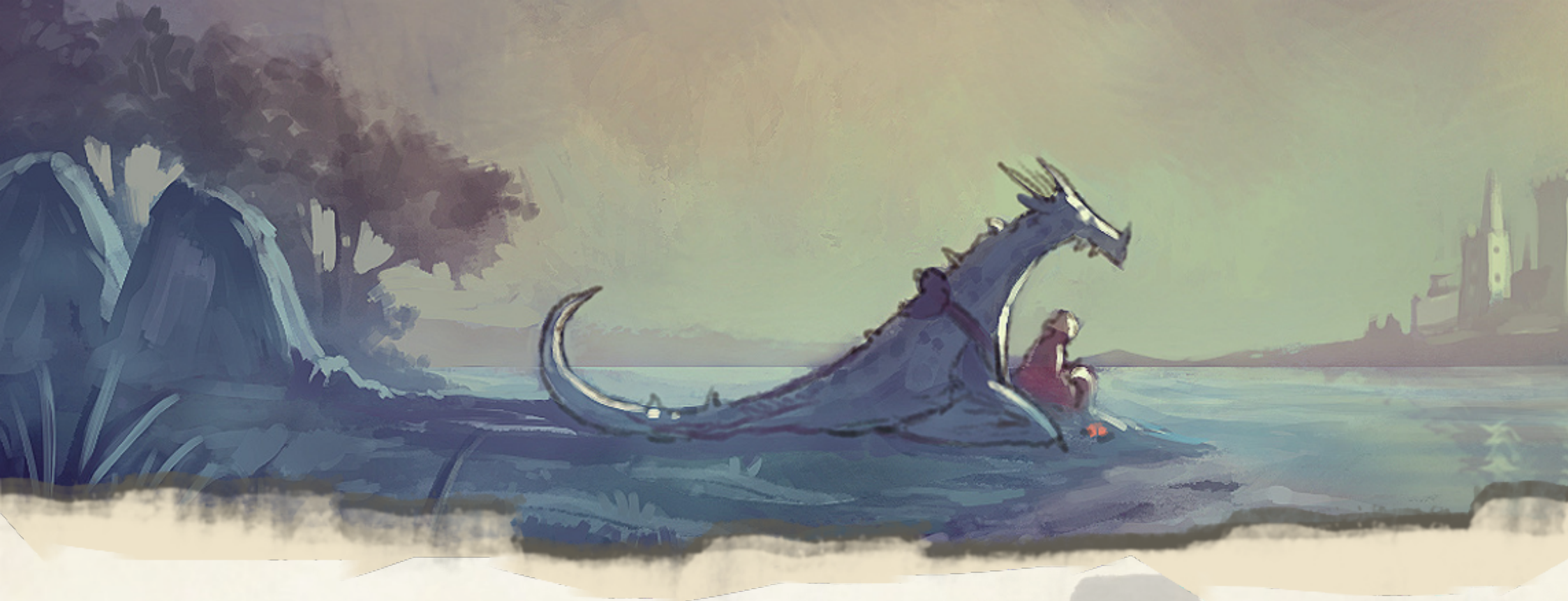
After you have cast a spell in this way, you will need to finish a long break to do it again.

Starting at level 18, you can try casting a spell with Rea Channeling twice, before needing a long break to recover your attempts.



Chapter 2:

Witchcraft Houses



House of Ah

After your long travel to the land of the setting moons you find her. Her eyes are focused on whatever is inside of that big cauldron. Close to her there's a tent, a few steps from a small waterfall. Her red robe contrasts with the green of the grass and her white hair, that she has tied with the fang of a huge animal, maybe a dragon. Next to her, a little fox with two tails is standing, staring at you.

Ah Magic

Ah is the house of the after-life, ghosts, souls, and is the open door to parallel universes. This is one of the most mysterious houses, they deal with the spirit world and guard secrets to eternal life. Other reason why this house is so secretive is because spirits are very selective with the people they communicate.

They differ from other schools like Hippiah in that Ah don't document their practices, common people don't practice Ah magic, and the apprentices are carefully chosen by the spirits.

Playing a Witch of Ah

Ah practitioners tend to be loners, sometimes they travel in small groups. Often these groups of travelers are led by some spirit or some prophecy.

However it is not unusual to see a witch of Ah traveling in a city, and people say it is good luck to find you one. You

can also see Witches of Ah with other travelers, usually joining them for a common goal or guided by the spirit.

Ah Magic in combat

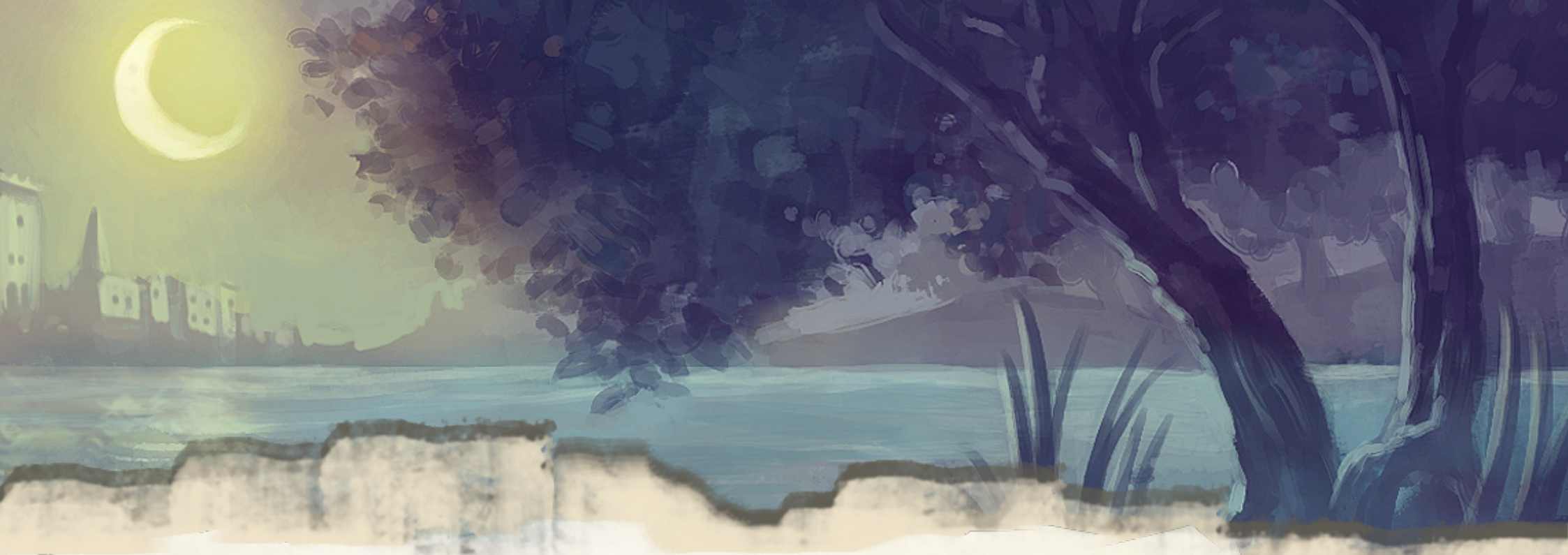
As a Witch of Ah your role is to protect and heal. One of your main features is to shield your teammates while using your healing spells.

However, a Witch of Ah also attacks when necessary and does not lack in offensive power.

Ah Spells List

Witches of this house have access to a list of specific spells for them. These spells are available to them in addition to those found in the Witch of Hereva class spell list in chapter 4.

Level	Spells
Cantrips (0 Level)	Light, Spare the Dying
1st Level	Cure Wounds, Sanctuary
2nd Level	Misty Step, Spiritual Weapon
3rd Level	Lux Maxima*, Revivify
4th Level	Banishment, Light Ghost*
5th Level	Contact Other Plane, Raise Dead
6th Level	Heal, Moons Light*
7th Level	Etherealness, Regenerate
8th Level	Demiplane, Invoke Ah Spirit*
9th Level	Mass Heal, Gate



Features by level

The following table describes the features that a Witch of Ah gains at various levels.

Level	Features
2nd	Ghostly Shield
7th	Spiritual Trance
11th	Otherworldly Resistance
15th	Planar Walk
20th	Terminus

Ghostly Shield

When you cast a healing spell of 1st level or higher, you can simultaneously create a magical ward on its targets that lasts until you finish a long rest. The ward has hit points equal to twice your Witch level + your Charisma modifier. Whenever the guarded creature takes damage, the ward takes the damage instead. If this damage reduces the ward to 0 hp, the warded creature takes any remaining damage.

While active the ward regain hit point when the warded creature is healed by you, but it can't go beyond its initial hit points. If the ward is reduced to 0 hp, it's destroyed and you can't create another one on the same creature until you finish a long rest.

Spiritual Trance

Beginning at 7th level, you are able to meditate for 4 hours to gain the benefits of a long rest. During this time you enter a state of trance known as Spiritual Trance.

Rea Enhanced

When you start a Spiritual Trance you can choose to spend one Rea Point from your reserves. If you do, you can let a number of creatures equal to 1 + you Charisma bonus to enter the trance state with you. You and the creatures receive the benefits of a long rest after the four hours trance.

Otherworldly Resistance

Starting 11th level, you can choose one of the next damage type: fire, cold, electricity or acid. Your Ghostly Shield ability grants resistance against that type of damage to its warded creature. You can choose a different damage type after a long or short rest.



Planar Walk

Starting from level 15th, you learn how to use planar connections between planes to walk from a point to another one in the same plane. As an action you can teleport you and a number of creatures equal to one third your level rounded down to a point you select in the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. You must make a Charisma check and compare your result with the Planar Walk Results table.

"Very Familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen Casually" is some place you have seen more than once but with which you aren't very familiar. "Viewed Once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map.

"False Description" is a place that doesn't exist. Perhaps you tried to scry an enemy's Sanctum but instead viewed an Illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target: You and your group appear where you want to go.

Off Target: You and your group appear a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as north-east, 3 as east, and so on around the points of the compass. If you were teleporting to a Coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area: You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are

heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap: The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage and you reroll the Charisma Check on the table to see where you wind up (multiple Mishaps can occur, dealing damage each time).

Terminus

At level 20 you learn to channel planar and spiritual energies to pacify your opponents. When you use this feature you can choose between the following two options:

- As an action you can choose a target creature that is located in your line of sight and not farther than 250 feet from you. Spirits from other planes will haunt the target during its next 5 turns. At the beginning of the target's turn it must make a Charisma Saving Throw. In a successful save the target can choose to lose its action or its movement for that turn. If the target fails its saving throw, it will be violently teleported through the spiritual planes for the rest of the duration and will be dealt 3d10 Force damage each turn. At the end of the 5th turn, the target returns to the space it occupied before or the closest empty space. *For example: if the target successfully saves its first two turns and fails on the third, it will be able to move or act in the first two turns, then it will disappear for the remaining three turns, it will receive 3d10 force damage three times, on the 3rd, 4th and 5th turn, then it will return to the space it occupied before at the end of its 5th turn.*

Planar Walk Results

Familiatiry	Mishap	Similar Area	Off Target	On Target
Very Familiar	1 or less	2-5	6-9	10 or more
Seen casually	5 or less	6 - 9	10 - 14	15 or more
Description	10 or less	11 - 15	16 - 19	20 or more
False destination	See description	--	--	--

- As an action you can choose up to 5 target creatures that must be no farther than 100 feet from you and each other. The targets must make a Charisma Saving Throw. In a successfully save, the creature can't move or take any actions until the beginning of your next turn. If the creature fails its saving throw its violently transported through the spirit realms and is dealt 3d6 force damage. At the beginning of its next turn, the creature returns to the space it occupied before, or the closest empty space. If a creature is reduced to 0 hit point by this damage, it won't return and its body will be lost in the spirit planes. It can only be brought back via a Wish spell.

Fiend and Undead creatures have disadvantage on their Saving Throws against Terminus, while Celestial and Fey have advantage.

When you use this ability you can't use it again for until you finish 7 long rests.





House of Aquah

Your boat is approaching the small islet and you see her sitting on a nearby rock, it is not a mermaid but a young girl of elven race with her eyes fixated on the book lying on the ground. Her green and blue clothes seem to be made of seaweed and coral, her long white hair is soaked in the water. When you get closer, you see of a beta fish jumping out of the water, you would swear it was watching you.

Aquah Magic

Aquah is the house of water, wind, clouds and the abyss. This is the most mysterious Witchcraft House in Hereva, few people know their way of life or customs. Due to the fact that they live underwater, people on the surface have not come to know their cities, located close to the abyss of the sea.

Witches of Aquah are known to be, partially, the culprits of the great Hereva War. They are also known as short tempered and are known to be physically very capable.

The magic of Aquah focuses on the control of water, currents, wind and thunder. They also have the ability to

invoke terrible creatures unknown to people on the surface.

Playing a Witch of Aquah

It is complicated to play a Witch of Aquah in her own environment. Most role-playing campaigns occur on land or on the surface of the sea, but few of them do it deep within the abyss. That's why your character is more likely to be an outsider, whether you play in the world of Hereva or in a different campaign setting.

The rules of this supplement consider that your character, despite living under the sea, can breathe air like normal humanoids, and in fact air is what your character used to breath before entering the Aquah magic school. That's why you wont find any problem undertaking adventures on the surface.

Aquah Magic in Combat

In combat, the Witches of Aquah have the role of close combat. One of the main powers of this school is the water whip, which the witches use to attack nearby enemies.



A harder than normal skin covered by scales grants you a better armor class when you are not wearing armor.

Aquah Spells List

Witches of this house have access to a list of specific spells for them. These spells are available to them in addition to those found in the Witch of Hereva class spell list in chapter 4.

Witch of Aquah Spells per Level

Level	Spells
Cantrips (0 Level)	Ray of Frost, Message
1st Level	Water Shield, Water Expulsion*
2nd Level	Gust of Wind, Water Steed*
3rd Level	Water Breathing, Call Lightning
4th Level	Releasus Krakenis*,Ice Storm
5th Level	Cone of Cold, Conjure Water Elemental*
6th Level	Wall of Ice, Wind Walk
7th Level	Magnificent Mansion, Sword of the Lake*
8th Level	Control Weather, Deep Dark Ocean*
9th Level	Imprisonment, Storm of Vengeance

Despite having a spellcasting capability as good as other Witchcraft Schools, as an Aquah Witch you can change Rea points to improve your combat skills.

Features by level

The following table describes the features that a Witch of Aquah gains at various levels.

Level	Features
2nd	Scale Armor, Water Breathing, Water Whip
7th	Summon Water Snake Elemental
11th	Ice Block
15th	Water Adaptation
20th	Summon Abyssal Monster

Scale Armor

Starting in second level when you select this witchcraft house, you gain a skin made of scales more suitable for living underwater and more resistant. While you are not wearing armor or shield, your AC is equal to 13 + your Dexterity modifier.

Water Breathing

The first of the skills you learn as a student at the Aquah school is to breathe underwater, which is necessary to approach Witchcraft Schools under the sea. Starting at second level, you can breathe water, in addition to any other breathing ability you normally possess.

Water Whip

At 2nd level, you learn the ability to control an small amount of water and use it as a weapon. As a bonus action you can control one gallon of water to take the form of a Water Whip that floats close to you. The Water Whip moves with you.

As an action you can control the Water Whip to attack an opponent, this is a melee weapon attack with reach that uses your Charisma modifier for attack and damage.

At 2nd level, the Water Whip deals 1d4 Slashing damage on a hit. This damage improves to 1d6 at 7th level, 1d8 at 11th level and 1d10 at 15th level.

The Water Whip lasts for as long as you maintain concentration. You can only have one Water Whip at a time, if you transform another gallon of water into a Water Whip the previous one return to normal and fall to the ground as normal water.

Rea Enhanced

Starting 11th level, whenever you create a Water Whip you can choose to spend up to 3 Rea Points. If you do, for each Rea Point spent this way you can choose one of the following benefits.

- You can attack with your Water Whip twice, instead of once, whenever you take the Attack action on your turn.
- You add your spell level to the damage made by your Water Whip on a hit.
- When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature with your Water Whip.

You can choose one effect only once every time you create use this ability, and you can't choose it again until you finish a long rest. If your Water Whip is dismissed, the benefits will continue to affect the next one you create if you haven't finished a long rest.

Summon Water Snake Elemental

Starting 7th level you can summon an elemental ally that will constrict you enemies. As an action you summon an elemental that take the form of a Water Snake Elemental (its statistics are in the creatures appendix) and appear in unoccupied spaces that you can see within 60 feet radius.

The elemental disappears when it drops to 0 hit points or after one hour.

The summoned creature is friendly to you and your companions. The creature acts on the same initiative as you. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, the creature defend itself from hostile creatures, but otherwise takes no actions.

The Water Snake Elemental will try to constrict any creature you comment it to attack.

Ice Block

Starting 11th level you learn how to protect yourself from any attack with the power of ice, but you remain motionless while doing it. As a reaction you can create a cube of ice around you that occupies all your space. If another creature is in the same space as you when the block appears, it's pushed outside of it and the block deals 1d6 bludgeoning damage to it.

The block has a number of hit point equal to three times your Witch of Hereva level. When the block is reduced to 0 hit points it disappears and any remaining damage is dealt to you.

While you are inside the block you can't move or take any action except using a reaction to dispel the Ice Block.

Once you use this feature, you can't use it again until you finish a short or long rest.

Rea Enhanced

When you create an Ice Block you can choose to spend one Rea Point. If you do, you are able to use an action in your turn to magically move the Ice Block 30 feet.

In addition, when it's reduced to 0 hit point it shatters and explodes. All creatures in a 10 feet radius from you must make a Constitution Saving Throw. If a creature fails its saving throw it takes 4d6 Cold damage, and is pushed back 10 feet. If the creature succeeds, it takes only half that damage and its not pushed back.

Water Adaptation

At 15th level you become more adapted to the extreme conditions of the ocean. You become gain resistance to Cold and Lightning damage; and Bludgeoning, Piercing, and Slashing damage from Nonmagical Attacks.

Summon Abyssal Monster

On 20th level you learn how to call some of the most powerful creatures of the ocean's abyss. As an action you summon an Abyssal monster from the following list and appear in unoccupied spaces that you can see within 120 feet radius.

- Herevan Kraken
- Megashark
- Giant Whale
- Abyssal Turtle

Statistics for these monsters are in the creatures appendix.

The summoned creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, the creature defend itself from hostile creatures, but otherwise takes no actions.

Once you use this feature, you can't use it again until you finish seven long rests.





House of Chaosah

The three moons light your way to the little witch's house, when you approach you see a sign warning you that you are entering that property at your own risk. Through the window you see a cat in the kitchen, it's stirring a cauldron with a huge spoon while reading instructions from a book. At that moment a girl opens the door and watches you, her dark, old fashioned outfit makes it clear that she's a Witch of Chaosah.

Chaosah Magic

Chaosah is the house of time, gravity, nuclear effects, and underground divine forces.

Chaosah is one of the main schools of magic in Hereva's magic system. After the great Hereva war there are very few witches of Chaosah today as they do not have formal schools like all the other Witchcraft Houses. Sometimes girls who have aptitude for Chaosah magic appear, but without schools where they could be taught, they have to

look for other witches and ask to be trained, or learn for themselves.

Witches of Chaosah have a strange habit of burying their mistakes. They literally bury all their failed experiments underground. It is believed to be a way to return the Rea used in the attempt to create failed magic to the world.

This practice has sometimes caused the land around the houses of the Witches of Chaosah start to behave strangely, with plants that grow teeth, animals with exceptional intelligence, and several other magical phenomena. But for the Witches of Chaosah it seems to be rather happy accidents.

Playing a Witch of Chaosah

The Witches of Chaosah are usually very serious, direct and determined. They don't spin around trivial matters, they always go straight to their goals.



Among all the witchcraft houses they are the least competitive, because they don't like to boast their powers or waste time on trivial or frivolous things. Of course, there are exceptions to every rule.

Chaosah magic is tied to the supernatural forces of the underworld, but that does not mean that Witches of Chaosah have to be evil, although they usually are (or used to be, before the great war). The stare of a Witch of Chaosah is intimidating, it inspire respect, and has influence over the powerful.

Despite being such a powerful type of magic, the Witches of Hereva are very careful with the type of use they give to their powers. They do most of their daily chores without magic. They try to fend for themselves and use magic only for really important matters.

Chaosah Magic in Combat

In combat, Witches of Chaosah have the role of control. They are experts in confusing, controlling minds, creating illusions and causing explosions of chaos that can change the course of a fight.

As a Witch of Chaosah, some of your main features will be to cause confusion to weaken your opponents and benefit your allies.

In addition, like any other Witch of Hereva, the long-range attack magic has an important place in your combat style.

Chaosah Spells List

Witches of this house have access to a list of specific spells for them. These spells are available to them in addition to those found in the Witch of Hereva class spell list in chapter 4.

Witch of Chaosah Spells per Level

Level	Spells
Cantrips (0 Level)	Resistance, Vicious Mockery
1st Level	Hideous Laughter, Grease
2nd Level	Web, Shatter
3rd Level	Stinking Cloud, Major Image
4th Level	Confusion, Polymorph
5th Level	Zone of Chaos*, Micro Dimension of Chaos
6th Level	Eyebite, Irresistible Dance
7th Level	Conjure Chaosah Demon*, Reverse Gravity
8th Level	Feeblemind, Maze
9th Level	Time Stop, Nuclear Chaos*

You can find the descriptions of new spells on Chapter 4 of this document.

Features by level

As a Witch of Chaosah you learn different features as you progress in your Chaos & Evolutions study. The following is a list of features you acquire at different levels.

Witch of Chaosah Features by Level

Level	Features
2nd	Confusion
7th	Chaos Control
11th	Entropy Adaptation
15th	Underworld Ally
20th	Dimensional Fracture

Chaos Confusion

Starting at 2nd level, when you choose this house, you start understanding the chaos around you and start using it for your convenience. As an action you can choose a target creature you can see within 60 feet from you. That creature must make a Wisdom Saving Throw. If the creature fails its saving throw, during its next turn will act depending on a result on the next table.

Chaos Confusion Results

d10	Result
1-2	The creature uses all its Movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
3-7	The creature doesn't move or take Actions this turn.
8-9	The creature uses its action to make a melee Attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
10	The creature can act and move normally.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Chaos Control

At 7th level you learn to better control the chaos around you and gain benefits for you and your comrades. You use a bonus action on your turn to choose one creature other than yourself within 60 feet of you. Roll a d10, that creature gains one benefit according to the next table.

Chaos Control Results

d10	Result
1-2	The creature can roll a d6 and add the number rolled to one ability check, attack roll, or saving throw it makes its next turn.
3-7	The creature gains advantage to one ability check, attack roll, or saving throw it makes its next turn.
8-9	The creature gains advantage to all ability checks, attack rolls, or saving throws it makes until the end of your next turn.
10	The creature gains advantage to all ability checks, attack rolls, or saving throws it makes until the end of your next turn. But it adopt the form of a random animal (or chosen by the GM) until the effect ends.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Entropy Adaptation

From 11th level onward, Chaos keeps no secrets from you. You became immune to the charmed condition and the Confusion spell. In addition you have advantage on Saving Throws against spells from the school of illusion.

Underworld Ally

At 15th level you learn how to call for the powers of the underworld.

You invoke one of the many demons of Chaosah at the GM's discretion. The When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple to complex. You are able to communicate with the creature telepathically.

Payment can take a variety of forms. The demon might demand a sacrifice or a gift of treasure, or it might exchange its service for a quest undertaken by you.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day.

Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Demons don't mind to accept tasks that risk their life, because they know they will go back to their plane and revive.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

A creature enlisted to join your group counts as a member of it, receiving a full share of experience points awarded.

You can use this feature twice. You regain all expended uses of this feature after finishing a long rest.

Dimensional Fracture

At 20th level you gain the power to create a chaos at planar levels. An area of 100 feet radius around you become a total chaos, reflections of other worlds start appearing as illusions, and objects change sizes constantly, making difficult for any creature in the area to act. The area becomes difficult terrain for any creature inside of it, including you.

Whenever a creature starts its turn inside the affected area, the creature must successfully make Wisdom saving throw against your spellcasting DC or take 4d10 force damage and be affected until the beginning of its next turn. You are immune to this effect, your allies have advantage on their saving throws and your opponents have disadvantage on this saving throw.

An affected target can't take reactions and must roll a d10 to determine its behavior for that turn.

Once you use this feature, you can't use it again until you finish seven long rests.

Dimensional Fracture Target Behavior

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally



House of Hippiah

It is a giant pumpkin, the house you were looking for and close to the window you see her sitting in front of the kitchen table, she has a book in her hands and that seems to absorb all her attention. Her animal ears protruding from his abundant white hair. In the same window you see a little fairy with plant features, watching you through the glass.

Hippiah Magic

Hippiah is the house of plants, creatures, insects and all living things. In terms of number of adepts, Hippiah is the number one, people all over Hereva use this kind of magic for farming, gardening and fertility and other important practices, all of them very well documented by Hippiah scholars.

Even though most of people use small powers of Hippiah to make their daily work, but the level of Hippiah magic practiced by the witches is completely different. Only a few people have witnessed the full extent of Hippiah magic. Some people tell stories of vegetables and grain that are so tasty as to make even the schools of Magmah weep with joy.

Playing a Witch of Hippiah

The Witches of Hippiah respect nature very much, they protect the life of the creatures of the forests, the plants, insects and the magical beings that inhabit Hereva. Their powers are focused on protecting and growing living beings instead of harming.

Despite their peaceful nature, some Hippiah witches are usually temperamental, as is nature itself, and the very magic of Hippiah.

The study of Hippiah, like other schools, is very strict and very competitive. Being one of the most popular type of magic, its schools have to choose among the best practitioners, the ones that show the most potential for Hippiah magic, before accepting them as students.

Hippiah Magic in combat

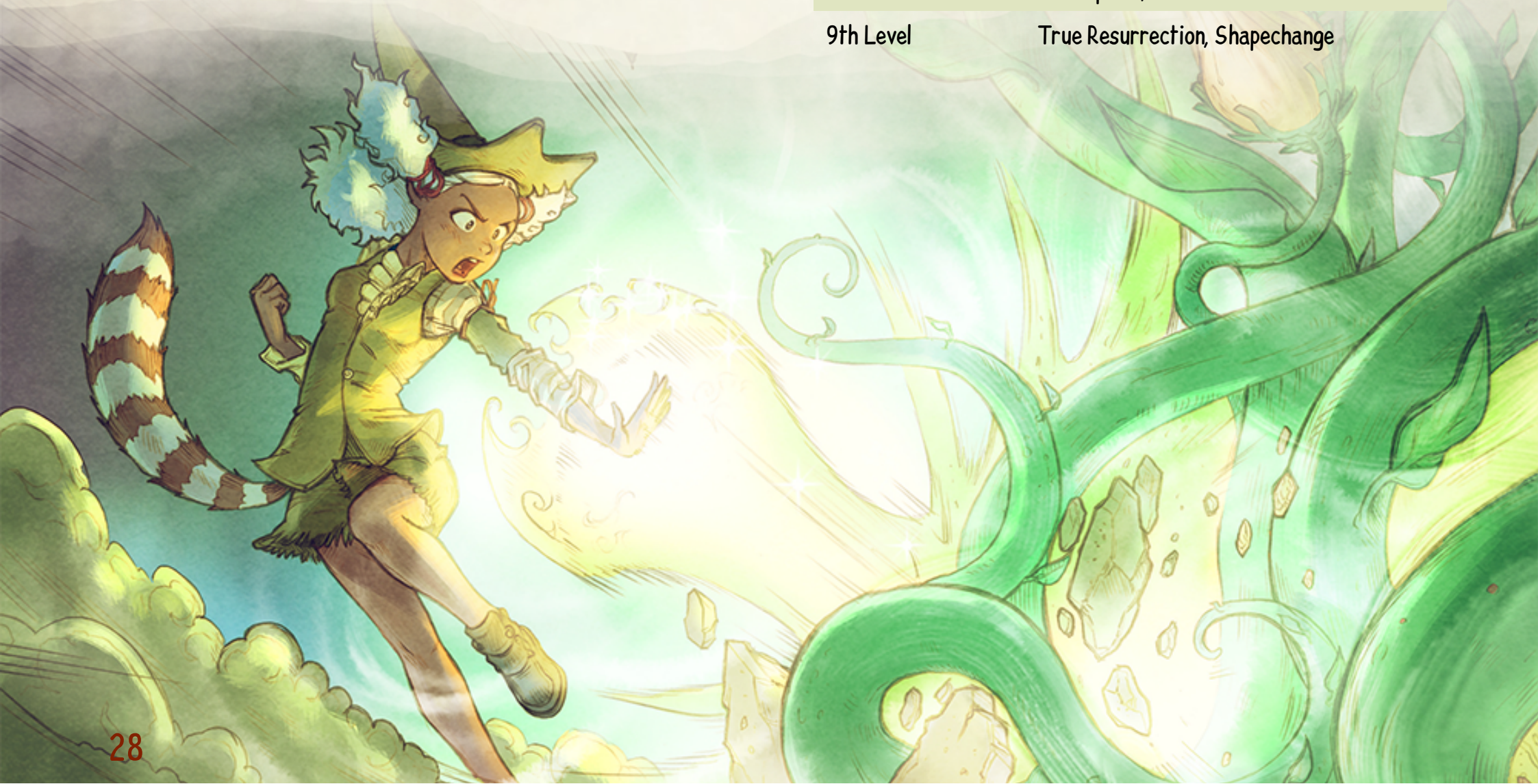
In a 5e party, the Hippiah Witch can play the role of a melee fighter or the summoner of combat creatures.

Hippiah Spells List

Witches of this house have access to a list of specific spells for them. These spells are available to them in addition to those found in the Witch of Hereva class spell list in chapter 4.

House of Hippiah spells by spell level

Level	Spells
Cantrips (0 Level)	Druidcraft, Shillelagh
1st Level	Animal Friendship, Goodberry
2nd Level	Enlarge/Reduce, Nature's Healing
3rd Level	Conjure Animals, Plant Growth
4th Level	Giant Insect, Conjure Woodland Beings
5th Level	Tree Stride, Shepherd of Hereva*
6th Level	Conjure Fey, Wall of Thorns
7th Level	Regenerate, Wild Transformation*
8th Level	Earthquake, Dominate Monster
9th Level	True Resurrection, Shapechange



Features by level

As a Hippiah Witch you get different features on certain levels as shown in the table below.

House of Hippiah Features by Level

Level	Features
2nd	Nature Blessing
7th	Feral Self
11th	Sylvan Aura
15th	Summon Natural Ally
20th	Mother Earth Embrace

Nature Blessing

Starting at second level when you choose this school, you get the ability to heal your allies.

As an action you can invoke the power of nature to heal 1d4 hp to up to four creatures that you can see within a 30-foot radius centered on you. Once you have used this power, you will need to finish a long rest in order to use it again. Starting at 10th level you recover the use of this feature after each short rest too.

Rea Enhanced

Starting at 3rd level, every time you use the Nature Blessing ability, you can choose to expend a Rea point from your reserve to increase its power. If you choose to use a Rea point, Nature Blessing will a number of cure 1d4 hp equal to your Spell Level.

Feral Self

From level 7, the powers of nature manifest in you, giving you special abilities. As an action you can enter a state of communion with nature that grants you animal or plant features, and you gain the following benefits:



- You can roll a d6 in place of the normal damage of your unarmed strike.
- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- While you are wearing no armor and not wielding a shield, your AC equals 13 + your Dexterity modifier.

You can stay in this feral form for a number of minutes equal to half your witch level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

You can use this feature twice. You regain expended uses when you finish a short or long rest.

Rea Enhanced

Whenever you use your the Feral Self ability you can choose to spend one rea point to enhance its power, if you do, you magically assume the shape of a beast that you have seen before, this enhanced feral state instead grants you the following benefits:

- The transformation works like the druid Wild Shape ability (see green box in this page).
- You can transform into a beast that you have seen before, that has a challenge rating of one third of your level rounded down.
- You can stay in feral form for a number of minutes equal to your Witch of Hereva level.
- Your attacks in the feral form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- You can retain your size or assume the beast's size.
- You can choose to have visual features from plants.
- You can spend one minute in changing your form into another creature.
- You can revert to your normal form earlier by using a bonus action on your turn.

Sylvan Aura

When you reach 11th level, you gain advantage on Saving Throws against effects from beasts, fey and plant type creatures. Additionally, you and all of your allies at 15 feet from you or closer gain resistance to poison damage.

At level 17th you become immune to poison damage. Additionally your allies at 15 feet from you or closer gain advantage on Saving Throws against effects from beasts, fey and plant type creatures.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Summon Natural Ally

At level 15 you learn the ability to summon wild creatures to help you and your allies. As an action you can conjure a Beast creature of challenge rating equal to your spell level or less.

The creature appears at an unoccupied point that you designate no more than 60 feet away from you. The creature is friendly to you and your allies and obeys your orders. The creature stays a number of minutes equal to your Witch of Hereva level and then disappears returning to its place of origin. If the creature is reduced to 0 hp, it also disappears and returns to its plane of origin with all its hp restored.

Mother Earth Embrace

At level 20th you learn one of the biggest secrets of the nature, you can call for the fury of wilderness against your opponents. As an action you can make the earth start moving and vines with thorns to start growing around you in a 120 feet radius area. Creatures on inside of the area of effect move at half their speed.

Creatures in the area of effect must make a dexterity saving throw. On a failed save, a creature takes 5d6 bludgeoning damage and only half that amount on a successful save.

Each round you maintain concentration on this ability, it produces different effects on your turn.

Round 2. Opponents in the area are attacked by vines and thorns. Each creature that you consider hostile must make a constitution saving throw. On a failed save, a creature takes 5d6 poison damage and only half that amount on a successful save.

Round 3–10. Vines will try to pin down opponents. Every turn, each creature that you consider hostile is dealt 1d6 piercing damage. In addition those creatures must make a Strength or Dexterity Saving Throw. On a failed save, a creature lose its movement and action this turn and receive an addition 1d6 piercing damage.

Once you use this feature, you can't use it again until you finish seven long rests.



House of Magmah

She starts by taking out some materials from her bag. She makes some hand gestures while reciting some words that you cannot understand. She throws some powders into the cauldron and her hands begin to glow red-hot, the fire emanates from the tips of her fingers and it heats the mixture. Her cat, which was lying asleep, quickly wakes up and jumps to the table just before she says "dinner is ready."

Magmah Magic

The Witchcraft School of Magmah is the house of cooking, baking, grilling, boiling, frying, steaming, toasting. Its domain is in fire and hot materials. However, their focus is not entirely on the kitchen, Witches of Magmah also study the powers of alchemy and rare metals.

Magmah's magic is the second most popular in Hereva only after Hippiah, and often both are mixed together for cooking. Witches of Magmah also create rare metal alloys that are used in industrial production, and their are also used by Witches to create artifacts, especially the House of Zombiah, who use them to make creatures that they then animate. In general, Magmah magic is very useful and that's why almost all the inhabitants of Hereva use it at beginner levels, but only the Witches manage to discover and control most of its power.

Playing a Witch of Magmah

Witches of Magma are passionate about their activities. They are the most competitive Witches among all the Witchcraft Houses of Hereva, and they do not enjoy those rare occasions when they lose. The Great Hereva War was caused by an argument between them and the Witches of Aquah, the war had many consequences, and to this day those two schools don't keep the best relations.

Magmah Magic in Combat

In combat, the role of a Witch of Magmah is the ranged attack. Magmah magic is very powerful to create fire and explosions, but not to defend yourself. However, the attack is not his only job, the magic of Magmah also works as support for your allies with buffs in the form of food. In addition, the Witches of Magmah are adept at enchantment magic.

As a Magmah Witch, your main features will be to buff your companions, enchant your enemies and cause damage with fire and explosions.

Just as Magmah's magic is useful in daily life and powerful in combat, it is also dangerous if not used with caution. Concentration is one of the best qualities of a Magmah Witch.

Magmah Spells List

Witches of this house have access to a list of specific spells for them. These spells are available to them in addition to those found in the Witch of Hereva class spell list in chapter 4.

Level	Spells
Cantrips (0 Level)	Flambé*, Produce Flames
1st Level	Burning Hands, Charm Person
2nd Level	Continual Flame, Heat Metal
3rd Level	Fireball, Hypnotic Pattern
4th Level	Fire Shield, Witches' Dinner*
5th Level	Flame Strike, Alchemize Armor*
6th Level	Heroes' Feast, Sunbeam
7th Level	Fire Storm, Forcecage
8th Level	Glibness, Incendiary Cloud
9th Level	Meteor Swarm, Summon Dragon*

Features by level

As a Witch of Magmah you learn different powers as you progress in your Chaos & Evolutions study. The following is a list of features you acquire at different levels.

Level	Features
2nd	Gourmet of Fire
7th	Burning Geas, Achemical Temperature
11th	Dragon Magic
15th	Alchemize Spell
20th	Phoenix Resurrection

Gourmet of fire

Magmah is the house of cooking, baking, grilling, boiling, frying, steaming and toasting. Starting at 2nd level, when you choose this house, you gain proficiency on Artisan's tools (Cook's Utensils). In addition, you can use improvised tools to make cooking checks without any penalty.

You also gain the ability to create fire by laying your hands for a minute on a flammable material. The amount of fire created is enough to start a small campfire, or an oven to cook.

In addition, you can concentrate on a meal that you are preparing for 10 minutes to imbue beneficial qualities for

those who ingest it. The prepared food is enough to feed 6 creatures regardless of their size.

A creature that ingests this food wont feel hungry for 24 hours. In addition, depending on your level, the creature gains other benefits for 24 hours:

Your Level	Benefits
1st or more	The creature gains temporary hit points equal to your level + your Charisma modifier.
5th or more	While eating, the creature choose an ability score, the creature makes all ability check of that score with advantage.
11th or more	The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage.
17th or more	While eating, the creature choose a damage type, the creature gains resistance to that damage type.

After using this feature, you need to finish a long rest before using it again.





Burning Geas

At 7th level you get the ability to enchant your opponents' minds and control them to follow your orders.

You choose a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw (against your spellcasting DC) or become charmed by you for 24 hours. A creature that can't understand you is unaffected by this feature.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end this charm by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

Once you use this feature, you can't use it again until you finish a short or long rest.

Rea Enhanced

When you use this feature you can choose to spend 1 or more Rea points. For every Rea point spent this way you may target one additional creature.

Alchemical Temperature

Starting at 7th level, you can control the temperature of metals around you. As an action, you can choose a metal object that you can see within range, it can a metal weapon or a suit of heavy or medium metal armor, or any other piece of metal no bigger than a medium sized creature, such as a cage, a door, or a statue. You can choose one of two options:

- The object start glowing red-hot. Any creature in physical contact with the object takes 3d8 fire damage when you use this feature.
- You cause the object to freeze. Any creature in physical contact with the object takes 3d8 cold damage when you use this feature.

The effect lasts for 1 minute. Any creature that start its turn in contact with the peace of metal takes the same damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

You can use this feature to bend doors or open cages is you concentrate on the object for one entire minute.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest.

Dragon Magic

Starting at 11th level, you gain resistance to fire damage. In addition, whenever you cast a spell that affects an area, you can choose any number of creatures in that area, those creatures won't be affected by the spell.

Alchemize Spell

At 15th level, you learn how to change the magical composition of some of your spells. Whenever you cast a spell that deals damage you can choose: Acid, Cold, Fire, Lightning, or Thunder. All damage that any creature takes from your spell is converted to the type of damage you chose.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

Phoenix Resurrection

Starting 20th level, whenever you take damage that will reduce your hit point to 0, you can use your reaction to prepare a Phoenix Resurrection. If you do, after you take the damage, it will cause an explosion in an 40 feet radius area centered around you. Every other creature in the area must make a Dexterity saving throw against your spellcasting DC. In a failed save, the creature takes 20d6 fire damage and 20d6 force damage, and only half of that damage in a successful save.

Then, you recover half your hit points and fall unconscious. At the beginning of each of your turns you must succeed a Charisma saving throw (DC 15) to wake up. You wake up if you take any damage, or someone uses an action to shake or slap you awake.

Once you use this feature, you can't use it again until you finish seven long rests.

House of Zombiah

F*inally you are in front of the small house you were looking for. The door opens slowly and a young, friendly-looking figure responds to your call. The witch you see now may not be exactly what you were expecting. This stylishly dressed girl wears a pair of eye protectors on her forehead and holds an artifact that you have never seen in her hands. Her face full of curiosity stares at you. You know she is a Witch of Zombiah.*

Zombiah Magic

Zombiah is one of the three sub schools of Evolution.

The Witchcraft school of Zombiah is the house of the macabre, death, zombies and darkness. But it is also the house of object animation, recycling and re-use. Zombiah's witches are fascinated to find new use for inanimate objects, to learn how things work and invent new artifacts.

The ultimate goal of Zombiah is not exactly to reanimate the dead, but to find new use for inanimate bodies. This may be frowned upon by some people in Hereva and other worlds, but others find it as useful as recycling any other object, once the spirit has left the body of a formerly living creature.



Playing a Witch of Zombiah

In a group of adventurers, the Witch of Zombiah fulfills the role of the utility and invocation spellcaster. Raising undeads and animating inert objects are their specialties.

The social features of a Witch of Zombiah are usually not the best. Their tendency to curiosity makes them distracted and less concerned with the principles of etiquette than with the way in which things work around them.

A Witch of Zombiah gets bored easily if she has nothing to analyze at hand. After a while, she will surely find something to entertain herself with, usually animating nearby objects.

However, Witches of Zombiah are very observant when it comes to things that interest them.

Zombiah Magic in combat

In combat, one of your strengths is the undead, which can be both a defensive and offensive force. In addition, you can animate inert objects such as weapons and armor to fight for you.

Zombiah Spells List

Witches of this house have access to a list of specific spells for them. These spells are available to them in addition to those found in the Witch of Hereva class spell list in chapter 4.

House of Zombiah spells by spell level

Level	Spells
Cantrips (0 Level)	Shocking Grasp, Mending
1st Level	False Life, Identify
2nd Level	Zombification*, Rope Trick
3rd Level	Animate Dead, Animate Object*
4th Level	Fabricate, Imbue Spell*
5th Level	Animate Objects, Awaken
6th Level	Guards and Wards, Apparatus*
7th Level	Force Cage, Simulacrum
8th Level	Store Spell*, Construct Clone*
9th Level	Power Word Create*, True Polymorph

All spells on this list are in the 5e SRD, except those that have an asterisk, these are new spells and their descriptions are in chapter 4 of this document.



Features by level

The following table describes the features that a Witch of Zombiah gains at various levels.

House of Zombiah Features by Level

Level	Features
2nd	Hint of Life
7th	Augmented Animation
11th	Repair Damage
15th	Command Animated Being
20th	Breath of Life

Hint of Life

Starting at second level, when you choose Zombiah as your Witchcraft House, you gain the ability to animate tiny objects. You touch a tiny or smaller object during one minute to control the Rea inside of it. The object is now able to move and looks like its alive for 24 hours.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover.

When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

At 7th level, you can animate Small or smaller objects with this ability. At level 11th level you can animate Medium and smaller objects. At 15th level you can animate Large and smaller objects. And at 20th level you animate Huge and smaller objects.

Object statistics by size

Size	HP	AC	Str	Dex	Attack
Tiny	25	18	6	18	+8 to hit, 1d4 + 6 damage
Small	30	16	8	14	+6 to hit, 1d8 + 4 damage
Medium	45	13	12	12	+5 to hit, 2d6 + 3 damage
Large	55	10	16	10	+6 to hit, 2d10 + 4 damage
Huge	85	10	20	6	+8 to hit, 2d12 + 6 damage

Once you use this feature, you can't use it again until you finish a short or long rest.

Rea Enhanced

Starting at level 7th level, whenever you use your Hint of Life feature, you can choose to spend one Rea point. If you do, the animated object grows one size category.

Augmented Animation

Starting at 7th level, whenever you reanimate an undead or animate an object, the result creature gains the following benefits:

- The creature hit point maximum increase by a number equal to your Witch of Hereva level.
- The creature gains a bonus to attack and damage rolls equal to your proficiency bonus.

In addition, you can choose one undead creature you control. Your control over the undead don't have a time limit, and you don't need to reassert your control over that undead every 24 hours.

Repair Damage

At 11th level, you learn how to repair animated and undead creatures you create. As an action you can touch an undead or construct creature, it regains a number of Hit Points equal to 3d8 + your Spellcasting Ability modifier. This feature has no effect on living creatures.

You can use this feature a number of times equal to your Charisma modifier (minimum 1). When you finish a long rest, you regain all expended uses.

Rea Enhanced

When you use your Repair Damage feature you can choose to spend one Rea point. If you do, you can choose up to 3 undead or construct creatures you can see between 30 feet from you as targets.

Command Animated Being

Starting from 15th level, you can use magic to bring undead and construct under your control, even those created by other spellcasters. As an action, you can choose one undead or construct that you can see within 60 feet of you. That creature must make a Charisma saving throw against your Witch of Hereva spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.



Intelligent undead or construct are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Breath of Life

Only the most powerful Witches of Zombiah have the power to bring creatures to life properly.

You name a dead creature that you know that has been dead for no more than a century, that didn't die of old

age, and that isn't undead. You force the creature's soul to return to life.

If the body is in the same plane, it appears in front of you with all its hit points. If the body doesn't exist anymore, a new one is formed from the Rea of the world. This new body is identical to the one the creature had when it died, but totally restored and healed. This feature closes all mortal wounds and restores any missing body parts.

Once you use this feature, you can't use it again until you finish seven long rests.



Chapter 3:

Player's Options

Backgrounds



very story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have more money? How did you learn the skills of your class? What sets you apart from ordinary people who share your background?

Proficiencies Each background gives a character proficiency in two skills (described in "Using Ability Scores"). In addition, most backgrounds give a character proficiency with one or more tools (detailed in "Equipment"). If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

Languages Some backgrounds also allow characters to learn additional languages beyond those given by race.

Equipment Each background provides a package of starting equipment. If you use the optional rule to spend coin on gear, you do not receive the starting equipment from your background.

Suggested Characteristics A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

Customizing a Background You might want to tweak some of the features of a background so it better fits your character or the campaign setting. To customize a background, you can replace one feature with any other one, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or spend coin on gear as described in the equipment section. (If you spend coin, you can't also take the equipment package suggested for your class.) Finally, choose two personality traits, one ideal, one bond, and one flaw. If you can't find a feature that matches your desired background, work with your GM to create one.



Bounty Hunter

As a Bounty Hunter, you all the world of Hereva and even other worlds searching for criminals who have a price on their heads. Your job is to find or catch them and turn them to the authorities in exchange for a reward. Doing this you have accumulated a number of enemies, some of them very powerful.

Skill Proficiencies: Investigation, Survival

Tool Proficiencies: Disguise kit

Languages: Two of your choice, Two of your choice

Equipment: Disguise kit, a set of fine clothes, and a belt pouch containing 30 gp.

Feature: Stalker

You have met several people in your travels and made many connections. Furthermore, you know how to talk to people to get the information you need to follow criminals. Some of these contacts know you are getting a big reward for catching your prey, and they might be more inclined to give you the information in exchange of an amount of gold.

Suggested Characteristics

Bounty hunters are brave and daring. Their personalities are forged by their adventures and their flaws come from the risks of their profession.

d8 Personality Trait

- 1 I don't have time to socialize with people unless it gets me close to my goal.
- 2 I prefer not to tell my name in public and I try to make sure people don't notice I'm around.
- 3 I don't trust people easily, they might be double agents.
- 4 I prefer not making deep bonds with people, I don't know when I could be behind their own rewards.
- 5 I think people should not try to justify their acts when they are braking the law. They should pay.
- 6 I don't care about the guiltiness or innocence of criminals, as long as I can get a reward.
- 7 I respect the law enforcers to an extent, except when their job interferes with my hunt.
- 8 The reward is a way of earning a living, but I'm on this business because of the hunt.

d6 Personality Trait

- 1 Law. Criminals must be persecuted and should pay. (Lawful)
- 2 Hunt. There's nothing more important than the hunt. The bigger the prey the greater the glory. (Evil)
- 3 Greed. Nothing personal, I'm here for the reward. (Chaotic)
- 4 Redemption. Catching criminals is my way to pay for my own crimes. (Evil)
- 5 Peace. The world can't be safe with so many criminals out there. (Good)
- 6 Rancor. Law enforcers have proven to be useless, someone have to do this job. (Any)

d6 Personality Trait

- 1 I inherited this job from my old master, now I have to fulfill his goals.
- 2 I need the big money of the rewards to help my poor hometown.
- 3 I'm guilty of a terrible crime, this is the way I will redeem myself.
- 4 Criminals ruined my prior peaceful way of living, now I will hunt them to the last one.
- 5 I was given the chance of doing community service catching criminals, but they promised me to pay me all my rewards when I catch a number of them.
- 6 I'm looking for a specific criminal. I have very few clues, but this job will get me closer to catch him.

d6 Personality Trait

- 1 I'm not good at making friends if it's not for business.
- 2 I tend to judge people's actions when it's not my place to do it.
- 3 It's hard for me to trust in people.
- 4 A dangerous criminal is behind my back for revenge.
- 5 I need to stare people's face for a while to remember who they are and where I know them from.
- 6 I have a rival bounty hunter who is always trying to catch my pray and loot the treasures before I do.

Great War of Hereva Veteran

You are a veteran of the Great War of Hereva. In that war all houses lost many members. You know about the history of the war better than most people and were skilled enough to live to remember.

Skill Proficiencies: Athletics, History

Tool Proficiencies: One type of artisan's tools, Land Vehicles

Languages: Two of your choice, Two of your choice

Equipment: a bone dice set or playing card set, a set of common clothes, and a belt pouch containing 20 gp

Feature: Military Influence

You are well known among the members of the army, knighthood orders, guards and other organizations on your kingdom, and most of them regard you as a respectable fighter.

Suggested Characteristics

Your personality as a Veteran of the Great War of Hereva is forged by the happenings of this historic success. Your side in the war might influence the point of view of your character. Roll a die or choose one option on each of the following tables.

d8 Personality Trait

- 1 I'm brave and heroic, I never refuse to help someone in need.
- 2 I'm aggressive and I don't like to be disturbed while eating.
- 3 I never miss a chance to tell a story about the war.
- 4 I actually liked when people called Kielbasah to Magmah.
- 5 I feel attracted to mysterious symbols and unknown places.
- 6 I don't care about social codes of conduct, I have more important things to think about.
- 7 After the war I've learned to respect the power of nature.
- 8 After the war I've have resentments against a specific Witchcraft House.

d6 Personality Trait

- 1 Protect. I have to protect the weak. (Good)
- 2 War. I'm always ready to battle for my cause. (Lawful)
- 3 Peace. Another war will be terrible, we must maintain peace. (Any)
- 4 History. If we don't learn anything all our loses have been on vain. (Any)
- 5 Rancor. Others don't understand how much I suffered, unless they suffer the same. (Evil)
- 6 Might. Your strength will prove you right, that's why the powerful rule over the weak. (Evil)

d6 Personality Trait

- 1 I would do anything for my old comrades.
- 2 I'm always ready for the call of my house/kingdom.
- 3 I should protect peace at any cost.
- 4 I made a promise to an old comrade that I'll find this person.
- 5 My goal is to restore the old glories of my house/kingdom, lost in war.
- 6 War didn't made justice, now I have to find the culprits and make them pay.

d6 Personality Trait

- 1 When everything is silent I tent to break the silence with a big noise, either intentionally or not.
- 2 I'm always honest, even if that gets me into troubles.
- 3 I didn't make it alive from a war just to die in an adventure. If it's getting dangerous I prefer to live to try another day.
- 4 I judge people by how strong or powerful they are.
- 5 Witches from a certain house don't really like me very much.
- 6 If it's not a story about my bravery in combat I'm not really interested in listen it.

Hereva Scholar

You belong to a witchcraft house organization in Hereva. Whether you are a student working in school, or maybe a teacher, or any other occupation, one of your main interests is research and having a magic school at your disposal helps that interest.

Skill Proficiencies: Arcana, Investigation
Tool Proficiencies: One type of artisan's tools, Forgery kit
Languages: Two of your choice, Two of your choice
Equipment: A bottle of black ink, a quill, a small knife, a letter from a dead colleague posing a question you have not yet been able to answer, a set of common clothes, and a belt pouch containing 10 gp.

Feature: Studies

As a student of the history and magic of Hereva, every time you need to do an intelligence-based skill check that is related to magic or the world of Hereva, you have an advantage in this roll.

Suggested Characteristics

d8 Personality Trait

- 1 I use long and complicated words to explain even simple things.
- 2 I talk, act and dress in a way that denotes my affiliation to my Witchcraft House.
- 3 I always take notes of event while they occur.
- 4 I never miss a chance to show up at social events.
- 5 I'm terribly awkward at social events, I prefer the solitude of my studies.
- 6 I never miss a chance to participate in magic contents.
- 7 There's always time to make a plan. If it's important a plan B is mandatory.
- 8 I'm tired of all that study, I just want to travel the world and have adventures.

d6 Personality Trait

- 1 Loyalty. My house is the most important thing. (Lawful)
- 2 Magic. Knowledge of arcana is my final goal. (Any)
- 3 Power. I'm the one who should be in charge of this school. (Evil)
- 4 Curiosity. The more I learn, the more I want to learn, even those things they told me I should not. (Chaotic)
- 5 Knowledge. My goal is to learn about everything so I can teach the next generation. (Any)
- 6 Altruism. The Witchcraft Schools should focus on helping people. (Good)

d6 Personality Trait

- 1 I'll do anything for my Witchcraft House.
- 2 I learned about a powerful artifact that could grant me enormous power, my position in the school will help me to obtain it.
- 3 My dearest teacher has disappeared and I have a clue that could lead to a dark secret about my school.
- 4 A powerful spirit have made its temporary home in my body. I need to discover the reason and find a way to get it out of me.
- 5 I need to find the magical power to restore the spirit of the forest.
- 6 My demon friend always helped my in my years as a student, now he needs my help and I can't let him down. Certain Witchcraft House will burn.

d6 Personality Trait

- 1 I'm scared of the dark, especially magic darkness.
- 2 I just can't tolerate grammar errors.
- 3 I feel superior to those who are not as literate as me. And I tend to make it clear.
- 4 I feel safe in my chambers or a library, but out in the wild is dangerous.
- 5 I don't like being corrected, and I have means to prove I'm right, even when I'm not.
- 6 My darkest secret is...magic scares me.

Lost Planar Traveler

You do not belong to this world. Whether because of a failed experiment, a curse, or a quest that you have to fulfill, you find yourself on this plane, which unknown for you. You have no immediate way to return home.

Skill Proficiencies: Insight, Arcana

Tool Proficiencies: Disguise kit

Languages: Two of your choice, Two of your choice

Equipment: Disguise kit, a set of common clothes, a belt pouch with 25 gp.

Feature: Visions

Once in a while you have visions that reveal information that you didn't know you you knew.

Suggested Characteristics

Your personality as a Lost Planar Traveler can be very varied, but it's normally defined by your previous life in the other world.

d8 Personality Trait

- 1 Everything in this world looks surprising and I am always asking questions.
- 2 I have a series of scars on my shoulder that grow and it seems they are forming a map.
- 3 I like to introduce myself with a different name, than the one I'm known by in my home plane.
- 4 I have a trinket that reminds me of my place of origin and I always keep it close to me.
- 5 I always apologize for not following the local etiquette rules for being an outsider, even though I know them.
- 6 My way of dressing is notoriously different from that of the people who live in this place.
- 7 I always break the silence with a joke.
- 8 I don't like people I don't already know.

d6 Personality Trait

- 1 Independence. I don't have to follow rules that threaten my freedom. (Chaotic)
- 2 Friendship. Our most important asset is friendship, that should be cherished. (Good)
- 3 Curiosity. I want to learn everything about this new world. (Any)
- 4 Suspicious. I need to be careful with everything, in this world I'm a total extranger. (Any)
- 5 Family. My ultimate goal is to be back with my loved ones. (Any)
- 6 Adventure. I want to explore every place in this and other worlds. (Any)

d6 Personality Trait

- 1 I came to this world looking for the secret of eternal life, I will not stop until I find it.
- 2 I survived a catastrophe coming to this world, now I am looking for a way back.
- 3 A failed spell ended up separating me from my fellow students, I don't know where I am nor them.
- 4 In the past someone saved my life. I will never abandon a comrade.
- 5 In my world, I have read about this civilization in my favorite fantasy book.
- 6 I must take my art to any corner of the multiverse.

d6 Personality Trait

- 1 I am always asking questions about things, because everything is new to me.
- 2 I don't know how to read any language in this world, but I'm ashamed that someone finds out.
- 3 I suffer from desynchronosis since I arrived in this world.
- 4 I protect animals and nature, even at the expense of risking my life and my comrade's.
- 5 Without my lucky charm, I cannot fall asleep.
- 6 Once in a while I daydream about people talking to me from my home plane.

Magical Beast Researcher

As a student of mystical arts, one of your passions are magical beasts. Whether you're chasing a type of beast, or a particular creature, or traveling the world researching all the magical beasts you can find, your character always has a reason to go in search of adventure.

Skill Proficiencies: Nature, Animal Handling
Languages: Two of your choice, Two of your choice
Equipment: One set of traveler's clothes, a local map of the zone where you are when you start the game, and a pouch containing 25 gp.

Feature: Magical Bestiary

In your travels you have encountered many creatures and have learned how to deal with them, their customs and their combat skills. This helps you distinguish important aspects in creatures that you may not have seen before. When you face a creature you don't know, you can do a survival check to deduce one of its special attacks if it has one.

Suggested Characteristics

Magical Beast Researchers tend to be curious or obsessed. They can't live a calm regular life like most of the people for too long.

d8 Personality Trait

- 1 I prefer the company of animals than people, I feel I understand them better.
- 2 I'm very obsessed about a type of anima I have only read about in books.
- 3 I'm always searching for animal features in people's faces.
- 4 I prefer to eat fruit or raw food than well prepared dishes.
- 5 I like to draw stuff I find in my travels, especially animals and magical beasts.
- 6 I don't care about social codes of conduct, I have more important things to think about.
- 7 I howl to the moon and listen to other beasts howling.
- 8 I don't like beasts that much, but the their magic secrets attract my attention.

d6 Personality Trait

- 1 Curiosity. I have to find the rarest creatures in the multiverse. (Any)
- 2 Research. All the secrets of the universe can be discovered studying out magical fauna. (Any)
- 3 Glory. I have to battle the most powerful beasts in the world. (Evil)
- 4 Freedom. We all should live like the beasts. (Chaotic)
- 5 Hope. I know even if I need do evil acts, history will be my redemption. (Chaos)
- 6 Frugal. I have to skimp on my resources, I don't know when I'll need them during an adventure.

d6 Personality Trait

- 1 In my research I found about a magical beast that can travel through planes, I want to discover its secret.
- 2 My research have the purpose of improve the quality of life of people in my home place.
- 3 A dragon stole my partner and now I have to find them to save him.
- 4 My partner stole a dragon and now I have to find it to return it.
- 5 A strange disease started to spread among animals in my area.
- 6 My lifelong studies are in danger of being stolen.

d6 Personality Trait

- 1 Hygiene is not my main concern.
- 2 I don't like to cross rivers and try to avoid it as much as possible.
- 3 If I see a rare beast I have to get close enough to study it, if it runs away I have to chase it.
- 4 I always talk to animals as if they understand me, they usually don't.
- 5 One type of magical beasts think I should taste really good.
- 6 Every time an animal howls at the moon, I feel the urge to answer regardless of the situation.

Mystic Archivist

You are or were at some time, a librarian in one of Hereva's magic libraries. Whether or not you are a spellcaster, this position gives you access to knowledge about magic and about witches that many other people don't have.

Skill Proficiencies: Arcana, Investigation
Languages: Two of your choice, Two of your choice
Equipment: A bottle of black ink, a quill, a small knife, a set of common clothes, and a belt pouch containing 20 gp.

Feature: Arcana Knowledge

Your knowledge in the arcane allows you to recognize magical objects more easily than others. While in contact with a magic item, you can do an Intelligence (arcana) check (DC 11 for common items, DC 13 for uncommon, DC 15 for rare, DC 18 for rare, DC 21 for very rare, and DC 24 for Legendary items) to discover their abilities, including any command word it has. You can try this ability once per object, if you fail this check, you cannot try again with this object, but you can investigate its features in the normal ways.

Suggested Characteristics

Mystic Archivist are known for being serious, and silent people. But maybe that's because you don't see many of them outside of a library on an adventure.

d8 Personality Trait

- 1 I don't need to talk with people to learn about things, everything can be learned from books.
- 2 Every time I meet someone I start a conversation about books, science or magic.
- 3 I'm always holding a book.
- 4 I'm obsessed with cleanliness. I try to clean everything before touching it.
- 5 I have a vast collection of useless knowledge in my brain, and I use it as conversation starter.
- 6 I always let people know exactly what I think.
- 7 I never look directly into people's eyes.
- 8 I overexaggerate when telling stories of my adventures.

d6 Personality Trait

- 1 Eloquent. Words are my first weapons before starting any battle. (Any)
- 2 Loyal. I always keep my word, once given, is my bond. (Lawful)
- 3 Knowledge. The source of my power and my goal is the wisdom of the books. (Neutral)
- 4 Protection. We should study and gather power to protect the people. (Law)
- 5 Isolation. Knowledge must be protected from the wrong minds. (Neutral)
- 6 Greed. I agree to help others as long as I get any benefit from doing it. (Evil)

d6 Personality Trait

- 1 I own the secret to restore an ancient mechanism that I have to find at certain ruins.
- 2 A magical trinket was stolen from me, that trinket contains the soul of a loved one.
- 3 It's my duty to protect other members of my Witchcraft House.
- 4 I need to protect the secret that lies in the heart of my library.
- 5 I'll risk my life to find tomes of magic and knowledge.
- 6 I've found about other world and ways to magically travel to them.

d6 Personality Trait

- 1 I tend to talk asleep and sometimes I say compromising things.
- 2 When I start reading an interesting book I don't want to do anything else until I finish it.
- 3 I only drink water when it is absolutely necessary, prefer to drink wine whenever I can.
- 4 I tend to confuse my fantasy books with those of science and magic, and that sometimes it shows in my talks.
- 5 I write very well, but I find it difficult to make myself understood with words.
- 6 I get nervous when I am the center of attention of many people.

Nomad

For you there is no place you can call home, you grew up among a group of nomads who travel, either physically or magically through the world, or several worlds. As a nomad, you are used to travel and adventure.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Herbalism kit

Languages: Two of your choice, Two of your choice

Equipment: Herbalism kit, a small article of jewelry that is distinct to your tribe, a hunting trap, a set of common clothes, and a belt pouch containing 5 gp.

Feature: Your place is everywhere

When you are out in the wilderness, you have the ability to find safe places to rest, whether to take a long or short rest. In this place you and your companions can rest without being found, except by magical means.

Suggested Characteristics

Nomads personalities might depend on the tribes they belong too. Also, they might be influenced by several other different civilizations they have met in their travels.

d8 Personality Trait

- 1 I speak with a quiet murmur.
- 2 I always prefer to listen to others before I start giving my opinions.
- 3 A nomad always speaks in third person when referring to himself.
- 4 People always look at me and think I'm so cool because I travel so much, and they are kinda right.
- 5 I love to taste different foods from different places.
- 6 Short phrases, clear ideas.
- 7 I greatly enjoy using excessively elaborated phrases, long like the roots of the great tree and with references as obscure as the timid thoughts of Eyeük.
- 8 I value friendship very much, even when most of my friends are so far away from me.

d6 Personality Trait

- 1 Silence. There is no need to make much noise to solve the problems. (Neutral)
- 2 Honor. When I make a promise, I risk anything to keep it. (Lawful)
- 3 Travel. People should not be sedentary, taking roots is for trees... and not even for all of them. (Chaotic)
- 4 Anonymity. I don't need anyone to know where I come from or where I'm going. (Neutral)
- 5 Peace. My trips are intended to bring peace to as many people as possible. (Good)
- 6 Health. My most important temple is my body and I must keep it as strong and healthy as I can. (Neutral)

d6 Personality Trait

- 1 My master sent me after certain witch and I must look for her all over the world.
- 2 In my dreams I see a place where a terrible misfortune happens, I must find it to avoid it.
- 3 I'm the seventh child of a seventh child, and my cousin is the eight child of an eight child. An oracle says one of us will kill the other.
- 4 In the tradition of my tribe I must travel until I find another tribe from my same nation, but I fear that there is no other left.
- 5 A group of ghosts asked me to follow them with promises of power.
- 6 I grew up in a nomadic tribe but the secret of my origin is still a mystery that I must discover.

d6 Personality Trait

- 1 Etiquete is not my main concern.
- 2 I don't like the company of spellcasters.
- 3 I always talk to animals as if they understand me, they usually don't.
- 4 I'm claustrophobic.
- 5 Every time an animal howls at the moon, I feel the urge to answer regardless of the situation.
- 6 I don't like to climb high places and try to avoid it as much as possible.

Qualicity Noble

You are a member of high society in the city of Qualicity, the magic capital of Zombiah in Hereva. You have a big influence throughout the city, with normal people, important people, but especially among your similar ones.

Skill Proficiencies: Intimidation, Persuasion

Tool Proficiencies: One musical instrument of your choice

Languages: Two of your choice, Two of your choice

Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25 gp.

Feature: Money is not a problem

You don't just have influences and prestige, you or your family are wealth. At the GM's discretion you have means to get money that would be out of reach for regular people, maybe not so much for adventurers.

Suggested Characteristics

Qualicity Nobles are intellectuals and magically apt people. Many of them are Witches from the house of Zombiah, but there are many other people living in that great city.

d8 Personality Trait

- 1 I speak in a very polite way.
- 2 I get hiccups easily is I ge nervous or scared.
- 3 When it's possible, I try to solve thing with money.
- 4 I tend to forget names of people who are not nobles.
- 5 I always complain when I can't sleep on a comfortable bed.
- 6 I tend to diagnose people's emotional problems in front of them.
- 7 I always get super exited about seasonal festivals.
- 8 I tend to overelaborate my explanations.

d6 Personality Trait

- 1 Order. Our system is what have maintained peace all this time, it must be protected for our own good. (Lawful)
- 2 Power. My power comes from my position, I'll protect it at all cost. (Evil)
- 3 Humility. Even in my position, I'm just a small part of this world. So is everyone else. (Neutral)
- 4 Greed. I agree to help others as long as I get any benefit from doing it. (Evil)
- 5 Altruism. Life has given a lot to me. I'm thankful for that and I want to give to others too. (Good)
- 6 Knowledge. Our minds are the most powerful weapon to face our problems. (Any)

d6 Personality Trait

- 1 I must protect the kingdom from a foreign complot that wants to infiltrate us.
- 2 The king entrusted me with the protection of his children in case something happened to him.
- 3 A smuggler stole an important object from the kingdom that was under my care. Nobody have found out about it, yet.
- 4 All my contacts, all my resources have the purpose of creating my own group of power.
- 5 Whenever I see ordinary people being victims of an injustice, I have a moral obligation to intercede and rectify.
- 6 The easy life is not for me. Danger and adventures are in my future.

d6 Personality Trait

- 1 I don't trust people who are not noble, and they don't seem to trust me.
- 2 I don't like dirt, I get really uncomfortable when I'm not sparkly clean.
- 3 I must have what I want and without delay.
- 4 I believe I'm the most important person in this world.
- 5 I love delicious food, that's my motivation and my weakness.
- 6 I hide a hideous secret that could ruin my family reputation forever.

Squirrel's End Urchin

You grew up without a home, parents or anyone to watch over you. You learned to survive on your own and kept a constant watch out for others who might steal from you. You begin the game with enough money to survive a few days and start a new life of adventure.

Skill Proficiencies: Sleight of Hand, Stealth
Tool Proficiencies: Disguise kit, Thieves' tools
Languages: One of your choice, One of your choice
Equipment: A pet mouse, a token to remember your parents by, a set of common clothes, and a belt pouch containing 10 gp.

Feature: City Survival

You know how to make your way through the secret passages of your town. When you are not in combat, in your hometown and, at the discretion of the GM, in other cities, you and your group can travel from one point to another in the same town at double speed.

Suggested Characteristics

d8 Personality Trait

- 1 I never introduce myself with my real name.
- 2 I'm obsessed with counting certain objects that I find all the time.
- 3 I always share my food with others.
- 4 I'm the descendant of an old king and I should be the next ruler of the kingdom. But nobody seems to have ever heard about that king.
- 5 I hate when people use difficult words to explain simple things.
- 6 I have a trinket that reminds me of my family, I always have it close to me.
- 7 My favorite thing to do is to sleep.
- 8 I love to sing, and never miss a chance to do it in public.

d6 Personality Trait

- 1 Vengeance. Life has been so hard for me, others should suffer the same. (Evil)
- 2 Freedom. Rules apply to those who are involved in society, they don't even know I exist. (Chaotic)
- 3 Adventure. Traveling and adventuring is the best you can do when you have a place to call home. (Chaotic)
- 4 Redemption. I have to prove that I'm as valuable as any high class members of society. (Any)
- 5 Anonymity. I can obtain the glory by my own. People wouldn't understand my reasons anyway. (Any)
- 6 Sacrifice. I have to work hard to reach my goals, anyone who comes with me should be willing to sacrifice as much as me. (Any)

d6 Personality Trait

- 1 Adventuring is my only path, since I have no place in this society.
- 2 I'll do anything for my childhood friends.
- 3 I have a birthmark that looks like the coat of arms of an enemy kingdom, and I try to hide it.
- 4 In my dreams I learned a new language that nobody else seems to speak where I live.
- 5 I seek fame and fortune, no matter what it takes.
- 6 When I was a kid, a witch took me on her care when I had nobody else. I'll do anything for her now.

d6 Personality Trait

- 1 I stop paying attention when someone talks with long words and complicated explanations.
- 2 It's hard for me to trust people I barely know.
- 3 I committed a crime and the law is looking for me.
- 4 I like tunnels and dungeons, but open spaces are scary for me.
- 5 I have too many secrets, so I try not to tell anything about me to others.
- 6 I don't understand why people are so obsessed about cleanliness.

Witchcraft House Outcast

You were part of a witchcraft house but after a while you were expelled or decided to leave for a reason. Now you have complicated relationships with at least a part of the members of that house. But while you were there you learned some things that you keep.

Skill Proficiencies: Arcana, Deception
Languages: One of your choice, One of your choice
Equipment: Badge or emblem of your old house, a set of common clothes, and a pouch containing 15 gp.

Feature: Former Witch

You learned how to manifest a few magic spells that you still can cast. Roll a d6 or choose a Witchcraft House. You gain the respective feat depending on the house chosen.

d6	Witchcraft Magic Feat
1	Ah Spirit Magic
2	Aquah Abyssal Magic
3	Chaosah Weird Magic
4	Hippiah Natural Magic
5	Magmah Delicious Magic
6	Zombiah Animating Magic

Suggested Characteristics

d8	Personality Trait
1	If I hear it's difficult or dangerous, then I want to try it.
2	My favorite place in a new town is the tavern.
3	I find Witches from my former House annoying.
4	Good jokes make friendships last longer.
5	The best way to learn is to go outside and try everything.
6	I always question everything, especially orders.
7	What kind of adventure is one where you don't have time for tea?
8	I find people who don't cast spells fascinating.

d6	Personality Trait
1	Survival. As long as I'm alive I can keep fighting to achieve my goals. (Any)
2	Adventure. Life is not to be wasted on the school, adventures in the wilderness are what make me feel alive. (Chaotic)
3	Change. Things are not how they are supposed to be, I must fight to fix the system. (Good)
4	Power. Being expelled from a school is only a little mishap in my search for power, and I will show them. (Evil)
5	Justice. I can't just stay calm when I see an injustice happening. (Good)
6	Friendship. Things can go very wrong, but as long as I have friends I have a reason to carry on.

d6	Personality Trait
1	An injustice was committed against me, now I have to undo it and clear my name.
2	My honor is more important than orders from superiors.
3	The wilderness calls me, I must answer.
4	I learned a dark secret about my previous Witchcraft House, I have to investigate what really happened.
5	A secret book kept by my previous house talked to me with promises of power, so I stole it away.
6	My life was saved with the magic of a mystic creature and I depend on its life which right now is in danger.

d6	Personality Trait
1	I don't like the company of other spellcasters.
2	I tend to break fragile things, like crystals.
3	I'm easily distracted by shiny objects.
4	I'm obsessed with certain food and can't pass many days without eating it.
5	I always have objections when another person is the one who makes the plans.
6	I don't like to plan, I think acting fast is more important.

Feats



feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

Ah Spirit Magic

Prerequisite: Witchcraft House other than Ah

Even though you are not a student of the House of Ah, you are familiar with this type of magic. You learn the *Spare the Dying* cantrip. In addition you also learn *Cure Wounds* and *Misty Step*, each of which you can cast at its lowest level once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

Aquah Abyssal Magic

Prerequisite: Witchcraft House other than Aquah

Even though you are not a student of the House of Aquah, you are familiar with this type of magic. You learn the *Ray of Frost* cantrip. In addition you also learn *Create or Destroy Water* and *Gust of Wind*, each of which you can cast at its lowest level once without expending Rea points. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

Combat Witchcraft

Prerequisite: The ability to cast at least one cantrip spell

- During your turn you can take the Disengage action as a bonus action.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your

reaction to cast a cantrip spell at the creature, rather than making an opportunity attack. The cantrip must have a casting time of 1 action and must target only that creature.

Demonic Resilience

Prerequisite: The ability to cast at least one spell

You have demon blood flowing through your veins and it manifests itself when you are damaged. You gain the following benefits.

- Increase your Constitution score by 1, to a maximum of 20.
- Whenever you take 10 or more damage from a single weapon attack, if the damage didn't reduced you to 0 hit points, you immediately heal yourself a number of hit points equal to your charisma modifier (minimum of 1).

Mystic Bibliophile

Prerequisite: The Spell Research class feature

Due to your love for books, you are more competent at reading and researching spells. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- Times and costs for researching spells are halved.
- You gain advantage on your Intelligence check to learn a new spell via Spell Research.

Broom Racer

Prerequisite: Broom Riding class feature

You are specially proficient at enchanting and riding a witch broom. You gain the following benefits:

- Increase your Charisma or Dexterity score by 1, to a maximum of 20.
- The ritual to enchant the broom is reduced to only 10 minutes.
- The flying broom you create have a flying speed of 20 feet faster than its regular speed.

Chaosah Weird Magic

Prerequisite: Witchcraft House other than Chaosah

Even though you are not a student of the House of Chaosah, you are familiar with this type of magic. You learn the *Minor Illusion* cantrip. In addition you also learn *Hideous Laughter* and *Web*, each of which you can cast at its lowest level once without expending Rea points. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

Creature of the Night

Prerequisite: Familiar class feature, or the ability to cast the Find Familiar spell

Your familiar is a creature of the night and while it's within 30 feet of you, it grants you the following abilities:

- You and your familiar have Darkvision 30 feet.
- You have advantage on Saving Throws to become frightened.

Hippiah Natural Magic

Prerequisite: Witchcraft House other than Hippiah

Even though you are not a student of the House of Hippiah, you are familiar with this type of magic. You learn the *Shillelagh* cantrip. In addition you also learn *Animal Friendship* and *Nature's Healing*, each of which you can cast at its lowest level once without expending Rea points. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

Magmah Delicious Magic

Prerequisite: Witchcraft House other than Magmah

Even though you are not a student of the House of Magmah, you are familiar with this type of magic.

You learn the *Fire Cooking* cantrip. In addition you also learn *Charm Person* and *Continual Flame*, each of which you can cast at its lowest level once without expending Rea points. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

Wand Accuracy

Prerequisite: ability to use magic wands as spellcasting focus

Whenever you roll a spell attack you can spend one charge from the wand you are using as Spellcasting Focus to roll a d6 and add the number rolled to your attack roll. You can wait until after you roll the attack before deciding to use this feature, but must decide before the DM says whether the attack succeeds or fails.

Wand Expert

Prerequisite: The ability to cast at least one spell

You have learned techniques to enhance your use of magic wands. When you expend the last charge of a wand, it won't be destroyed if it's attuned to you.

Zombiah Animating Magic

Prerequisite: Witchcraft House other than Zombiah

Even though you are not a student of the House of Zombiah, you are familiar with this type of magic. You learn the *Shocking Grasp* cantrip. In addition you also learn *False Life* and *Darkness*, each of which you can cast at its lowest level once without expending Rea points. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.



Chapter 4:

Witchcraft Magic

Spells



This is a list of the spells in this chapter sorted by class, sub class and level. Immediately after this, there is a complete list of spells descriptions in alphabetical order.

All spells in this lists can be found either in this chapter or in the 5e SRD.

Witch of Hereva Spells

Cantrips (0 Level)

- Chill Touch
- Mage Hand
- Minor Illusion
- Leap
- Poison Spray
- Prestidigitation

1st Level

- Comprehend Languages
- Illusory Script
- Mind Bond*
- Stroke of Genius*
- Unseen Servant

2nd Level

- Darkness
- Enthrall
- Hold Person
- Gravitax Spiral
- Mirror Image
- Misty Step
- Ray of Enfeeblement
- Shatter
- Spider Climb
- Spying Bat*

3rd Level

- Bewitch Weapon*
- Counterspell
- Dispel Magic
- Fly
- Gaseous Form
- Major Image
- Phoenix Egg Shell
- Remove Curse
- Sticky Web*
- Witch Blast*

4th Level

- Banishment
- Blight
- Braserio Intensia*
- Create Evil Pumpkin*
- Entropy Seal*
- Hallucinatory Terrain
- Greater Invisibility
- Phantasmal Killer
- Spell Deflection*
- Spiritual Cleansing*
- Wall of Fire

5th Level

- Cone of Cold
- Cloudkill
- Contagion
- Dream
- Hallow
- Hold Monster
- Scrying
- Wall of Force

6th Level

- Eyebite
- Harm
- Flesh to stone
- Magic Jar
- Mass Suggestion
- Programmed Illusion
- True Seeing

7th Level

- Etherealness
- Finger of Death
- Golden Cage*
- Mirage Arcane
- Simulacrum

8th Level

- Demiplane
- Dominate Monster
- Feeblemind
- Glibness
- Power Word Stun

9th Level

- Astral Projection
- Foresight
- Prismatic Wall
- Power Word Kill

House of Ah Spells

Cantrips (0 Level)

- Light
- Spare the Dying

1st Level

- Cure Wounds
- Sanctuary

2nd Level

- Aid
- Misty Step

3rd Level

- Lux Maxima*
- Revivify

4th Level

- Banishment
- Light Ghost*

5th Level

- Contact Other Plane
- Raise Dead

6th Level

- Heal
- Moons Light*

7th Level

- Etherealness
- Resurrection

8th Level

- Demiplane
- Invoke Ah Spirits*

9th Level

- Mass Heal
- Gate

House of Aquah Spells

Cantrips (0 Level)

- Ray of Frost
- Message

1st Level

- Create or Destroy Water
- Water Expulsion*

2nd Level

- Gust of Wind
- Water Steed*

3rd Level

- Water Breathing
- Call Lightning

4th Level

- Releasus Krakenis*
- Ice Storm

5th Level

- Cone of Cold
- Conjure Water Elemental*

6th Level

- Wall of Ice
- Wind Walk

7th Level

- Abyssal Haven
- Sword of the Lake*

8th Level

- Control Weather
- Deep Dark Ocean*

9th Level

- Imprisonment
- Storm of Vengeance

House of Chaosah Spells

Cantrips (0 Level)

- Resistance
- Vicious Mockery

1st Level

- Hideous Laughter
- Grease

2nd Level

- Web
- Shatter

3rd Level

- Stinking Cloud
- Major Image

4th Level

- Confusion
- Polymorph

5th Level

- Zone of Chaos*
- Micro Dimension of Chaos*

6th Level

- Eyebite
- Irresistible Dance

7th Level

- Conjure Chaosah Demon*
- Reverse Gravity

8th Level

- Feeblemind
- Maze

9th Level

- Time Stop
- Nuclear Chaos*

House of Hippiah Spells

Cantrips (0 Level)

- Druidcraft
- Shillelagh

1st Level

- Animal Friendship
- Goodberry

2nd Level

- Enlarge/Reduce
- Nature's Healing

3rd Level

- Conjure Animals
- Plant Growth

4th Level

- Giant Insect
- Conjure Woodland Beings

5th Level

- Tree Stride
- Shepherd of Hereva*

6th Level

- Conjure Fey
- Wall of Thorns

7th Level

- Regenerate
- Wild Transformation*

8th Level

- Earthquake
- Dominate Monster

9th Level

- True Resurrection
- Shapechange

House of Magmah Spells

Cantrips (0 Level)

- Flambé*
- Produce Flames

1st Level

- Burning Hands
- Charm Person

2nd Level

- Continual Flame
- Heat Metal

3rd Level

- Fireball
- Hypnotic Pattern

4th Level

- Fire Shield
- Witches' Dinner*

5th Level

- Flame Strike
- Alchemize Armor*

6th Level

- Heroes' Feast
- Sunbeam

7th Level

- Fire Storm
- Forcecage

8th Level

- Glibness
- Incendiary Cloud

9th Level

- Meteor Swarm
- Summon Dragon*

House of Zombiah Spells

Cantrips (0 Level)

- Shocking Grasp
- Mending

1st Level

- False Life
- Identify

2nd Level

- Zombification*
- Rope Trick

3rd Level

- Animate Dead
- Animate Object*

4th Level

- Fabricate
- Store Spell*

5th Level

- Animate Objects
- Awaken

6th Level

- Guards and Wards
- Apparatus*

7th Level

- Forcecage
- Simulacrum

8th Level

- Imbue Ability*
- Construct Clone*

9th Level

- Power Word Create*
- Artifact*

Spells Descriptions

Alchemize Armor

5th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a single set of metal armor and transform it's metal parts into Mithral, reinforced with some part of Adamantine, for the duration of the spell.

While wearing the armor, any critical hit against the creature wearing it becomes a normal hit.

If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, this version of the armor doesn't.

After the spell ends the armor returns to its normal form made of its normal material.

Animate Object

3rd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a set of metal armor or weapon that is not being worn or wielded. The touched object starts hovering and obeys your command.

An armor animated this way has the statistics of an Animated Armor. A sword animated this way have the statistics of a Flying Sword, except that it makes two melee attacks.

Roll initiative for the animated object, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the object falls to the ground inert.

Apparatus

6th-level transmutation

Casting Time: 1 hour

Range: Self

Components: V, S, M (varies)

Duration: 24 hour

By using rare components, you can create a common or uncommon item, it can't be consumable. The item will function as a regular item of the same type for 24 hours, after that the object will revert back to it's original materials, but half of them will be spent by the spell.

If applicable, you can choose to be already attuned to the item when it's created.

Costs of materials to create magic items with this spell.

Costs of the spell materials per item rarity

Rarity	Spell Materials Cost
Common, uncommon	100gp
Rare	1,000gp
Very rare	10,000gp

At higher levels. When you cast this spell using certain 7th level slot, you can create a rare item. When you cast this spell using certain 8th level slot, you can create a very rare item.



Bewitch Weapon

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

You can use a bonus action to toss the sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and spellcasting ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you and attack in the same action.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also

ceases to hover if you grasp it or move more than 30 feet away from it.

You can allow any other creature to use the sword as a regular magic sword without the floating ability.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bonus increases to +2. When you use a spell slot of 7th level or higher, the bonus increases to +3.

Brasero Intensia

4th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a tiny ball of bat guano and sulfur)

Duration: Instantaneous

A blast of burning flames erupts from your hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 7d8 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Conjure Chaosah Demon

7th-level conjuration

Casting Time: 1 minute

Range: 90 ft

Components: V, S

Duration: Concentration, up to 1 hour

You summon a Chaosah Demon of challenge rating 5 or lower, which appears in an unoccupied space that you can see within range. The Demon disappears when it drops to 0 hit points or when the spell ends.

The Demon is friendly to you and your companions for the duration. Roll initiative for the Demon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the Demon, it defends itself from hostile creatures but otherwise takes no actions. Statistics for Chaosah Demons are in the monster appendix of this document.

At Higher Levels. When you cast this spell using a 9th-level spell slot, you summon a Chaosah Demon of challenge rating 7 or lower.

Conjure Water Elemental

5th-level conjuration

Casting Time: 1 minute

Range: 90 ft

Components: V, S, M (water and sand)

Duration: Concentration, up to 1 hour

You summon creatures from the elemental plane of water, that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears:

One water elemental of challenge rating 4 or lower
Two water elemental of challenge rating 3 or lower
Four water elemental of challenge rating 2 or lower
Eight water elemental of challenge rating 1 or lower

Any of these creatures disappear when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The GM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 7th-level slot, and three times as many with a 9th-level slot.



Construct Clone

8th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (an automaton body construct with cost of at least 3000 gp)

Duration: Instantaneous

You imbue a piece of one target creature's Rea in a construct body. This construct is a copy of the target creature's body, but with construct features. It remains inert and endures indefinitely.

At any time after you cast this spell, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment and its type is type changes to construct.

The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

Create Evil Pumpkin

4th-level abjuration

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a pumpkin and a yellow gemstone worth at least 500 gp)

Duration: Instantaneous

You touch a pumpkin that is still planted in the ground, to transform it into an evil pumpkin. The creeper around the target form a body, the pumpkin itself becomes the head of the creature, and the gemstone used as material of this spell starts shining inside of it.

The target gains an Intelligence of 10. The target also gains the ability to speak abyssal and one language you know. It gains the ability to move its vines, creepers, and so forth, and it gains senses similar to a human's.

The creature is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

The statistics for an Evil Pumpkin are in the monsters appendix at the end of this document.



Deep Dark Ocean

8th-level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a bunch of salt)

Duration: Concentration, up to 1 minute

You create sphere of quasi-real dark sea water centered on your space when you cast this spell. You and creatures with a swimming movement can move normally in this water, for the rest of the creatures this area is considered difficult terrain. Only you can swim in this water.

All creatures in the area when the spell is cast or those who enter the sphere must succeed in an Intelligence saving throw or being affected by underwater combat rules.

When the spell ends, all water falls to the ground before it completely disappears. All creatures other than you in the area must succeed in an Intelligence saving throw or fall unconscious until the end of their next respective turns.

Entropy Seal

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A small shield made of entropic force is formed before you. For the duration of the spell, any creature that tries to attack you, do so with disadvantage.

You can attempt to interrupt a creature in the process of casting a spell by breaking the seal as a reaction. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

After its broken or the spell ends, the seal disappears.

Flambé

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch one piece of food, enough for one person. If one creature eats the entire piece of food, its hit point maximum increases by 1d4 and the food provides enough nourishment to sustain a creature for one day.

The hit point maximum increased by this spell improves by 2 when you reach 5th level (1d4+2), 11th level (1d4+4), and 17th level (1d4+6).

Golden Cage

7th-level abjuration

Casting Time: 1 action

Range: 100 ft

Components: V, S, M (pieces of gold worth at least 1,500 gp)

Duration: 1 hour

A 20-foot radius cylindrical bird cage made of gold appears in a point you choose between the range and catches any creature in the area.

The cage prevents any attempt of any object or creature to enter or exit it. Creatures inside the cage can't cast spells and spells can't reach creatures inside.



Gravitas Spiralis

2nd-level conjuration

Casting Time: 1 action
Range: 90 ft (10-foot radius sphere)
Components: V, S
Duration: Instantaneous

From your hands emanates a nebulous spiral of chaotic Rea. You can throw it to a space within range creating a blast of shiny stars and sparks.

Each creature in a 10-foot-radius sphere centered on that point must make a Strength saving throw. On a failed save, a target takes 6d4 force damage and is pushed 10 feet out of the sphere. On a successful save, a target only takes half as much damage and is not pushed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

Imbue Spell

4th-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S, M (an opal worth 25 gp)
Duration: 1 hour

To cast this spell you touch an undead or a construct you control while casting another spell to imbue on it. Depending on the school of the spell you imbued the target gains one of the following benefits.

Benefit	School
+1 armor class bonus per spell level	Abjuration, Illusion
5 temporary hit point per spell level	Conjuration, Enchantment
+1 to attack rolls per spell level	Divination, Transmutation
+1 to damage rolls per spell level	Evocation, Necromancy

If the target's hit points are reduced to 0 during the duration of this spell, the imbued spell is cast and you can choose directions, targets and other options at that moment.

Invoke Ah Spirits

8th-level conjuration

Casting Time: 1 minute
Range: 60 ft
Components: V, S
Duration: Concentration, up to 1 hour

You call for the help of your ancestors from the house of Ah, the spirits assume the form of a gargantuan Swarm of Ancestral Spirits. The Swarm of Ancestral Spirits disappears when it drops to 0 hit points or when the spell ends.

The creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the Swarm of Ancestral Spirits, it defends itself from hostile creatures but otherwise takes no actions.

The Swarm of Ancestral Spirits statistics are in the monsters appendix of this document.

Leap

Transmutation cantrip

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

When you cast this spell you are ejected in a direction you choose. This movement doesn't provoke attacks of opportunity. You move forward 2d6 x 5 feet and land safely.

If the space you would fall is occupied you instead land in the closes unoccupied space.

Light Ghost

4th-level conjuration

Casting Time: 1 action

Range: 90 ft

Components: V, S, M (holy ground dust)

Duration: Concentration, up to 1 hour

You summon an Ancestral Spirit. It appears in an unoccupied space that you can see within range. The Ancestral Spirit disappears when it drops to 0 hit points or when the spell ends.

The Ancestral Spirit creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the Ancestral Spirit, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the Ancestral Spirit doesn't disappear. Instead, you lose control of the Ancestral Spirit, it becomes hostile toward you and your companions, and it might attack. An uncontrolled Ancestral Spirit can't be dismissed by you, and it disappears 1 hour after you summoned it.

The stats of the Ancestral Spirit are on the monsters appendix of this document.

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

Lux Maxima

3rd-level evocation

Casting Time: 1 action

Range: Self (120-foot line)

Components: V, S, M (a fluorescent mushroom)

Duration: Concentration, up to 1 minute

A spark of white light appears on one of your fingers illuminating like a torch, that lasts for the duration of the spell.

As a bonus action during your turn, or as a reaction when you lose concentration, you can throw the light in the form of a 5 feet wide line of light towards a point you can see within 30 feet. It will explode at it's target in a 30-foot radius sphere of light that sheds dim light in an additional 30-foot radius.

Any creature within the area of bright light must make a Constitution saving throw. On a failed save, the creature takes 3d6 radiant damage and is blinded until the beginning of your next turn, on a successful save, it takes only half the damage and is not blinded.

Any creature within the dim light area must succeed on a Constitution Saving Throw or will have disadvantage on its Attack Rolls until the beginning of your next turn.

Undead and ooze creatures have disadvantage on Saving Throws against this spell.

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.

Micro dimension of Chaos

5th-level abjuration

Casting Time: 1 action

Range: Self (15-foot radius)

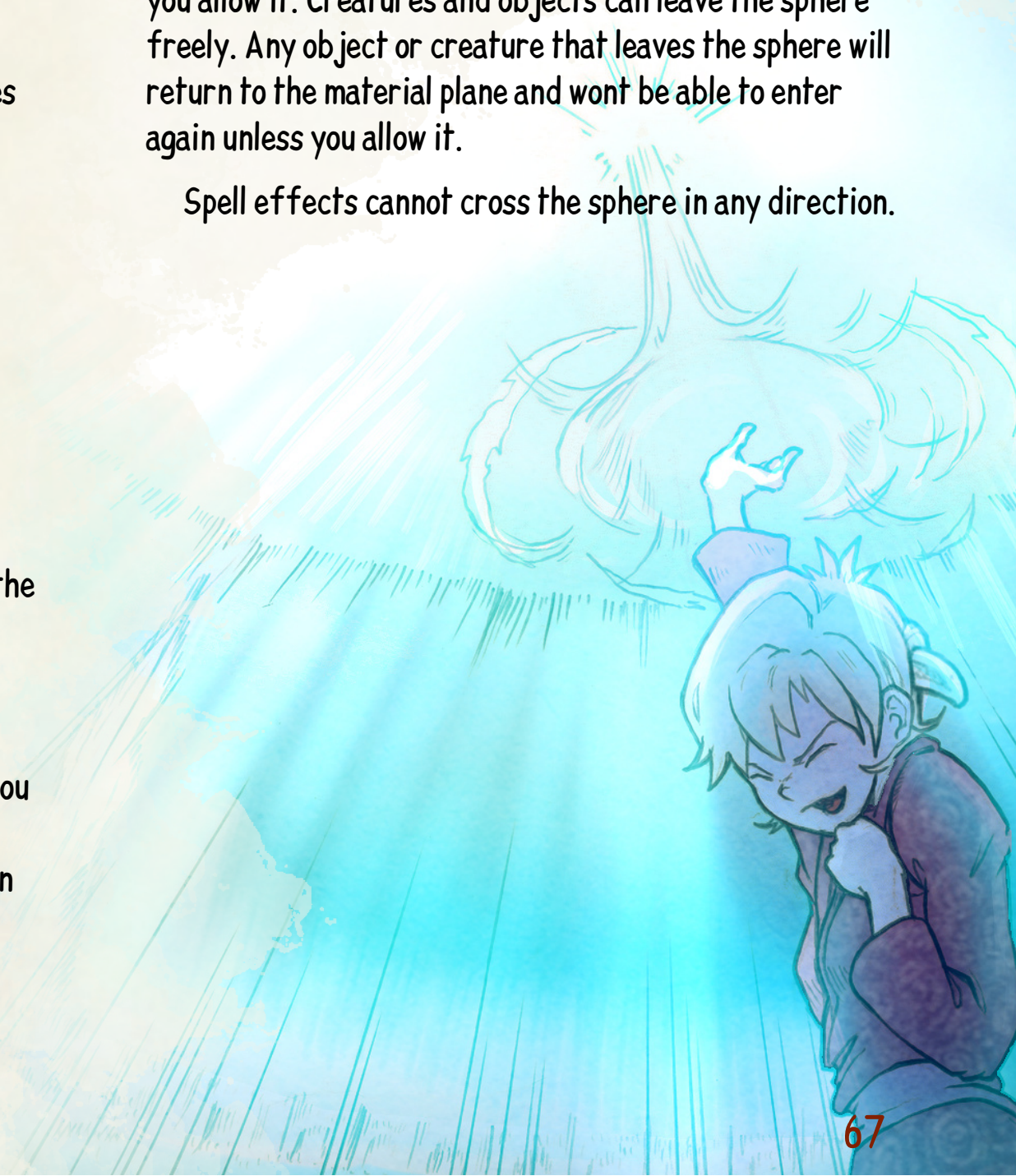
Components: V, S

Duration: Concentration, up to 1 hour

You create a 15 feet radius sphere of force centered around you and covering everything in the area, including objects, living creatures and yourself. For the duration of the spell, everything within the sphere exists in a tiny demiplane created by it.

No creature, object or spell can enter the sphere unless you allow it. Creatures and objects can leave the sphere freely. Any object or creature that leaves the sphere will return to the material plane and won't be able to enter again unless you allow it.

Spell effects cannot cross the sphere in any direction.



Mind Bond

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small object property of the target)

Duration: Concentration, up to 10 minute

You establish a telepathic link with another willing spellcaster you touch.

Until the spell ends, the link is active while you and the other spellcaster are within line of sight of each other. Through the link, you and the spellcaster can understand your telepathic messages to each other.

While the link is active, both have advantage in spell attack you make against enemies that both can see.

Moons Light

6th-level abjuration

Casting Time: 1 action

Range: Self (60-foot radius sphere)

Components: V, S

Duration: Instantaneous

You channel the light of the three moons of Hereva. Every opponent within 60 feet from you must make a Charisma saving throw.

On a failed save, a creature takes 6d6 Radiant damage and any spell of 3rd level or lower on the creature ends. On a successful save, the creature takes half as much damage and negates any other effect. Creatures 30 feet from you or farther have advantage on this saving throw.

If a celestial, an elemental, a fey, a fiend, or an undead fails its saving throw its sent back to its home plane (if it isn't there already). If they aren't on their home plane, undead are sent to the Plane of Shadow, and fey are sent to the Plane of Faerie.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Nature's Healing

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a living creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can end an additional disease or one additional condition for each slot level above 2nd. In addition the creature heals 1d6 hit points for each slot level above 2nd.

Nuclear Chaos

9th-level evocation

Casting Time: 1 action

Range: 100 ft

Components: V, S

Duration: Concentration, up to 1 minute

Chaos energy from the environment gather in a point you can see within range. Each creature in a 40-foot-radius Sphere centered on the point you choose must make a Dexterity saving throw. The Sphere spreads around corners. A creature takes 10d6 Necrotic damage on a failed save, or half as much damage on a successful one.

After that, the sphere compresses itself into a 5-foot-diameter sphere in the point you chose. Any creature that ends its turn within 5 feet of the Sphere must make a Dexterity saving throw. The creature takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

As a Bonus Action, you can move the Sphere up to 30 feet. If you ram the Sphere into a creature, that creature must make the saving throw against the sphere's damage, and the Sphere keeps its movement.

When the spell ends, either because your concentration is broken or because you decide to end it, the sphere explodes once again causing one random effect from the Nuclear Chaos Effects table.



Nuclear Chaos Effects

d8	Effect
1	Fire explosion. Each creature in a 20 feet radius must make a Dexterity saving throw, taking 20d6 fire damage in a failed save or half as much in a success. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.
2	Cold explosion. Each creature in a 20 feet radius must make a Constitution saving throw. On a failed save the creature takes 20d6 cold damage and its movement is reduced by 10 feet for one minute. On a successful save, the creature only takes half damage and its movement is not affected.
3	Lightning Blast. Each creature in a 20 feet radius must make a Dexterity saving throw, taking 20d6 lightning damage in a failed save or half as much in a success. The lightning ignites flammable objects in the area that aren't being worn or carried.
4	Acid Splash. Each creature in a 20 feet radius must make a Dexterity saving throw, taking 20d4 acid damage in a failed save or half as much in a success. Any creature that failed its saving throw takes 10d4 acid damage at the end of its next turn.
5	Poison Cloud. Each creature in a 20 feet radius must make a Constitution saving throw, taking 10d12 acid damage in a failed save or half as much in a success. Creatures dealt damage by this effect become poisoned for 1 minute.
6	Grasping vines. Each creature in a 20 feet radius must make a Strength saving throw or become restrained for 1 minute. At the beginning of each of its turn, a restrained creature is dealt 5d6 bludgeoning damage. The creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself.
7	Chaos nightmare. Each creature in a 20 feet area must make a Wisdom saving throw. On a failed save, the creature becomes frightened for 1 minute. At the end of each of the creature's turns while it's frightened, it must succeed on a Wisdom saving throw against your spell save DC or take 5d10 psychic damage. On a successful save, the effect ends on that creature.
8	Roll twice on this table, ignoring all results of 8.

Phoenix Egg Shell

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a few pieces of phoenix egg shell)

Duration: Instantaneous

A barrier of magical fire in the form of a phoenix egg appears and protects you. Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

In addition you gain resistance to fire for the duration of the spell.

Power Word Create

9th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You make an object, undead or construct, appear for your service.

You can create a mundane object with a value of up to 50,000 gp, and up to 300 feet in any dimension.

If the creation is a magic item, you can make it appear in a space within range. If the space is occupied by a creature, it's worn or wielded by that creature and, if applicable and possible, the creature becomes attuned to the item. This magic item can't be legendary. If the item is destroyed or when the spell ends, the item crumble into ashed and disappears.

Optionally, you can create a construct or undead of challenge ranting 8 or lesser. The creature appears in an unoccupied space within range.

Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the creature, it defends itself from hostile creatures but otherwise takes no actions.

This creature can't be healed or repaired by any means. If its hit points are reduced to 0, or when the spell ends, the creature turns to ashes and disappears.

Releasus Krakenis

4th-level illusion

Casting Time: 1 action

Range: 120 ft

Components: V, S, M (ink of giant octopus or giant squid)

Duration: Concentration, up to 1 minute

A quasi-real water tentacle appear in an unoccupied space within the range. The tentacle occupies a 10 foot-square and it has a reach of 10 feet.

During your turn you can mentally command the tentacle to attack every creature at its reach, you don't need to use an action to do it. Any creature in the area must make an Intelligence saving throw, taking 2d8 Bludgeoning damages on a failed save, and only half that damage on a successful one.

When the spell ends the tentacle disappears leaving no trace behind.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Shepherd of Hereva

5th-level conjuration

Casting Time: 1 minute

Range: 60 ft

Components: V, S, M (see text)

Duration: Concentration, up to 1 hour

To cast this spell you need to sacrifice objects with a monetary value of 500 gp.

Whispering words of creation and real names of what Hereva gives shelter, you allow the consciousness of rocks, trees, animals and other nature elements, to make contact with our plane.

For the duration of the spell you animate on of the following options:

- 1 Primal One
- 2 Elder Elementals
- 4 Ancient Golems

Statistics for these creatures are in the monsters appendix of this supplement.





Spell Deflection

4th-level abjuration

Casting Time: 1 reaction

Range: 60 ft

Components: S

Duration: Instantaneous

You attempt to change the target of a spell with a single target cast by a creature you can see within the range. If the creature is casting a spell with a single target of 3rd level or lower, you can choose a new target for the spell, it must be a valid target.

If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 12 + the spell's level. On a success, you can choose a new target for the spell, it must be a valid target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can choose a new target for the spell if its level is less than the level of the spell slot you used. The new target must be valid.

Spiritual Cleansing

4th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M

Duration: Instantaneous

You touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

If the target possesses a cursed item, the item's curse remains, but the spell breaks the creature's attunement to the object so it can be removed or discarded.

Spying Bat

2nd-level conjuration

Casting Time: 1 action

Range: 5 ft

Components: V, S

Duration: 1 hour

When you cast this spell a Floppy Bat that appears in an unoccupied space adjacent to you. You can name a place you know, or a creature you know its location. The Floppy Bat will fly at its maximum speed to the point you designated and will observe the place or the creature.

After the duration of the spell ends, the Bat will fly back to you and will telepathically communicate you what it saw.

If the Bat dies before getting back to you, it will be teleported in front of you and then it will disappear returning to its home plane.



Sticky Web

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You conjure a mass of thick, sticky webbing and throw it to a medium or smaller creature that you can see within range.

The target must make a Strength saving throw. In a failed save the creature is completely covered by the web, and becomes blind and paralyzed for the duration. In a successful save, the creature is only restrained.

A creature paralyzed by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it becomes restrained.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it

succeeds, it is free.

Store Spell

8th-level enchantment

Casting Time: 1 action

Range: Touch

Components: S

Duration: 12 hour

You touch a construct or an undead that is friendly to you. You can store one spell you have prepared of up to 6th level with a casting time of 1 action, 1 bonus action or 1 reaction. You lose one Rea point that will be used to release the spell. If the stored spell has material components, those are spent at the moment of casting this spell.

You can establish a condition to release the spell. When the condition triggers the stored spell is cast with the options (target, range, etc.) you specified, and this spell ends.

Stroke of Genius

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 day

You touch a beast creature with intelligence 5 or less, no language and challenge rating 1 or less and it gains higher intelligence. The creature can now read all languages you can read.

The creature can communicate with other intelligent creatures with it's means, even writing if it can't speak. If the creature has opposable thumbs, it could write.

For example, a parakeet under the effects of this spell could speak, but a dog couldn't.

Summon Dragon

9th-level conjuration

Casting Time: 1 action

Range: Unlimited

Components: V, S, M (a diamond worth at least 1,000 gp and another tribute of at least the same cost)

Duration: Concentration, up to 3 hour

You call of upon the powers of the elemental plane of fire and it's answered by a powerful dragon that appears in an unoccupied space within range. You know the name of the dragon and have the ability to communicate with it telepathically.

When the dragon appears, it is under no compulsion to behave in any particular way. You can ask the dragon to perform a service in exchange for payment, but it isn't obliged to do so.

You can negotiate the terms of the task until the dragon accepts or it decides to leave ending the spell immediately. If the dragon doesn't accept your tribute, it's not consumed.

Even if the dragon accept the tribute, if it's not able to accomplish the task during the spell's duration, or if the dragon dies trying, the tribute is not consumed and it is magically transported to you, so you know the task was not accomplished.

After the dragon completes the task, it returns to its home plane, taking the tribute with it, after reporting back to you, if appropriate to the task and if possible.

The diamond used as material component of the spell is consumed in any case.

Sword of the Lake

7th-level conjuration

Casting Time: 1 action

Range: Self

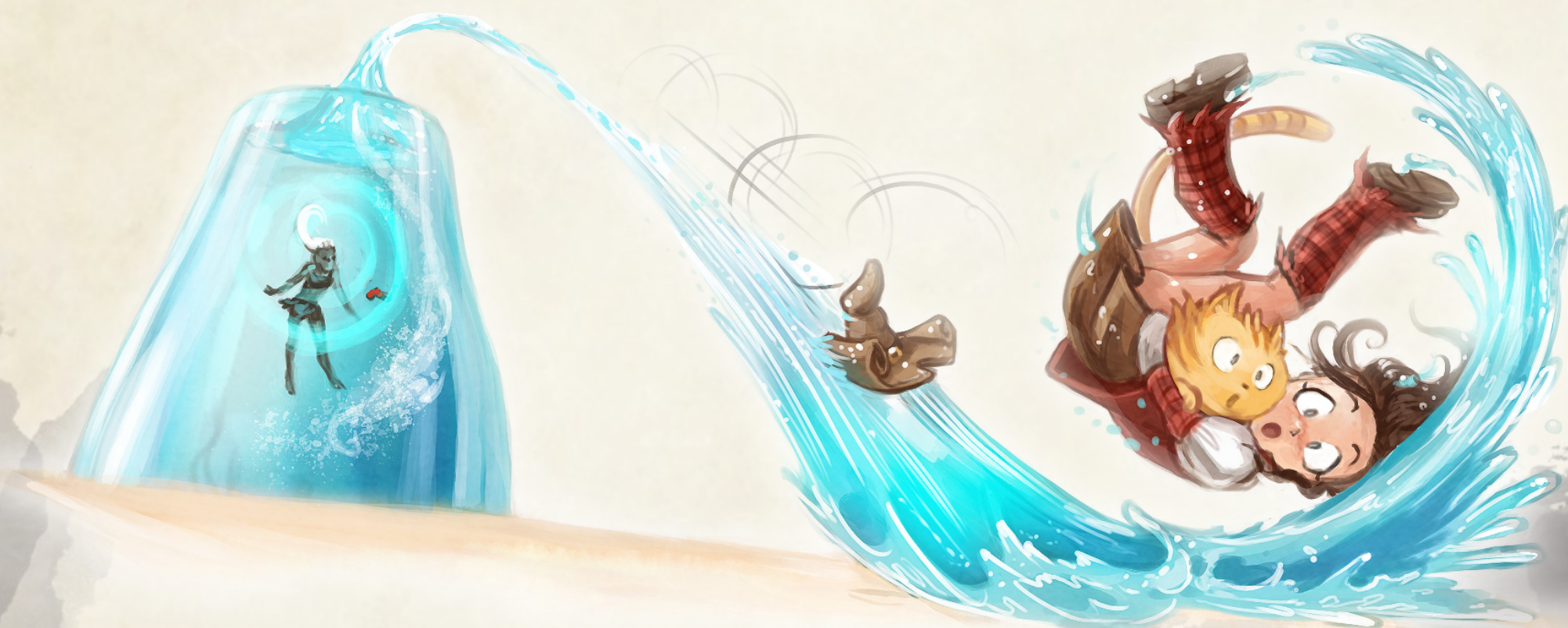
Components: V, S, M (a 5 ft. source of water and a sacrifice, worth 250 gp)

Duration: Concentration, up to 1 minute

You offer a valuable object to the water and it will answer you granting you an Ice Sword that emerges from it.

The sword hovers within range and it lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 1d10 force damage and 2d10 cold damage.

Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.



Water Expulsion

1st-level conjuration

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You summon a potent water stream that appears in any point you can see within range. Any creature in the space must make a Strength saving throw. On a failed save, the creature is pushed 10 feet in a direction you command and it falls prone. On a successful save the creature is only pushed 5 feet and doesn't fall prone.

Water Steed

2nd-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (10 ft cubic of water)

Duration: 2 hour

You touch a 10-foot cube of water and shape it in the form of a water steed. The formed creature has the statistics of a Giant Sea Horse except it has the type Elemental.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a swimming speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace.

When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

Wild Transformation

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a few hairs from a bull)

Duration: Concentration, up to 10 minute

Your body transform into a more feral and primitive version of yourself. You grow claws and fangs and animal ears sprout from your head. Until the spell ends, you can't cast spells, and you gain the following benefits:

- If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier.
- You gain 30 temporary hit points. If any of these remain when the spell ends, they are lost.
- Your unarmed attack deals 3d12 piercing damage and is considered magical. You have advantage to attack rolls made with your unarmed attack.
- You gain proficiency in Athletics, Acrobatics, Perception and Stealth skills, if you already have any of these, you instead add double your proficiency bonus.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

When the spell ends your body returns to its regular form. Roll a d20, if the result is 1 the animal ears remain until you finish a long rest. Multiple uses of this spell could make the ears become permanently attached to you at the GM's discretion.



Witch Blast

3rd-level evocation

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a glowing stick of incense)

Duration: Concentration, up to 1 minute

A purple light flashes from your pointing finger to a point you choose within range and then explodes in purple flames. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 2d6 fire damage and 2d6 necrotic damage on a failed save, or half as much damage on a successful one.

At the beginning of each of your turns during the duration of the spell you can choose to take 5 necrotic damage, if you do you can create another explosion at another point you choose within range. This damage can't be prevented by resistance or immunity. If you choose to not take the damage, the spell ends.

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

Witches' Dinner

4th-level divination

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (meal ingredients)

Duration: Instantaneous

You can cast this spell only during night. You must have contact with a meal or the ingredients, enough for a dinner for one person. If a creature eats the meal it can ask one question.

During the creature next long rest the question will be answered in the form of a dream. The DM can decide how clear the answer is, depending on the difficulty of the question, but the answer is always correct.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that the creature gets no answer. The GM makes this roll in secret.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can affect food for an additional creature for each slot level above 4th.



Zombification

2nd-level abjuration

Casting Time: 1 minute

Range: 15 ft

Components: V, S, M (a pinch of bone dust)

Duration: Concentration, up to 1 hour

This spell creates a temporary Undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature.

The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the GM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature obeys your orders for the duration of the spells, after that it just crumbles into dust and disappears.

Zone of Chaos

5th-level illusion

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (bunch of pepper)

Duration: Special

This spell creates a zone of total chaos, confusing creatures minds. All the effects of this spell is decided randomly, even the targets of it.

When you cast first you choose a point within range.

Then you roll 1d10 to define the spell's target.

d10	Target
1	No target, the spell has no effect
2-3	1 random determined creature
4-5	5-foot radius sphere centered around you
6-7	15-foot cone in a direction you choose
8-9	10-foot radius sphere centered in a point you choose between the spell's range
10	One creature you choose between the spell's range and you roll again for an additional explosion

Then, you roll 1d10 to choose a visualization and a duration.

1d10	Visualization (duration)
1	None, skip color table (1 round)
2-3	Sparkle (1 round)
4-6	Pyrotechnic (3 rounds)
7-9	Smoke (5 rounds)
10	Paint (1 minute)

Then roll 1d10 to choose a color for the visual effects.

1d10	Color
1	Black
2	Pink
3	Red
4	Orange
5	Yellow
6	Green
7	Blue
8	Purple
9	White
10	Roll again twice and ignore rolls with this result

Creatures affected by this spell can't take reactions and can't keep concentration for spells. Finally, roll a d10 for each target to decide additional effects.

Magic Items



One of the places with more magic in the multiverse is no stranger to magic items. In Hereva the acquisition of magical objects is more common than in other worlds. However, if your game takes place in a campaign setting where magic items are rare, the GM could still include some of these lists with a good story behind them.

Magic Item Lists

As GM you do not need to randomly roll the results of the treasures for the encounters rewards, you can choose them or make your own treasure tables combining these items with those already existing in your campaign.

Potions & Oils

d12 Potion

- 1 Oil of Flying
- 2 Oil of Degeneration
- 3 Oil of Poshness
- 4 Potion of Laughing
- 5 Potion of Mega-Haigrowth
- 6 Potion of Smoke
- 7 Potion of Stink Bubble
- 8 Potion of Transparency
- 9 Potion of Regeneration
- 10 Potion of Genius
- 11 Potion of Dragon Fire
- 12 Potion if Devil's Sight

Rings

d12 Ring

- 1 Ring of Beast Control
- 2 Ring of Good Luck
- 3 Ring of the Vigilant
- 4 Ring of Stone Skin
- 5 Ring of Water Breathing
- 6 Ring of Spell Chaos
- 7 Ring of Magic Ray
- 8 Ring of the Master Key
- 9 Ring of Mind Protection
- 10 Ring of Personality
- 11 Rings of Telepathy
- 12 Ring of the Psionicist

Rods

d6 Rod

- 1 Rod of Ghostly Blade
- 2 Rod of Ruin
- 3 Rod of the Unicorn
- 4 Rod of Elemental Ally
- 5 Rod of the Vampire
- 6 Rod of Paralysis

Scrolls

d12 Scroll

- 1 Scroll of Alarm
- 2 Scroll of Finding
- 3 Scroll of Protection
- 4 Scroll of the Pelican
- 5 Scroll of Slow Burning
- 6 Scroll of Undead Control

Stuffs

d12	Staff
1	Staff of Digging
2	Staff of the Sage
3	Staff of Fire Trail
4	Staff of Ice
5	Staff of Gliding
6	Staff of the Healer
7	Staff of the Shepherd
8	Staff of the Acrobat
9	Staff of the Dark One
10	Staff of the Thunder
11	Immovable Staff
12	Willow Staff

Wands

d12	Wand
1	Willow Wand
2	Wand of the Summon Master
3	Wand of Frost
4	Wand of Nature
5	Wand of Light
6	Wand of Spell Absorption

Wondrous Items

d12	Item
1	Best Coffee Ever
2	Cloud Catcher Net
3	Coat of the Hippiah Apprentice
4	Coat of the Hippiah Witch
5	Coral Crown
6	Crystal Ball of Environment
7	Dress of the Magmah Apprentice
8	Dress of the Magmah Witch
9	Garm of the Zombiah Apprentice
10	Garm of the Zombiah Witch
11	Invisible Bag
12	Lamp of the Genie of Success
13	Lira of Chaos
14	Maillot of the Aquah Apprentice
15	Maillot of the Aquah Witch
16	Robe of the Ah Apprentice
17	Robe of the Ah Witch
18	Tunic of the Chaosah Apprentice
19	Tunic of the Chaosah Witch
20	Witch Cauldron

Magic Item Descriptions

Best Coffee Ever

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: No

This dark brown liquid tastes like the best coffee you'll even drink. It's made of mist from black clouds, red berries from the haunted jungle, phoenix egg shells from the valley of the volcanoes, and milk from a young DragonCow.

If you drink the coffee when it's recently prepared and still hot, you enter a state of magic aligned brilliance. For the next 24 hours you have advantage on all your rolls required to create magic items.

Cloud Catcher Net

Type: Wondrous Item

Rarity: Rare

Requires Attunement: Yes

This magic net looks like a common insect catcher net, but it can be used to catch gases or liquids. As an action, its wielder can use it to catch 10 cubic feet of a gas or liquid touched with the net.

The net can be used to catch ooze creatures. As an action, its wielder can make a melee touch attack against a large or smaller ooze. On a hit, the ooze must successfully make a Dexterity saving throw or be locked unharmed inside the net. The attack itself makes no damage to the ooze.

If the net is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again.

Coat of the Hippiah Apprentice

Type: Wondrous Item

Rarity: Rare

Requires Attunement: Yes

This green garment have the appearance of being made from leaf and bark and adorned with brown runes. This garment was created by members of the Witchcraft House of Hippiah and it's mean to be used only by them. You can't attune to the coat of the hippiah apprentice if you are not at least a 7th level Witch of Hippiah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 12 + your Dexterity modifier.
- DC of spells you cast from the list of the House of Hippiah, increase by 1.



Coat of the Hippiah Witch

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: Yes

This green garment have the appearance of being made from leaf and bark and adorned with brown runes. This garment was created by members of the Witchcraft House of Hippiah and it's mean to be used only by them. You can't attune to the coat of the hippiah witch if you are not at least a 13th level Witch of Hippiah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- Your spell save DC and spell attack bonus each increase by 1.
- You have advantage on saving throws against spells from the Conjuraton school.
- You have resistance to Acid and Poison damage.

Coral Crown

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: Yes

This crown looks like it's made of small pieces of shells and sand. While wearing it, you gain the ability to comprehend and verbally communicate with aquatic beasts.

The creatures can give you information about nearby locations and Monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade an aquatic beast to perform a small favor for you, at the DM's discretion.

Crystal Ball of Environment

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: No

This sphere looks like a 6 inches radius crystal sphere with a tiny house inside. The space inside the sphere is a micro biosphere that exists in a small demiplane. Every time the sphere is shaken the weather inside changes to a random weather determined by the GM. The possible weathers include sunny, windy, rainy, cloudy, snowy, and stormy.

The sphere has a tiny door where a 1 inch tall creature or smaller could enter. Creatures inside the sphere can live normally. The interior is equivalent to a one hectare field with trees and a comfortable cottage.

If the sphere is broken, the demiplane inside is destroyed and creatures inside of it are expeled to the material plane taking 6d6 force damage.



Dress of the Magma Apprentice

Type: Wondrous Item

Rarity: Rare

Requires Attunement: Yes

This pink dress have is always in fashion and is adorned with red runes. This garment was created by members of the Witchcraft House of Magma and it's mean to be used only by them. You can't attune to the dress of the magma apprentice if you are not at least a 7th level Witch of Magma.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 12 + your Dexterity modifier.
- DC of spells you cast from the list of the House of Magma, increase by 1.

Dress of the Magma Witch

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: Yes

This pink dress have is always in fashion and is adorned with red runes. This garment was created by members of the Witchcraft House of Magma and it's mean to be used only by them. You can't attune to the dress of the magma witch if you are not at least a 13th level Witch of Magma.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- Your spell save DC and spell attack bonus each increase by 1.
- You have advantage on saving throws against spells from the Evocation school.
- You have resistance to Fire and Poison damage.

Garm of the Zombiah Apprentice

Type: Wondrous Item

Rarity: Rare

Requires Attunement: Yes

This red garment looks like a military outfit but adorned with golden runes. This garment was created by members of the Witchcraft House of Zombiah and it's mean to be used only by them. You can't attune to the garm of the

zombiah apprentice if you are not at least a 7th level Witch of Zombiah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 12 + your Dexterity modifier.
- DC of spells you cast from the list of the House of Zombiah, increase by 1.

Garm of the Zombiah Witch

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: Yes

This red garment looks like a military outfit but adorned with golden runes. This garment was created by members of the Witchcraft House of Zombiah and it's mean to be used only by them. You can't attune to the garm of the zombiah witch if you are not at least a 7th level Witch of Zombiah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- Your spell save DC and spell attack bonus each increase by 1.
- You have advantage on saving throws against spells from the Necromancy school.
- You have resistance to Necrotic and Poison damage.

Immovable Staff

Type: Staff

Rarity: Rare

Requires Attunement: No

This iron staff is made of three smaller parts, and has one buttons on the middle. This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

You can use an action to press the button, which causes the staff to become magically fixed in place. Until you or another creature uses an action to push the button again, the staff doesn't move, even if it is defying gravity. The staff can hold up to 24,000 pounds of weight. More weight causes the staff to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed staff up to 10 feet on a success.



Invisible Bag

Type: Wondrous Item

Rarity: Common

Requires Attunement: No

This small bag is hard to notice at first sight because it's made of a transparent material. As an action you can slide your fingers on the open part to seal it. The bag can hold any object no bigger than 6 inches on any dimension. Perishables inside the bag are conserved fresh.

When you close the bag you can set a secret word to open it again, otherwise any other person can open it.

Lamp of the Genie of Success

Type: Wondrous Item

Rarity: Legendary

Requires Attunement: Yes

The lamp has 3 charges, when the last charge is spent, the lamp disappears and appears in another random point in the same universe.

This crystal lamp looks like it has a golden nebula inside. As an action you can rub it to summon a Genie of Success. The genie must obey all your orders if they are mundane tasks. If you ask for something that is not easily done, the genie might decide to use one charge of the lamp to cast Wish to obey your orders. The genie always warns you before it uses the charge, but it won't

stop unless you say the words "I changed my mind" faster. To solve it, roll an initiative against the genie, if you win the genie stops, if the genie wins, it casts the spell.

You can use an action to dismiss the genie and trap it back inside the lamp.

Apart from its obligation to obey you, the genie acts like any other creature, and doesn't have any special attachment to you. It could try to cheat you, or help you, depending on its own opinion about you.

The stats for the Genie of Success are in the monsters appendix at the end of this document.

Lira of Chaos

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: Yes

This instrument has 3 charges. You can use an action to play the instrument creating an effect like the spell Zone of Chaos. The effect can end earlier if you stop playing the instrument. For the duration of the effect you can only move and not take any other action apart from playing.

The lira regains 1d3 expended charges daily at dawn. If you expend the lira's last charge, roll a d20. On a 1, the lira crumbles into ashes and is destroyed.



Maillot of the Aquah Apprentice

Type: Wondrous Item

Rarity: Rare

Requires Attunement: Yes

This blue garment have the appearance of being made from seaweed and coral and adorned with green runes. This garment was created by members of the Witchcraft House of Aquah and it's mean to be used only by them. You can't attune to the maillot of the aquah apprentice if you are not at least a 7th level Witch of Aquah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 12 + your Dexterity modifier.
- DC of spells you cast from the list of the House of Aquah, increase by 1.

Maillot of the Aquah Witch

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: Yes

This blue garment have the appearance of being made from seaweed and coral and adorned with green runes. This garment was created by members of the Witchcraft House of Aquah and it's mean to be used only by them. You

can't attune to the maillot of the aquah witch if you are not at least a 13th level Witch of Aquah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- Your spell save DC and spell attack bonus each increase by 1.
- You have advantage on saving throws against spells from the Illusion school.
- You have resistance to Cold and Lightning damage.

Mithral Giant Pincers

Type: Weapon

Rarity: Rare

Requires Attunement: Yes

This weapon looks like big metallic pincers, that work like a magic club (melee weapon, twohanded, 1d8 bludgeoning damage). You have a +1 bonus to attack and damage rolls made with this magic weapon.

When you successfully hit a medium or smaller creature with the Mithral Giant Pincers, the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and you can't attack another creature with the pincers.

Oil of Degeneration

Type: Potion

Rarity: Uncommon

Requires Attunment: No

This black and sticky substance can be contained safely on its container, but once you release it, it will start corroding non-living material quickly. The liquid is said to be of the same type of substance that ooze are made.

The oil can cover an area of 5 feet square, it's harmless for living creatures, but it deals 3d6 acid damage to non-living objects each round during one minute. After that the liquid dissolves and disappears.

Oil of Flying

Type: Armor

Rarity: Common

Requires Attunment: No

This sticky golden unguent is thick and heavy in the container, it looks a little like honey, but it flows quickly when poured. The oil can cover a Medium or smaller creature, or one object of the same size. The target starts to hover and has a flying speed of 50 feet. It can

carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds.

This effect will last for 1 hour. When the effect ends, the target falls if it is still aloft, unless it can stop the fall.

Oil of Poshness

Type: Potion

Rarity: Rare

Requires Attunment: No

This orange liquid looks light and shiny. The oil can cover a Medium or smaller creature. Applying the oil takes 1 round. For 1 hour, the coated creature becomes magically more attractive and charismatic. It has advantage on Charisma checks for the duration.

Potion of Devil's Sight

Type: Potion

Rarity: Very Rare

Requires Attunment: No

When you drink this potion you gain Dark vision 60 ft. for 10 minutes. Magical darkness doesn't impede this darkvision. In addition, while you are under the effects of this potion you can see invisible objects and creatures.



Potion of Dragon Fire

Type: Potion
Rarity: Very Rare
Requires Attunment: No

After you drink this potion your eyes turn glowing red and you exhale smoke from your nostrils. During the next 10 minutes you can cast a fire breath as a dragon once. A 30-foot cone of fire appears from your mouth, every creature in the area must make a Dexterity saving throw, on a failed save the creature takes 8d6 fire damage, and half of it on a success.

When you make your breath attack or after the time runs out, your appearance returns to normal and the effect of the potion ends.

Potion of Genius

Type: Potion
Rarity: Uncommon
Requires Attunment: No

if the potion is verted on a beast creature with intelligence 5 or less, it gains higher intelligence. The creature can now read all languages you can read. The creature can communicate with other intelligent creatures with it's means. If the creature has opposable thumbs, it can write.

Potion of Laughing

Type: Potion
Rarity: Rare
Requires Attunment: No

This is a cursed potion. When a creature tries to identify the item by mundane methods, it looks and tastes exactly

like a potion of healing.

A creature drinks the potion perceives everything as hilariously funny and falls into fits of laughter. The creature falls prone, becoming incapacitated and unable to stand up for 1 minute. If the creature has an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the affected creature can make a Wisdom saving throw (DC 13). The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

Potion of Mega-Haigrowth

Type: Potion
Rarity: Uncommon
Requires Attunment: No

When you drink this potion, your hair grow instantly and you are covered with fur for 1 hour. After that time, the extra hair falls and you return to your previous state. While you are covered with fur you have resistance to cold damage.

Potion of Regeneration

Type: Potion
Rarity: Very Rare
Requires Attunment: No

When you drink this potion you start healing hit point at the beginning of each of your turns for 1 minute. The number of hit points depends on the potion's rarity, as shown in the Potion of Regeneration table. Whatever its potency, the purple's pink liquid glimmers when agitated.

Potion of Regeneration

Potion of	Rarity	HP Gained
Regeneration	Common	1
Greater Regeneration	Uncommon	2
Superior Regeneration	Rare	4
Supreme Regeneration	Very rare	6

Potion of Smoke

Type: Potion

Rarity: Uncommon

Requires Attunement: No

When you drink this potion, a cloud of smoke appears around you, that cloud covers an area of 20-foot-radius centered on you. The cloud spreads around corners, and its area is heavily obscured. It lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Potion of Stink Bubble

Type: Potion

Rarity: Common

Requires Attunement: No

When you drink this potion, you start exuding bubbles from your body that cover a 20-foot-radius sphere. The bubbles float away from you up to 20 feet and then burst, but you keep creating bubbles that cover the area for 1 minute. The bubbles stink like rotten egg for every creature in the area except you.

Each creature that is completely within the area at the start of its turn must make a Constitution saving throw (DC 13) against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

The bubbles follow you for one minute after that all of them burst at the same time and disappear.

Potion of Transparency

Type: Potion

Rarity: Very Rare

Requires Attunement: No

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become translucent for 1 hour. Anything you wear or carry is translucent too. You have a +2 bonus on armor class against opponents who need to see you to attack.

In addition, while you are under the effects of this potion you can't lie.

Ring of Beast Control

Type: Ring

Rarity: Very Rare

Requires Attunement: Yes

This ring looks like it's made of clay, but it's hard as metal.

The ring has 5 charges. It regains 1d4 + 1 expended charges daily at dawn. Spells cast from the ring have a save DC of 15.

You can expend 2 of the ring's charges to cast dominate monster on a large or smaller Beast.

Ring of Good Luck

Type: Ring

Rarity: Common

Requires Attunement: Yes

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn.

Whenever you make an attack roll, ability check, or saving throw, you may spend 1 charge to roll an additional d20. You can use this ability after the original roll, but before the outcome is revealed. You choose which of the d20s is used for the attack roll, ability check, or saving throw.

Ring of Magic Ray

Type: Ring

Rarity: Rare

Requires Attunement: Yes

You can only attune to this ring if you are a spellcaster. This ring has 3 charges, and it regains 1d3 expended charges daily at dawn.

Whenever you cast a spell with the range of touch you can spend one charge of the ring to change the spell's range to 30 feet. You can choose a target in the range that you can see. A yellow ray is cast from the ring towards the target.

Ring of Mind Protection

Type: Ring
Rarity: Rare
Requires Attunement: Yes

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Wisdom saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

Ring of Personality

Type: Ring
Rarity: Uncommon
Requires Attunement: Yes

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn.

While wearing this ring, you have advantage in all Charisma based skills you make.

As an action you can spend one charge of the ring to change your voice to make it sound exactly like the voice of another creature you have heard for one hour.

Ring of Spell Chaos

Type: Ring
Rarity: Rare
Requires Attunement: No

The ring has 3 charges. It regains 1d3 expended charges daily at dawn.

As a reaction when a spellcaster within 60 feet from you casts a spell you can spend one charge of the ring, if you do, the caster must succeed a Wisdom saving throw (DC 15) or its spell will be affected randomly. Roll on the table Ring of Spell Chaos Results to decide the outcome.

Ring of Spell Chaos Results

d20	Result
1-3	The spell works normally. The ring makes a funny noise to indicate that it didn't do anything at all.
4-10	The spell is cancelled. Instead a bunch of confetti is expelled from the caster's fingers.
11-16	The spell is frozen for 1d6 rounds (rolled in secret by the GM) and then it's cast with new random chosen targets and/or directions.
17-20	The spell is reflected to the caster. If the spell has one single target, the caster is the new target. If it has multiple targets, the all targets except one are chosen at random, and the caster is the last target. If the effect of the spell has an area it's centered on the caster.

Ring of Stone Skin

Type: Ring
Rarity: Very Rare
Requires Attunement: No

While wearing this ring, you have resistance to slash and piercing damage, and your movement is reduced in 10 feet.



Ring of the Master Key

Type: Ring

Rarity: Uncommon

Requires Attunement: Yes

The ring has 5 charges. It regains 1d4 + 1 expended charges daily at dawn.

As an action you can spend one charge of the ring and a magical, translucent and quasi-real key appears on the ring for one round. You can use it for one of the following effects:

- You can touch an object with that key. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, up to three of them are unlocked. If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.
- You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you spend the charge can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane lock for 10 minutes.

Ring of the Psionicist

Type: Armor

Rarity: Very Rare

Requires Attunement: Yes

The ring has 3 charges. It regains 1d3 expended charges daily at dawn. Spells cast from the ring have a save DC of 17.

While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

- Telekinesis
- Telepathic bond
- Detect Thoughts (CD 17)

Ring of the Vigilant

Type: Armor

Rarity: Common

Requires Attunement: No

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn.

As an action you can spend one charge to choose one creature type or humanoid race. For the next two hours, whenever one of the chosen creatures get 100 feet or closer to you the ring will start shining and making a weak noise that only you and people close to you can hear. You can conceal the noise and the shine by covering the ring, or stop it by removing it from your finger.

The ring doesn't tell you in what direction or how close the creature is from you.

Ring of Water Breathing

Type: Ring

Rarity: Uncommon

Requires Attunement: No

While wearing this ring, you can breathe water in addition to your normal breath type.

Robe of the Ah Apprentice

Type: Wondrous Item

Rarity: Rare

Requires Attunement: Yes

This red robe is made from exquisite cloth adorned with silvery runes. This garment was created by members of the Witchcraft House of Ah and it's mean to be used only by them. You can't attune to the robe of the ah apprentice if you are not at least a 7th level Witch of Ah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 12 + your Dexterity modifier.

Robe of the Ah Witch

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: Yes

This red robe is made from exquisite cloth adorned with silvery runes. This garment was created by members of the Witchcraft House of Ah and it's mean to be used only by them. You can't attune to the robe of the ah witch if you are not at least a 13th level Witch of Ah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- Your spell save DC and spell attack bonus each increase by 1.
- You have advantage on saving throws against spells from the Enchantment school.
- You have resistance to Acid and Radiant damage.

Rod of Elemental Ally

Type: Rod

Rarity: Rare

Requires Attunement: No

While you hold this rod you can use an action to activate it. Choose an area of air, earth, fire, or water that fills a 10-foot cube within 90 ft. An elemental appropriate to the area you chose appears in an unoccupied space within 10 feet of it. The elemental disappears after 1 hour or when it drops to 0 hit points.

The elemental conjured depends on the element of the area:

- Air: Wind Drake
- Earth: Clay Elemental
- Fire: Molten Snake
- Water: River Spirit

While you hold the rod, the elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

You can't conjure another elemental with this property until the time runs out or the current elemental dies.

If you lose the rod, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

You can find the elemental's statistics in the monsters appendix at the end of this document.

Rod of Ghostly Blade

Type: Rod

Rarity: Rare

Requires Attunement: Yes

You can only attune to this rod if you are a spellcaster.

While holding this rod, you can use an action to activate it. A quasi-real blade appears from the rod with the shape of a long sword. While it's active you can use an action to attack a creature 5 feet from you. You use your spellcasting ability bonus for the attack and damage rolls. In addition, you can use the blade to make attacks of opportunity.

You can use an action to deactivate the rod.

Rod of Paralysis

Type: Rod

Rarity: Rare

Requires Attunement: Yes

This rod has a flanged head, and it functions as a magic mace that grants a +2 bonus to attack and damage rolls made with it.

When you hit a creature with a melee attack using the rod, you can force the target to make a DC 15 Strength saving throw. On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property can't be used again until the next dawn.

Rod of Ruin

Type: Ring

Rarity: Very Rare

Requires Attunement: Yes

This rod has a ram skull in one end. While you are holding the rod you can use an action to curse a creature. Choose a creature you can see between 15 feet and that creature must succeed on a Wisdom saving throw (DC 15) or become cursed for one minute.

When you use this properties, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect.

Once you use this effect on a creature you can't make it target again for 24 hours.

Rod of the Unicorn

Type: Rod

Rarity: Legendary

Requires Attunement: No

This wood rod has a suction cup in one end. You can use an action to attach the rod to the forehead of a willing creature. The target transforms into a unicorn indefinitely.

The target's game statistics, including mental ability scores, are replaced by the statistics of the unicorn. It retains its alignment and personality.

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

The creature is limited in the actions it can perform by the nature of its new form.

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

As an action, the target can end the effect and the rod falls from its forehead.

Rod of the Vampire

Type: Rod

Rarity: Rare

Requires Attunement: Yes

This rod has a flanged head, and it functions as a magic mace that grants a +2 bonus to attack and damage rolls made with it.

When you hit a creature with a melee attack using the rod, you can force the target to make a DC 15 Constitution saving throw. On a failure, the target takes an extra 4d6 necrotic damage, and you regain a number of hit points equal to half that necrotic damage. This property can't be used again until the next dawn.

Scroll of Alarm

Type: Scroll

Rarity: Common

Requires Attunement: No

This scroll activates an alarm seal. You can write a trigger condition, it can be a creature entering an area, an object leaving its place, etc. When the scroll triggers it turns into an item that hovers and travels to you, up to one mile if possible, so you know the alarm was triggered. The item can avoid obstacles, but can't pass through them.

Scroll of Finding

Type: Scroll

Rarity: Uncommon

Requires Attunement: No

Describe or name a creature or object that is familiar to you. The scroll becomes a map that marks the path to what you are looking for.

The scroll can locate a specific creature or object known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close-within 30 feet-at least once.

When you get 15 feet or closer to the creature or object you are looking for, the map turns into ashes and disappears.

Scroll of Protection

Type: Scroll

Rarity: Common

Requires Attunement: No

When you use this scroll you choose a willing creature between 30 feet from you. For one hour, the willing creature has resistance to acid, cold, fire, lightning, and thunder damage.

Scroll of Slow Burning

Type: Scroll

Rarity: Uncommon

Requires Attunement: No

To use this scroll you light it with fire. The scroll will burn very slowly and it will work as a torch for up to 3 hours. While the scroll is burning you can use an action to throw it against a creature, making the scroll explode and disappear. The creature must make a Dexterity saving throw (DC 13), on a fail it takes 6d6 fire damage, or half that damage on a success.

Scroll of the Pelican

Type: Scroll

Rarity: Uncommon

Requires Attunement: No

When you use this scroll, you name a location you are familiar with within 30 miles from you. The scroll transforms into a giant origami pelican that can carry up to 4 medium creatures, 2 large creatures or one huge creature. The paper pelican flies at a speed of 1 mile per 30 miles per hour to the point you named carrying the creatures on it.

The travel is mostly comfortable, but the landing is catastrophic. The pelican always crash and burn, and turns into ashes. Each passenger must make a Dexterity saving throw (DC 13), in a fail a creature takes 4d6 bludgeoning damage from the fall, or half that damage on a success. But they arrive to their destiny.

Scroll of Undead Control

Type: Scroll

Rarity: Uncommon

Requires Attunement: No

If you have undeads under your control, you can use this scroll to reassert control over all of them for another 24 hours, instead of casting the spell that create them again.

Staff of Digging

Type: Staff

Rarity: Uncommon

Requires Attunement: No

This wooden staff has a shovel on one end and a handle on the other end.

You can use the staff of digging to make a 5 cubic feet hole on the ground in 1 minute, or 2 minutes if it's hard rock. The digging properties of the staff don't work on built structures like houses and bridges on the surface, but it always work underground.

Using the same amount of soil, you can fill 5 cubic feet square of a hole in 1 action. Using same amount of rocks you can fill a 5 cubic feet square on 2 rounds.

Using this properties don't require much physical effort on your part, and don't cause fatigue.



Staff of Fire Trail

Type: Staff

Rarity: Rare

Requires Attunement: Yes

When you walk holding this staff you can make it touch the ground with it. The staff will leave a trail of fire where it touch the ground. The fire will form a wall that lasts for 1 minute.

The fire trail deals 3d8 fire damage to each creature that ends its turn within 10 feet of it 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.

Staff of Gliding

Type: Staff

Rarity: Uncommon

Requires Attunement: Yes

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

As a reaction you can activate the staff to make it grow a couple of bat like wings. When falling free you can use the activated staff to glide. You now fall 10 feet each turn and move 30 feet forward each turn. While gliding you can use an action to turn up to 90 degree, otherwise you have 1 free hand to take other actions.

Staff of Ice

Type: Staff

Rarity: Very Rare

Requires Attunement: Yes

Requires attunement by a spellcaster.

You have resistance to cold damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC:

- Ice Storm (4 charges)
- Cone of Cold (5 charges)
- Wall of Ice (6 charges)

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff gets frozen and crashes, and is destroyed.

Staff of the Acrobat

Type: Staff

Rarity: Uncommon

Requires Attunement: Yes

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

While holding the staff you have advantage in your Dexterity (Acrobatics) skill checks. You also have advantage in your Strength (Athletics) skill checks for jumping.

Staff of the Dark One

Type: Staff

Rarity: Legendary

Requires Attunement: Yes

Requires attunement by a spellcaster.

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of maggots consumes and destroys the staff, then disperses.

While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC:

- Bane (1 charge)
- Bestow Curse (3 charges)
- Cloudkill (5 charges)
- Harm (6 charges)

While you are holding the staff, the ground is darkened around you, and dark tentacles sprout from the ground. A 15 feet radius area centered on you is considered difficult terrain, even for you.

When another creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 necrotic damage and be restrained. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

This property won't stop as long as the staff is attuned to you, even when you sleep.

Staff of the Healer

Type: Staff

Rarity: Rare

Requires Attunement: Yes

This staff has 10 charges. This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

This divine staff can't hurt anyone. On a hit, calculate the damage you would normally do, but the staff instead will magically heal that damage to the target.

In addition, while holding it, you can use an action to expend 1 or more of its charges to cast cure wounds (1 charge per spell level, up to 4th).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Staff of the Sage

Type: Staff

Rarity: Rare

Requires Attunement: Yes

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

While holding it, you gain a +1 bonus to Armor Class, saving throws, and spell attack rolls.

In addition you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

Staff of the Shepherd

Type: Staff

Rarity: Rare

Requires Attunement: Yes

Requires attunement by a spellcaster.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC:

- Dominate Beast (4 charges)
- Dominate Person (5 charges)
- Dominate Monster (8 charges)

While holding the staff you have advantage in all your Charisma based skill checks.

Staff of the Thunder

Type: Staff

Rarity: Very Rare

Requires Attunement: Yes

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, it crumbles into ashes.

As an action you can spend one charge and hit the ground with the staff. A wave of thunderous force sweeps out from the hit. Each creature in a 15-foot cube originating from you must make a Constitution saving throw (DC 15). On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

You can also use an action and spend up to 5 charges of the staff to cast Call Lightning (1 charge per spell level up to 5th).

Tunic of the Chaosah Apprentice

Type: Wondrous Item

Rarity: Rare

Requires Attunement: Yes

This black garment has the appearance of an old-fashioned dress adorned with gray runes. This garment was created by members of the Witchcraft House of Chaosah and it's meant to be used only by them. You can't attune to the tunic of the chaosah apprentice if you are not at least a 7th-level Witch of Chaosah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 12 + your Dexterity modifier.
- DC of spells you cast from the list of the House of Chaosah, increase by 1.

Tunic of the Chaosah Witch

Type: Wondrous Item

Rarity: Very Rare

Requires Attunement: Yes

This black garment have the appearance old fashioned dress adorned with gray runes. This garment was created by members of the Witchcraft House of Chaosah and it's mean to be used only by them. You can't attune to the tunic of the chaosah witch if you are not at least a 13th level Witch of Chaosah.

While wearing this robe you gain the following benefits.

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- Your spell save DC and spell attack bonus each increase by 1.
- You have advantage on saving throws against spells from the Transmutation school.
- You have resistance to Psychic and Thunder damage.

Wand of Frost

Type: Wand

Rarity: Rare

Requires Attunement: Yes

Requires attunement by a spellcaster.

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand freezes and break into pieces.

While holding the wand you can cast Ray of Frost at will.

As an action you can spend 3 or more charges to create a cone of frost in front of you. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 5d8 cold damage on a failed save, or half as much damage on a successful one. The damage from the cone of frost increases by 1d8 for every charge spent above 3.

Wand of Light

Type: Wand

Rarity: Uncommon

Requires Attunement: No

As an action you can activate this wand, making the pointy end of it shiny. The wand sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the wand with something opaque blocks the light.

You can end the effect as a bonus action or a reaction.

Wand of Nature

Type: Wand

Rarity: Rare

Requires Attunement: Yes

While holding the wand you have advantage on your Wisdom (survival) skill checks, and you can use an action to cast one of the following spells from it:

- Animal Friendship
- Druidcraft
- Detect Poison and Disease
- Speak with Animals

Wand of Spell Absorption

Type: Wand

Rarity: Very Rare

Requires Attunement: Yes

While holding the wand, you have advantage on saving throws against spells.

In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, roll a d10:

- If the result is a 10, the spell is absorbed, its effects cancelled, and its stored in the wand.
- If the result is a 1 the wand explodes, loses all its magic, and you take 2d6 force damage.
- In any other result the spell's effects are cancelled.

If the wand has a spell stored in it, and another spell is absorbed with this property, the wand explodes, loses all its magic, and both spells are cast on you at the same time.

You can use an action to cast a spell stored in the wand.

Wand of the Summon Master

Type: Wand

Rarity: Uncommon

Requires Attunement: Yes

Requires attunement by a spellcaster.

As an action you can draw a magic symbol in the ground covering a 5 foot square area. The symbol glows red during 1 minute and then disappears. While the symbol is glowing, if you can cast a Conjunction spell that summons one creature on the symbol, the duration of the spell is doubled. In addition, the summoned creature has +2 on its attack and damage rolls.

Willow Staff

Type: Staff

Rarity: Rare

Requires Attunement: Yes

Requires attunement by a Witch of Hereva.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

You can use an action to expend 1 or more of the staff's charges to cast one spell from your Witchcraft House spell list of up to 5th level (1 charge per spell level).

Willow Wand

Type: Wand

Rarity: Rare

Requires Attunement: Yes

This item works as a regular wand for effects of spellcasting focus. In addition the wand has the property of pointing a ray of color light of any color you choose. When you cast a spell that requires a ranged magic attack you get a +2 bonus to attack roll.

Witch Cauldron

Type: Wondrous Item

Rarity: Uncommon

Requires Attunement: No

This cauldron looks like an ordinary and old cauldron but a witch can speak a command word to change its temperature to whichever it's needed to prepare a potion or to cook on it.

Any perishable inside the cauldron will stay fresh indefinitely until taken out of it.



Appendixes

APPENDIX I: Familiars

Hereva Cat

In Hereva, cats are different than in other places. As many other animals in this world, cats are a little more anthropomorphic and intelligent than in most of the material planes of existence. Hereva cats are also a little bigger and have opposable thumbs, which lets them hold objects with their paws.

HEREVA CAT

Tiny beast, any alignment

Armor Class: 13 (Natural Armor)

Hit Point: 7 (3d4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	11 (+0)	6 (-2)	8 (-1)	8 (-1)

Senses Passive Perception +9

Languages --

Challenge 1/4 (50 XP)

Opposable thumbs.

Pounce.

ACTIONS

Bite.

Claw.

Hereva Dog

Dogs in Hereva are bigger and more a little more intelligent than in other worlds. They can't speak, though.

HEREVA DOG

Small beast, any alignment

Armor Class: 12 (Natural Armor)

Hit Point: 14 (4d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	10 (+0)

Skills: Perception +2

Senses Passive Perception +12

Languages --

Challenge 1/2 (100 XP)

Keen Hearing and Smell.

ACTIONS

Bite and Grapple.

Two-tailed Fox

Foxes with multiple tails are mystic animals in Hereva, they grow in size and number of tails when they age. Young two-tailed foxes are common companions for young witches of Ah.

TWO-TAILED FOX

Tiny beast, any alignment

Armor Class: 13 (Natural Armor)
Hit Point: 7 (2d4 +2)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	13 (+1)	12 (+1)	10 (+0)	10 (+0)

Senses Passive Perception +10
Languages --
Challenge 1/2 (100 XP)

Keen Hearing and Smell. The two-tailed fox has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The beast has advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.

Hereva Cockerel

Cockerel, as other beasts in Hereva have opposed thumbs in their wings, so they can hold and handle objects.

HEREVA COCKEREL

Tiny beast, any alignment

Armor Class: 13 (Natural Armor)
Hit Point: 5 (2d4)
Speed: 30 ft.

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

Senses Passive Perception +10
Languages --
Challenge 1/4 (50 XP)

Standing Leap. The hereva cockerel's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

Opposable thumbs. Opposable thumbs allow the hereva cockerel to grasp and handle objects.

ACTIONS

Beak. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 7 (2d4+2) piercing damage.

Herevan Betta

Betta splendens in Hereva are very much bigger than their counterparts in other words, and much more intelligent too. They are known for their aggressive attitude and short temper. People say that they have much in common with Aquah Witches.

HEREVAN BETTA

Tiny beast, any alignment

Armor Class: 14 (Natural Armor)
Hit Point: 5 (2d4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	6 (-2)	10 (+0)	9 (-1)

Senses Passive Perception +10
Languages --
Challenge 1/4 (50 XP)

Blood Frenzy. The herevan betta has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Water Breathing. The herevan betta can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage.

Hereva Owl

Owls in Hereva are some of the smartest beasts in the multiverse. They tend to be lazy and some of them spend their time in recreative activities like mouse fishing. But they also can trick little humanoid kids to steal their candies.

HEREVA OWL

Tiny beast, any alignment

Armor Class: 13 (Natural Armor)
Hit Point: 5 (2d4)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	12 (+1)	8 (-1)	8 (-1)

Senses Passive Perception +9
Languages --
Challenge 1/2 (100 XP)

Flyby. The hereva owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Keen Hearing and Sight. The hereva owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.
Opposable thumbs. Opposable thumbs allow the hereva owl to grasp and handle objects.

ACTIONS

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing damage.

Dragon Duck

A common crossbreed between a big duck and a small drake, the Dragon Duck is a lovebird.

DRAGON DUCK

Tiny dragon, any alignment

Armor Class: 13 (Natural Armor)

Hit Point: 7 (2d4 +2)

Speed: 30 ft., Fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	13 (+1)	8 (-1)	8 (-1)	8 (-1)

Senses Passive Perception +9

Languages --

Challenge 1/2 (100 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.

Fire Breath (Recharge 6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 9 Dexterity saving throw, taking 7 (3d4) fire damage on a failed save, or half as much damage on a successful one.

Zombie-Canary

Some Zombiah witches prefer the unconditional help of an undead bird when choosing their familiars.

ZOMBIE-CANARY

Tiny undead, any alignment

Armor Class: 11 (Natural Armor)

Hit Point: 7 (2d4 +2)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	13 (+1)	6 (-2)	6 (-2)	6 (-2)

Saving Throws WIS +0

Senses Passive Perception +8

Languages --

Challenge 1/2 (100 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Poisonous Bite . *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 4 (1d8) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Dragoncat

Few people have a Dragoncat as a pet. These tiny beasts are not very friendly and can be dangerous, but once in a while one of them decides that wants to live close to a humanoid kid.

DRAGONCAT

Tiny dragon, any alignment

Armor Class: 12 (Natural Armor)

Hit Point: 5 (2d4)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	11 (+0)	6 (-2)	6 (-2)	6 (-2)

Senses Passive Perception +8

Languages --

Challenge 1/2 (100 XP)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

Fire Breath (Recharge 6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 8 Dexterity saving throw, taking 7 (3d4) fire damage on a failed save, or half as much damage on a successful one.

Ghostly bat

Made of quasi real material, these little spectral creatures love to be around witches.

GHOSTLY BAT

Tiny beast, any alignment

Armor Class: 12 (Natural Armor)

Hit Point: 5 (2d4)

Speed: Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	11 (+0)	6 (-2)	8 (-1)	8 (-1)

Senses Passive Perception +9

Languages --

Challenge 1/4 (50 XP)

Incorporeal Movement. The ghostly bat can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends her turn inside an object.

Sunlight Sensitivity. While in sunlight, the ghostly bat has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

Life Drain. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. Hit: 6 (1d10+1) necrotic damage. The target must succeed on a DC 9 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Fairy plant

A little humanoid, winged plant. The fairy plant can't speak but makes a whistle sound when it wants to communicate.

FAIRY PLANT
Tiny beast, any alignment

Armor Class: 13 (Natural Armor)

Hit Point: 5 (2d4)

Speed: 10 ft., Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	11 (+0)	10 (+0)	8 (-1)	10 (+0)

Senses Passive Perception +9

Languages --

Challenge 1/4 (50 XP)

ACTIONS

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

Invisibility. The fairy plant magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the fairy plant wears or carries is invisible with it.

Rune Argiope

These spiders, bigger than regular spiders, have a runes on their backs. Every rune is different from one spider to another.

RUNE ARGIOPE
Tiny beast, any alignment

Armor Class: 12 (Natural Armor)

Hit Point: 7 (2d4 +2)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	13 (+1)	6 (-2)	8 (-1)	6 (-2)

Senses Passive Perception +9

Languages --

Challenge 1/4 (50 XP)

Spider Climb. The rune argiope can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The rune argiope ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage.

Poisonous Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 5 (1d8+1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

APPENDIX II: Monsters

Abyssal Turtle

The Abyssal Turtle is a huge black amphibious monster that lives in the depths of the sea of Hereva.

This is one of the monsters you can conjure with the House of Aquah feature Summon Abyssal Monster.

ABYSSAL TURTLE

Huge monstrosity, neutral evil

Armor Class: 15 (Natural Armor)
Hit Point: 171 (18d12 +54)
Speed: 30 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Saving Throws DEX +3, CON +6, WIS +4
Skills: Athletics +8, Perception +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Cold, Poison
Condition Immunities Frightened, Prone
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception +14
Languages Understands Abyssal, Sylvan, Telepathy 120 ft., but can't speak

Challenge 8 (3,900 XP)

Amphibious. The abyssal turtle can breathe air and water.

ACTIONS

Multiattack. The abyssal turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Acid Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 22 (5d6+5) piercing damage plus 13 (3d8) acid damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8+5) slashing damage.

Huge Tail. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 10 (1d10+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away from the abyssal turtle and knocked prone.

Ancient Golem

Ancient Golem is a creature created by an old civilization in the forests of Hereva. It's mostly made of rocks and grass. It's very calm and harmless, but it always protect the wilderness from those who try to destroy it.

This is one of the monster that you can conjure with the spell Shepherd of Hereva.

ANCIENT GOLEM

Large elemental, neutral

Armor Class: 15 (Natural Armor)
Hit Point: 92 (8d10 +48)
Speed: 20 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Saving Throws WIS +2
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Acid
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception +10
Languages Terran
Challenge 3 (700 XP)

Earth Glide. The ancient golem can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Stone Camouflage. The ancient golem has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The ancient golem makes three claw attacks and one bite attack.

Slam. Melee Weapon Attack. +5 to hit, reach 5 ft., one target. Hit: 13 (3d6+3) bludgeoning damage.

REACTIONS

Parry. The ancient golem adds 2 to its AC against one melee attack that would hit it. To do so, the ancient golem must see the attacker and be wielding a melee weapon.

Chaosah Demons

Hornük

Hornük is a Chaosah Demon that lives in the Chosah dimension. Its body is covered by green fur, and has two big horns and sharp claws.

HORNÜK

Large fiend (chaosah demon), any alignment

Armor Class: 15 (Natural Armor)
Hit Point: 152 (16d10 +64)
Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	13 (+1)

Saving Throws DEX +5, WIS +4, CHA +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception +11
Languages Abyssal, Telepathy 120 ft.
Challenge 6 (2,300 XP)

Magic Resistance. The fiend has advantage on saving throws against spells and other magical effects.

Aggressive. As a bonus action, the hornük can move up to its speed toward a hostile creature that it can see.

Bull Rush. When the hornük moves at least 30 feet before using its attack action, it can change its Gore attack for a Goring Rush.

Rea Points. The hornük has 6 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The hornük can expend one Rea point to innately cast one of the following spells as a level 2 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

1st Level: Hideous Laughter, Grease
2nd Level: Web, Shatter

ACTIONS

Multiattack. The hornük makes three attacks: one with its gore attack and two with its claws.

Gore. Melee Weapon Attack. +7 to hit, reach 10 ft., one target. Hit: 20 (3d10+4) piercing damage

Goring Rush. Melee Weapon Attack: +7 to hit, reach 40 ft., one target. Hit: 20 (3d10+4) piercing damage. Target must make a successful Strength saving throw (CD 15) or falls prone.

Claw. Melee Weapon Attack. +7 to hit, reach 10 ft., one target. Hit: 18 (4d6+4) slashing damage

Eyeük

Eyeük is a bad tempered Chaosah Demon. The elders of its race are among the most powerful demons in the

Chaosah plane. This demon has red fur all over its body and four eyes on its face.

EYEÜK

Large fiend (chaosah demon), any alignment

Armor Class: 17 (Natural Armor)
Hit Point: 147 (14d10 +70)
Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	10 (+0)	15 (+2)	15 (+2)

Saving Throws DEX +6, WIS +5, CHA +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception +12
Languages Abyssal, Telepathy 120 ft.
Challenge 7 (2,900 XP)

Magic Resistance. The fiend has advantage on saving throws against spells and other magical effects.

Aggressive. As a bonus action, the eyeük can move up to its speed toward a hostile creature that it can see.

Blood Frenzy. The eyeük has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Hearing and Sight. The eyeük has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Rea Points. The eyeük has 7 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The eyeük can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 13).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

ACTIONS

Multiattack. The eyeük makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 18 (2d10+7) piercing damage

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 14 (2d6+7) slashing damage

Chaos Trident. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 29 (5d8+7) piercing damage and 22 (4d10) lightning damage.

Spidük

SPIDÜK

Large fiend (chaosah demon), any alignment

Armor Class: 18 (Natural Armor)
Hit Point: 136 (13d10 +65)
Speed: 40 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	8 (-1)	15 (+2)	13 (+1)

Saving Throws DEX +7, WIS +5, CHA +4
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception +12
Languages Abyssal, Telepathy 120 ft.
Challenge 7 (2,900 XP)

Magic Resistance. The fiend has advantage on saving throws against spells and other magical effects.

Aggressive. As a bonus action, the spidük can move up to its speed toward a hostile creature that it can see.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spidük ignores movement restrictions caused by webbing.

Rea Points . The spidük has 7 Rea points. It regains all spent Rea after a long rest.

Innate Chaosah Magic. The spidük can expend one Rea point to innately cast one of the following spells as a level 3 spell, requiring no material components. Its innate spellcasting ability is Charisma (spell save DC 12).

1st Level: Hideous Laughter, Grease

2nd Level: Web, Shatter

ACTIONS

Multiattack. The spidük makes three attacks: one with its bite and two with its claws.

Poisonous Bite . *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 14 (2d8+5) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 15 (3d6+5) slashing damage

Elder Elemental

This is one of the monster that you can conjure with the spell Shepherd of Hereva.

ELDER ELEMENTAL

Huge elemental, neutral

Armor Class: 16 (Natural Armor)
Hit Point: 125 (10d12 +60)
Speed: 20 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Saving Throws WIS +2
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Acid
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception +10
Languages Terran
Challenge 4 (1,100 XP)

Earth Glide. The elder elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Stone Camouflage. The elder elemental has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The elder elemental makes three claw attacks and one bite attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

REACTIONS

Parry. The elder elemental adds 2 to its AC against one melee attack that would hit it. To do so, the elder elemental must see the attacker and be wielding a melee weapon.

Evil Pumpkin

This evil monstrosity has a body made of vines and a shining pumpkin for head. While in combat, it tends to laugh like it's enjoying it. You can create one of this creatures with the Create Evil Pumpkin spell.

EVIL PUMPKIN

Medium plant, chaotic evil

Armor Class: 11

Hit Point: 99 (18d8 +18)

Speed: 30 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	13 (+1)	11 (+0)	12 (+1)

Skills: Stealth +3, Perception +2

Damage Vulnerabilities Cold

Damage Resistances Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception +12

Languages Abyssal, Any one language (usually Common)

Challenge 3 (700 XP)

Magic Resistance. The plant has advantage on saving throws against spells and other magical effects.

ACTIONS

Poisonous Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 11 (2d8+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Grappling Vine. Melee Weapon Attack: +4 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 12). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the evil pumpkin can't use the same vine on another target.

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Ancient Evil Pumpkin

This is the ancient, more evil version of the Evil Pumpkin. This vicious creatures gain more power over time. When they live for decades they become as powerful as an Ancient Evil Pumpkin.

ANCIENT EVIL PUMPKIN

Large plant, chaotic evil

Armor Class: 14 (Natural Armor)
Hit Point: 165 (22d10 +44)
Speed: 30 ft., Burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	15 (+2)	13 (+1)	14 (+2)

Skills: Stealth +5, Perception +4
Damage Vulnerabilities Cold
Damage Resistances Fire
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 120 ft., Passive Perception +14
Languages Abyssal, Any one language (usually Common)
Challenge 5 (1,800 XP)

Magic Resistance. The plant has advantage on saving throws against spells and other magical effects.

Grasping Vines. The ancient evil pumpkin can have up to six vines at a time. Each vine can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a vine deals no damage to the ancient evil pumpkin, which can extrude a replacement vine on its next turn. A vine can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

ACTIONS

Multiattack. The ancient evil pumpkin makes 4 attacks: 2 with its vines and 2 with its bite.

Poisonous Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 12 (2d8+3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Grappling Vine. *Melee Weapon Attack:* +6 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 14). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the ancient evil pumpkin can't use the same vine on another target.

Floppy Bat

This is the monster you conjure with the spell Spying Bat.

FLOPPY BAT

Tiny beast, lawful evil

Armor Class: 13

Hit Point: 1

Speed: Fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	5 (-3)	13 (+1)	7 (-2)

Skills: Acrobatics +5, Perception +5

Senses Blindsight 120 ft., Passive Perception +15

Languages --

Challenge 1/4 (50 XP)

Blood Frenzy. The floppy bat has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Hearing. The floppy bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage.

Genie of Success

This fun, happy and optimistic looking genie has the body of an anthropomorphic tiger with a walrus head and huge tusks. You can find these genies, originally from the elemental plane of fire, cursed and attached to a magic

lamp. A Genie of Success is not always evil, but will try to trick the owner of the lamp promising success in exchange of signing a contract.

GENIE OF SUCCESS

Large elemental (genie), neutral

Armor Class: 17 (Natural Armor)
Hit Point: 136 (13d10 +65)
Speed: 30 ft., Fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	13 (+1)	18 (+4)	24 (+7)

Saving Throws DEX +7, WIS +8, CHA +11
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses Passive Perception +14
Languages Common, Primordial
Challenge 11 (7,200 XP)

Elemental Demise. If the genie of success dies, its body disintegrates into a warm breeze, leaving behind only equipment the genie of success was wearing or carrying.
Magmah Magic level 5. The genie of success is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with

spell attacks). It has the following Witch of Hereva spells prepared:

Cantrips (at will): Minor Illusion, Produce Flames

1st level (3 slots): Burning Hands, Charm Person

2nd level (2 slots): Continual Flame, Heat Metal

3rd level (1 slots): Fireball,

Pounce. If the genie of success moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the genie of success can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The genie of success makes three melee attacks: one with its tusks and two with its claws.

Tusks. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d10+5) piercing damage.

Killing Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) slashing damage.

Hurl Flame. Ranged Spell Attack: +11 to hit, range 150 ft., one target. Hit: 45 (13d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Giant Whale

This is one of the monsters you can conjure with the House of Aquah feature Summon Abyssal Monster.

GIANT WHALE

Gargantuan beast (whale), unaligned

Armor Class: 15 (Natural Armor)
Hit Point: 175 (14d20 +28)
Speed: Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	15 (+2)	5 (-3)	14 (+2)	9 (-1)

Skills: Perception +5
Senses Blindsight 120 ft., Passive Perception +15
Challenge 8 (3,900 XP)

Keen Hearing. The giant whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. Multiattack. The giant whale makes two bite attacks.

Killing Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 24 (5d6+7) piercing damage.

Swallow Whole. The giant whale makes one bite attack against a Huge or smaller target. If the attack hits, the target takes 34 (5d10+7) piercing damage and its swallowed. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the giant whale, and it takes 21 (4d6+7) acid damage at the start of each of the giant whale's turns. The giant whale can have only one target swallowed at a time, but it can still attack with its bite. If the giant whale dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Hereva Kraken

This is one of the monsters you can conjure with the House of Aquah feature Summon Abyssal Monster.

HEREVA KRAKEN

Gargantuan monstrosity, unaligned

Armor Class: 15 (Natural Armor)

Hit Point: 189 (14d20 +42)

Speed: 10 ft., Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	17 (+3)	10 (+0)	16 (+3)	8 (-1)

Skills: Perception +9, Stealth +9

Senses Passive Perception +19

Languages Understands --, but can't speak

Challenge 8 (3,900 XP)

Hold Breath. The hereva kraken can hold its breath for 30 minutes.

Underwater Camouflage. The hereva kraken has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The hereva kraken can breathe only underwater.

Thunderstorm. The hereva kraken is magically surrounded all the time by a thunderstorm that covers a 30 feet radius area around it. Any creature starting its turn inside the area of the thunderstorm must succeed a Dexterity saving throw (DC 14) or take 1d10 lightning

damage.

The hereva kraken is immune to this damage.

ACTIONS

Multiattack. The hereva kraken makes four tentacle attacks, each of which it can replace with one use of Fling.

Tentacles. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 11 (1d12+5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the hereva kraken can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20- foot-radius cloud of ink extends all around the hereva kraken if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the hereva kraken can use the Dash action as a bonus action.

Fling. One Large or smaller object held or creature grappled by the hereva kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Megashark

This is one of the monsters you can conjure with the House of Aquah feature Summon Abyssal Monster.

MEGASHARK

Huge humanoid, any alignment

Armor Class: 15 (Natural Armor)

Hit Point: 195 (17d12 +85)

Speed: Swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Skills: Perception +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold

Senses Blindsight 30 ft., Passive Perception +13

Challenge 8 (3,900 XP)

Blood Frenzy. The megashark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The megashark can breathe only underwater.

ACTIONS

Multiattack. The megashark can attack twice with its killing bite, but it needs to be two different targets and the megashark needs to move at least 5 feet before every attack.

Killing Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 25 (5d6+8) piercing damage.

Swallow Whole. The megashark makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the megashark, and it takes 7 (2d6) acid damage at the start of each of the megashark's turns. The megashark can have only one target swallowed at a time, but it can still attack with its bite. If the megashark dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Primal One

This is one of the monster that you can conjure with the spell Shepherd of Hereva.

PRIMAL ONE

Large elemental, neutral

Armor Class: 16 (Natural Armor)

Hit Point: 126 (12d10 +60)

Speed: 30 ft., Burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Prone

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception +10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The primal one can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Magic Resistance. The elemental has advantage on saving throws against spells and other magical effects.

Siege Monster. The primal one deals double damage to objects and structures.

Speak with Beasts and Plants. The primal one can communicate with beasts and plants as if they shared a language.

ACTIONS

Multiattack. The primal one makes two slam attacks.

Acid Bite. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. Hit: 15 (3d6+5) piercing damage plus 9 (2d8) acid damage.

Slam. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) bludgeoning damage.

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Water Snake Elemental

This is the monster you conjure with the House of Aquah feature Summon Water Snake Elemental.

WATER SNAKE ELEMENTAL

Huge elemental, unaligned

Armor Class: 12

Hit Point: 90 (12d12 +12)

Speed: 30 ft., Swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills: Perception +2

Senses Blindsight 10 ft., Passive Perception +12

Languages Understands --, but can't speak

Challenge 2 (450 XP)

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10+4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the water snake elemental can't constrict another target.

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