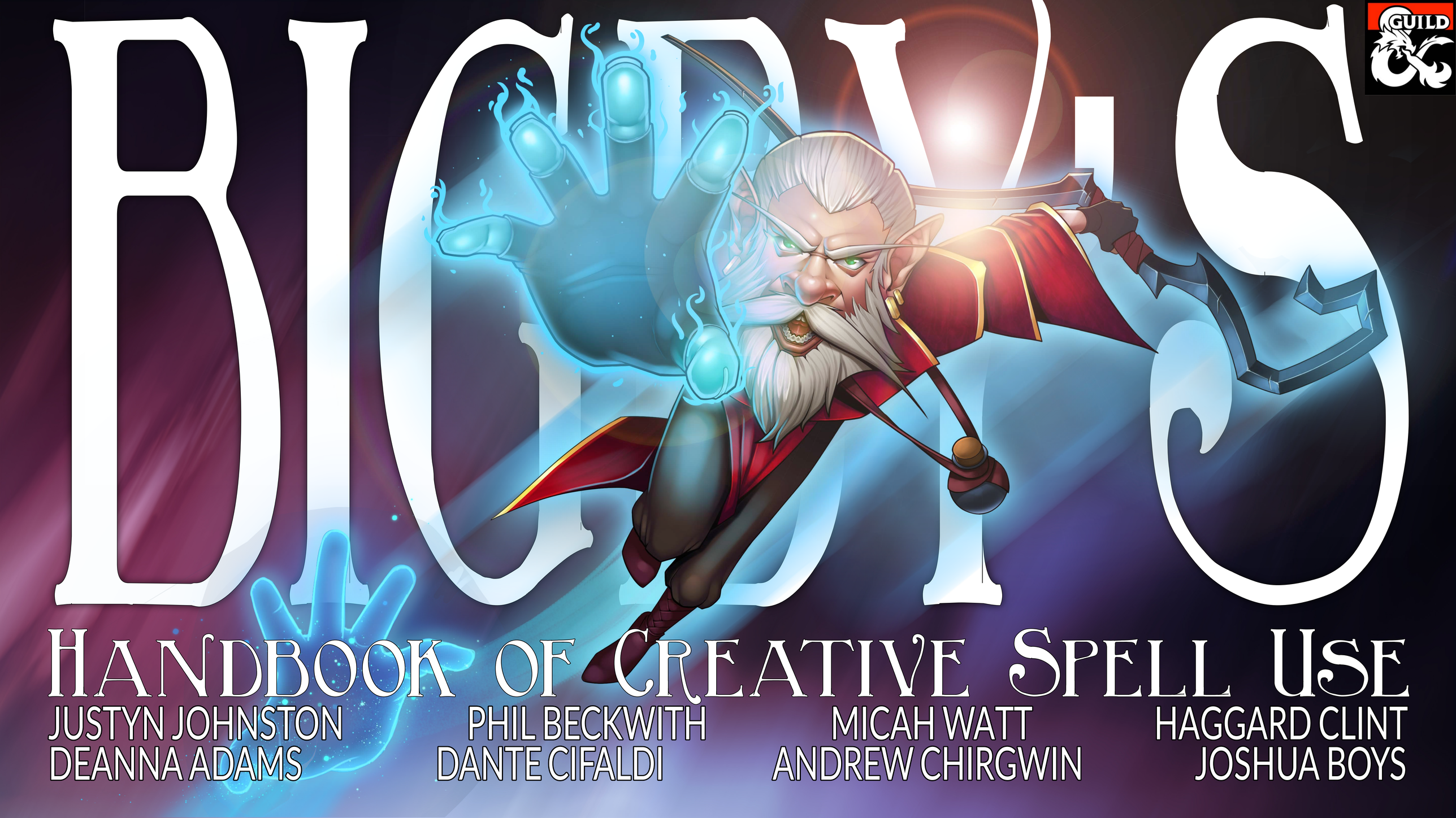
BIGBYS



Handbook of Creative Spell Use

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The ubiquitous nature of magic seems to beguile even the most learned of us, yet none seem to have taken the time necessary to consider its broader and deeper applications. 'Look deep into nature, and you will understand everything else better.' What a profound insight, and it is this insight that has inspired these writings.

Over the years, I have studied alongside many of magics' greatest proponents and practitioners; but nature has been the greatest teacher of them all. While looking deep into nature, I saw the symbiotic ethos embedded in its roots.

And what about the collaboration of magic? the relationship between magic users? We see it every day: from the scholarly wizards to the impulsive sorcerers, the creative bards to the down-to-earth druids, and everyone else in between. These spellcasters work together despite their unique magical differences, mirroring nature's symbiosis, and yet, we never take the time to record such moments. Indeed, achievements in this unique synergy, between not only spellcasters but the spells themselves, required someone to share them, a scrivener for spellcasters, I suppose. That called for patience, time, some serious contemplation, and much depth of thought.

So, with that said, I present to you, dear student of the arcane arts, my handbook for creative spell use. Use it well and use it wisely, for the weave's most potent secrets are now at your disposal.

Bigby

Introduction

Welcome to Bigby's Handbook of Creative Spell Use

What follows is a collection of party collaborations observed by Bigby. His handbook includes combinations and technical executions of varying magical schools and disciplines. In short, within these pages, adventurers will find a collection of spell techniques, wherein parties work together in perfect synergy with each other and their abilities.

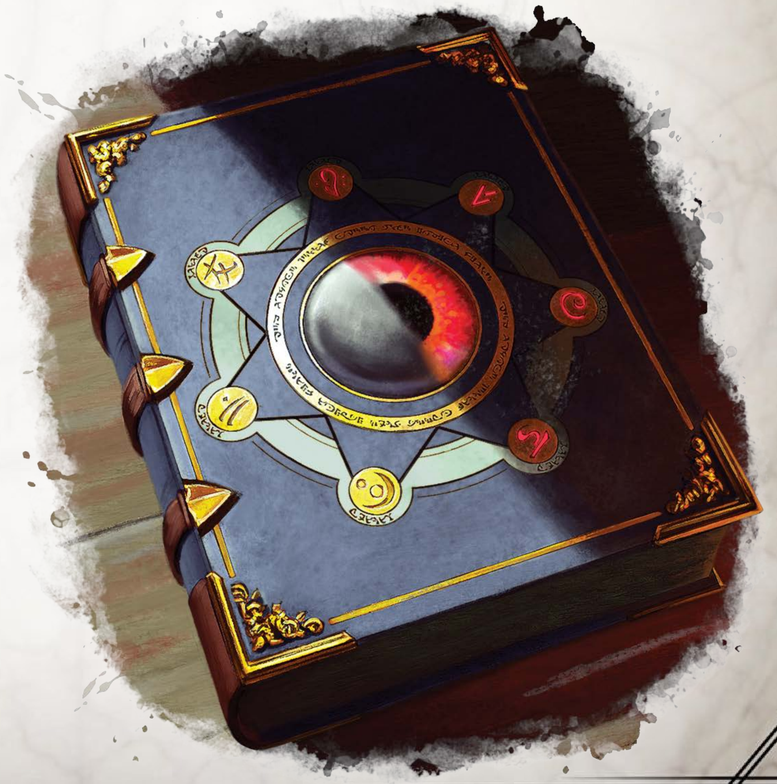
This book offers a unique and valuable resource for both players and Dungeon Masters. It is filled with useful spell combinations (spell techniques) that adventuring parties can use to complement each other's classes and work together to overcome numerous encounters and situations. Dungeon Masters will find useful party combinations for exciting and distinctive NPC encounters to create a more engaging experience.

Within these pages are spell techniques for many different class groupings. The techniques are listed in alphabetical order. For a quick peek, all associated spells are listed under each spell technique on the Contents page. When looking for a quick overview of spell techniques, the reader can use the 'Instructions' section. Before utilizing any spell technique, be sure to read through the 'Cautions and Limitations' section, and discuss with your DM if necessary. Also, listed in each technique's 'Prerequisites' section, you will find the classes that can, with the exclusion of cantrips, cast one or more of the technique's required spells. You may find that either having access to the Lucky feat or, better still, having a divination wizard in your party, can further increase your chances of successfully implementing a number of these techniques. Lastly, many spell techniques can be executed in a similar vein with different classes or spells. The 'Variations' section offers optional technique applications that may better suit the party.

Bigby's Handbook of Creative Spell Use is, at its purest, intended to be used as a planning tool when creating your character concept or with your fellow players when building your desired team synergies. This book's techniques can and should be used to plan and develop goals for your spellcaster as your character and party grow through the levels. It can also, of course, be used retrospectively where your character already has the required components, spells, and synergies. It may even provide direction for your future spell choices and character make-up. Ultimately, however, how you choose to use this resource is up to you, and we sincerely hope you enjoy the creativity and flavor that it offers.

Bigby's hand was in everything, so honor the man and put those hands to good use. Start the somatic component warm-up, stretch out the digits, and dive into this fantastic collection of spell combinations.

Dig in and enjoy!



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Bigby's Brilliant Spell Techniques

Artful Dodger

Prerequisites: The Urchin background, an artificer, cleric (Trickery Domain), druid, paladin (Oath of Vengeance, Oath of Glory), ranger, sorcerer, or wizard with an available 2nd level and 3rd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *pass without trace* (PHB, p264), *haste* (PHB, p250).

Preparation Time: N/A

Material Components: Ashes from a burned leaf of mistletoe and a sprig of spruce, and a shaving of licorice root.

Other Required Components: N/A

Description



Consider yourself knowledgeable in city landscapes do you? Then prove it. This technique exploits the Urchin's City Secrets feature and their knowledge of the urban environment by effectively quadrupling the speed and increasing the stealth of the entire party. There's no better (or faster) way to sneak through the city of your enemy.

This spell technique is the perfect method for quickly and quietly moving through a city. By exploiting the benefits of the Urchin's ability to lead their party, effectively using their own speed as the entire party's speed, the time it takes to go from one destination to another in the city is halved and then halved again with the aid of *haste*. This, along with a +10 bonus to Dexterity (Stealth) checks from *pass without trace*, can effectively make a party **invisible**.

Instructions

1. Cast *pass without trace*.
2. Cast *haste* on the Urchin.
3. Move quickly and quietly to your destination.

Utility

This technique offers clever ways to move quickly and quietly in urban settlements. Use this spell technique to:

- quickly evade town guards.
- lose anyone following your party in city limits.
- create a reputation for your party for quickly and stealthily getting messages across town.
- gain ground on anyone you're following when in urban areas (provided you know where they're going).

Cautions and Limitations

The City Secrets feature states that 'you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.' The key concern here would be the DMs definition of 'your', as it could mean either you, the Urchin, as an individual, or you, the party, as a group. This technique is assuming the definition to mean 'you, the party, as a group.' If the DM rules differently, then the technique can still be used to great effect by the Urchin themselves, allowing them to scout a safe and secure path in record time for the benefit of the party.

The Urchin's City Secrets feature also states that it can only be used when 'not in combat.' Because *haste* gives 'an additional action on each of its turns', the Dash action will not be applicable to this technique since it is actually an 'action in combat.'

Finally, be mindful of the limited duration of *haste* (1-minute) as well as the fact that it is a concentration spell and that the spell could end early if the spellcaster loses or breaks concentration.

Variations

Depending on your DM's ruling (see Cautions and Limitations, above), this technique will work even better in conjunction with the *longstrider* spell (PHB, p256).

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A Quiet Place

Prerequisites: A bard, cleric, druid (Circle of the Land - Desert), paladin (Oath of Redemption), ranger, sorcerer, warlock, or wizard with two available 2nd level, and one 3rd level spell slot (or the ability to the cast required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *silence* (PHB, p275), *Maximilian's earthen grasp* (XGtE, p161), *counterspell* (PHB, p228).

Preparation Time: N/A

Material Components: A miniature hand sculpted from clay.

Other Required Components: N/A

Description

This spell technique is useful to shut down a powerful enemy spellcaster, essentially removing them from combat. It is simple to execute and can be done on the first round of combat as long as the party can determine where they are in initiative order. Ideally, this technique should be executed when all the spellcasters participating in the technique go before the enemy spellcaster. If they do not ALL go before the enemy target, it may be wiser to ready spells and wait until the target has had their turn so that they cannot counter the technique before it has been fully executed.

Instructions

1. Cast *silence* on the target enemy spellcaster's area.
2. Cast *Maximilian's earthen grasp* on the same target. The target is **restrained** on a failed Strength saving throw.
3. Be prepared to cast *counterspell* to counter any spell attempts to free the target.

Utility

This is a simple and relatively low-level technique to execute to level the playing field when your party is up against a group led by a powerful spellcaster. Use it to:

- shut down a powerful spellcaster before they can 'crowd control' your party.
- isolate and negate an enemy party's negotiator so you can question the rest of the party.
- effectively nullify an enemy spellcaster's ability to 'buff' their allies.
- protect your party against damaging spells.

Cautions and Limitations

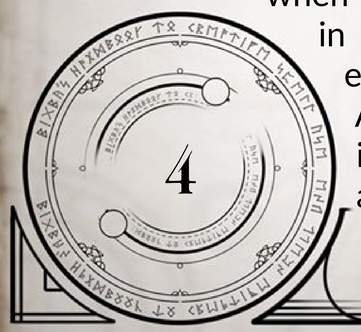
Two of the three required spells are concentration spells, so two spellcasters will be required for this technique. That said, either concentration spell could end early if either spellcaster loses or breaks concentration. This is also why it is important to have *counterspell* available for any enemy spellcasters that attempt to 'free' the target with magic. Bear in mind that *counterspell* cannot be 'readied' since it is a reaction spell (cast in response to its trigger - a spell being cast within 60 feet).

If the spellcaster casting *Maximilian's earthen grasp* is higher in the initiative order, they will need to ready their spell to take effect immediately after *silence* has been cast for this technique to be effective.

Finally, the target can use its action to make a Strength saving throw to free themselves from the **restrained** condition imposed by this technique.

Variations

Other restraining spells could be used as an alternative to *Maximilian's earth grasp*. The *entangle* (PHB, p238) spell can restrain the target but without dealing damage. *Web* (PHB, p287) could be used in the right conditions and has the capacity to restrain multiple targets who fail on a Dexterity saving throw. *Wall of force* (PHB, p285) could also be used to isolate the creature, and it has the same duration as *silence*.



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Back You Go!

A truly great practitioner of magic seeks every advantage, and to use your spells effectively in deference to your environment is the mark of a master. For all we can do by bending the natural laws, do not underestimate the effectiveness of simply dropping your foe from a height, or into a difficult or harmful position based on the conditions of the battlefield. You'll often get better results for less effort and expenditure of resources.

Prerequisites: An artificer (Artillerist), bard, cleric (Tempest Domain), druid, sorcerer, or wizard with an available 1st level spell slot (or the ability to cast the required spell), the required spell prepared (or known in the case of a non-preparing caster).

Required Spells: *thunderwave* (PHB, p282).

Preparation Time: NA

Material Components: NA

Other Required Components: A static hazard either natural or magically created.



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Description

Thunderwave causes some damage, but its real benefit is in its ability to move creatures (up to 9 Medium or smaller creatures) up to 10 feet away from the caster.

If combined with a static hazard (one that does not, or cannot move) *thunderwave* can be used to exact an even greater toll on foes. Using static hazards that present damage (*wall of fire*, pits, cliffs, lava flows, etc.) generates more considerable damage, and static hazards that limit movement (pits, difficult terrain, *ice storm*, etc.) offer greater battlefield control.

Instructions

1. Position yourself to be able to 'push' creatures into/through a static hazard.
2. Cast *thunderwave*.
3. Reposition yourself if needed and repeat.

Utility

This technique offers clever ways to make the most of environmental hazards. Use this spell technique to:

- push foes through a *wall of fire* (PHB, p285) to trigger damage and place them on the far side of a barrier that either limits their movement/access, or forces them through the barrier again (suffering more damage in the process).
- push foes that do not have a fly speed into a pit/off a height limiting movement and causing falling damage.
- push foes into water, mud, or other areas of difficult terrain controlling the battlefield by limiting movement and maneuverability.
- push foes back into a magical area of effect they have exited (*stinking cloud*, *web*, *cloud kill*, etc.) cast by yourself or an ally, extending the value of that spellcasting resource.

Cautions and Limitations

The biggest limitation of this technique is the positioning and distancing from a hazard for you and your foe. As *thunderwave* has a range of self and only pushes creatures back 10 feet, you must be well-positioned and close to a hazard with your target(s) in between. This can be difficult to achieve (see Variations, below, for techniques to reduce these limitations).

The other limitation is that creatures get a Constitution saving throw to resist being pushed. Monsters and other non-humanoid creatures, particularly at higher levels, generally have good Constitution saving throw modifiers, so this technique may be easier to resist than other techniques in this book.



Variations

Using the *thornwhip* cantrip (PHB, p282) you can pull a large or smaller creature 10 feet closer to you on a successful melee spell attack. This has the advantage of being an attack roll rather than a saving throw, and as a cantrip, can be cast repeatedly. While it is rare to have only a 10 foot wide or less static hazard (environmental or spell) that might be between you and your target, *thornwhip* can draw a foe to you while you stand near a hazard. You can then use your movement to position yourself to cast *thunderwave* next action. It can only move one creature at a time and is size limited, and has the added risk of needing to be close to the hazard yourself. It is by no means perfect but offers another option to position your foes to set up for the technique.

Gust of wind (PHB, p248) can be substituted for *thunderwave*. It has the disadvantage of being a 2nd level spell, only 10 feet wide instead of 15, and requiring concentration - thus precluding you from setting up a spell-based static hazard from a concentration spell (such as *wall of fire*). However, it has a much greater range of 60 feet and pushes creatures in the area 15 feet on a failed Strength saving throw. You can create a sustained push to cumulatively move a target closer to the hazard, moving and changing the blast's direction to gain better control on a target's lateral movement.

Adding the bonus action spell *misty step* (PHB, p260) to the process, or already being under the effects of movement enhancing spells or items (*haste*, etc), reduces some of the limitations of your positioning relative to the target and the hazard.

Beacon of the Unicorn

Prerequisites: A cleric, druid, paladin (Oath of Devotion), or ranger with an available 2nd level and 3rd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *healing spirit* (XGtE, p157), *beacon of hope* (PHB, p217).

Preparation Time: N/A

Material Components: N/A

Other Required Components: N/A

Description

While *beacon of hope* pairs well with just about any healing, few spells pair as well with it as *healing spirit*. Not only will you grant your nearby allies advantage on Wisdom saving throws and death saving throws, but they'll also regain the maximum number of hit points possible from any healing. This makes this technique a 'must-have' for any combat encounter.

Want to maximize this technique even further? Use a Circle of the Shepherd druid to cast *healing spirit*, and their Spirit Totem (unicorn spirit) will heal all allies in the aura for additional hit points equal to the druid's level. Combine this with a Life Domain cleric casting *beacon of hope*, and then casting *cure wounds* on the targets of *beacon of hope* on subsequent rounds, and you then have those targets regaining maximum hit points plus an additional 2 + the spell's level hit points from that casting of the spell.

Instructions

1. Cast *beacon of hope* and select targets.
2. *Optional Step - Summon unicorn spirit*. The druid must be in this aura.
3. Cast *healing spirit*.
4. *Optional Step* - Cast *cure wounds*.



Utility

This technique offers clever ways to keep your party alive. Use this spell technique to:

- continuously heal frontline fighters.
- maximize the healing capacity of your party.
- cycle your party's fighters in and out of battle as they heal.
- maintain a constant barrage of attack on your major enemy threats.

Cautions and Limitations

Both of these spells are concentration spells, so two spellcasters will be required. This will also mean that either spell could end early if either spellcaster loses or breaks concentration.

It is also important to note the limitations of *healing spirit*. The spirit can heal a number of times equal to 1 + your spellcasting ability modifier (minimum of twice) before the spirit disappears, so the higher the caster's spellcasting ability modifier is, the more effective this technique will be.

Bigby's Firm Handshake

Prerequisites: An artificer, warlock, or wizard with an available 1st level and 5th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *hex* (PHB, p251), *Bigby's hand* (PHB, p218).

Preparation Time: N/A

Material Components: The petrified eye of a newt, an eggshell, and a snakeskin glove.

Other Required Components: N/A

Description

The grapple is probably the most commonly contested check during combat. The greatest benefit of the grapple is its ability to render an enemy immobile, reducing their effectiveness in combat. This technique allows you to take this one step further: giving you the upper 'hand' in the contested grapple and then allowing you to inflict substantial damage each round as a bonus action on the **grappled** opponent.

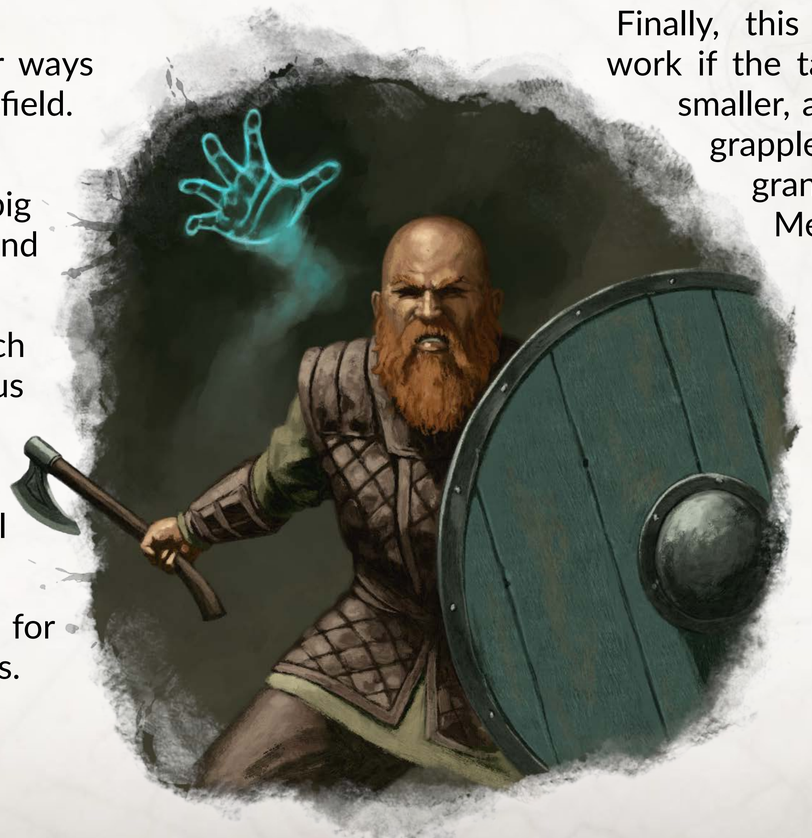
Instructions

1. Cast *hex* on target and select either Strength or Dexterity, whichever of those abilities that your character would perceive to be the target's strongest.
2. Cast *Bigby's hand*, selecting Grasping Hand, targeting the same target.
3. Use your bonus action on each subsequent round to 'crush' the **grappled** target.

Utility

This technique offers clever ways to somewhat control the battlefield. Use this spell technique to:

- effectively render a big creature, in both stature and threat, immobile.
- do substantial damage each and every round to a dangerous foe.
- protect the party members from an imposing, physical threat on the battlefield.
- remove an opponent's action for at least one, if not more, rounds.



Cautions and Limitations

Both of these spells are concentration spells, so two spellcasters will be required. This will also mean that either spell could end early if either spellcaster loses or breaks concentration.

Given that the target can initially contest, and if needed, attempt to escape the grapple on each of its subsequent turns, there is also a chance that the technique can either not work, or end early if the target succeeds.

Finally, this technique will only work if the target is size Huge or smaller, and advantage on any grapple checks will only be granted if the target is Medium or smaller.

Booming Shadow

Prerequisites: A sorcerer, warlock, or wizard, with an available 2nd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *shadow blade* (XGtE, p164), *booming blade* (SCAG, p142).

Preparation Time: N/A

Material Components: A weapon.

Other Required Components: N/A

Description

This technique allows you to 'hit someone out of the blue' (see variation below), and then penalize them if they move. Better still, the weapon you use for this technique is the 'magic sword' created by casting *shadow blade*. The beauty of this weapon is it has the finesse, light, and thrown properties, and it deals an incredible 2d8 psychic damage on a hit (which is much more than a greatsword or a maul). It even gives you advantage on attack rolls made against targets in dim light or darkness.

Then we move onto *booming blade*, the spell that will deal 1d8 thunder damage to the target if it willingly moves. This damage scales, as with other damage dealing cantrips, but additionally, as you level, the melee attack now starts dealing additional thunder damage as well. At 17th level, if the target willingly moves, you could be looking at an impressive 9d8 damage on a single hit. Cast *shadow blade* at higher levels and the damage increases even further!

Instructions

1. Use bonus action on 1st round to cast *shadow blade*.
2. Use action on the 1st round, to cast *booming blade* on the magic sword created by *shadow blade*.
3. As part of the same action used on the 1st round to cast *booming blade*, make a melee attack with the magic sword created by *shadow blade*.
4. Repeat steps 2 and 3.

Utility

This technique offers a clever way to deal extra damage to opponents and restrict their movement. Use it to:

- use 'hit and run' style tactics against multiple enemies.
- get impressive damage using damage types that are less commonly encountered in resistances and immunities.
- keep multiple enemies pinned down.
- reduce your chances of getting hit by enemies in combat.

Cautions and Limitations

The only real caution with this technique is the loss or breaking of concentration of the caster. The magic sword from the *shadow blade* spell has a duration of one minute, or 10 rounds, which is generally long enough to see out a combat encounter, but if not, it does only take a bonus action to cast.

Variations

If you have an additional spellcaster who is able to cast *greater invisibility* (a 4th level concentration spell, PHB, p246), you can really maximize your combat effectiveness. Unseen attackers get advantage on attack rolls against targets who cannot see them. Then, if they willingly move from their current location before your next turn, they take the additional damage from *booming blade*. Additionally, after you attack, and hence give away your position (PHB, p194), you can still move without provoking opportunity attacks if your opponents cannot see you (PHB, p194).

This variation will allow you to strike, move, wait, and then strike again, increasing your chances of hitting your target, and reducing the chances of you getting hit. Even if your enemies have 'an idea' of where you are, if they cannot see you, they have disadvantage on their attack rolls against you.

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Chestnuts Roasting

Prerequisites: An artificer, bard, druid, ranger, sorcerer, warlock, or wizard with an available 1st level spell slot (or the ability to cast the required spells) and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *minor illusion* (PHB, p260), *create bonfire* (XGtE, p152), *snare* (XGtE, p165).

Preparation Time: N/A

Material Components: A bit of fleece and a 25ft length of rope (which the spell consumes)

Other Required Components: N/A

Description

An excellent bait and trap set up, this works well on creatures of lower intelligence. This technique allows the spellcaster(s) to set a trap alongside a road, near a party's camp, or elsewhere. The trap's setup does not require line of sight, making it convenient for adjacent rooms or areas within hearing distance while still keeping the party hidden.

This technique will be more advantageous when used in preparation for ensuing combat. However, if used during combat, it must be done in such a way that your enemies do not see it being deployed. Depending on your DM's ruling regarding Wisdom (Perception) checks, your chances of success may be increased if the trap is set up in an area of dim light or darkness.

Once set, the party waits for the trap to be triggered. If the target of the trap fails the Dexterity saving throw, they will be 'magically hoisted into the air,' left hanging upside down 3 feet above the ground or floor. For interrogation purposes, torture, or maniacal fun, *create bonfire* is cast underneath the **restrained** creature, dealing a minimum of 1d8 fire damage each round for 1 minute.

Instructions

1. Cast *snare* on the ground or floor.
2. Next, cast *minor illusion* in the same square, to create an alluring object for the target.
3. Continue to cast *minor illusion* every minute until the trap is triggered.
4. Once **restrained**, cast *create bonfire* beneath the target.

Utility

This technique sets a devious trap using a low-level spell and cantrips. Better still, it can even be effectively set up and executed by a single wizard. Use this spell technique to:

- target large creatures slow in mind and gait.
- set a trap against known enemies who can't resist the shiny.
- protect the party while they rest.
- set up an ambush from an adjacent room or area.



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Cautions and Limitations

Although *minor illusion* is not a concentration spell, there can only be one active illusion from it at a time, from the same spellcaster. If the party consists of more than one spellcaster, all with access to the *minor illusion* cantrip, multiple traps can be set. The illusion can be no larger than a 5-foot cube.

Create bonfire is a concentration spell with a duration of 1 minute, and the interrogation could potentially be cut short if the spellcaster loses or breaks concentration.

A successful Intelligence (Investigation) check, or physical interaction with the object, will allow a creature to realize that the object is an illusion. Physical interaction could include things such as ranged attacks, so be prepared to account for these potentialities. If the enemy is known to be of higher intelligence, an alternative spell or technique should be used (see variations below).

This technique does allow the target creature a Dexterity saving throw, and its success is dependent upon the creature failing this save. An alternative spell to *snare* (see 'variations' below) can be used when facing highly dexterous creatures.

Variations

The spellcaster could cast *major image* (PHB, p258) instead of *minor illusion* to create a more convincing illusion. *Major image* does require concentration, but when cast at 6th level or higher the spell lasts until dispelled without requiring concentration. This could be an excellent alternative when preparing for a long rest.

As an alternative method (for more intelligent creatures), a real item, as opposed to an illusion, could be used in conjunction with the *entangle* (PHB, p238) spell. This variation requires a Strength saving throw instead of a Dexterity saving throw. Also, as *entangle* is a concentration spell, a second caster would be needed, and the technique could end early if either spellcaster loses or breaks concentration.

An alternative to the *snare* spell would be *Maximilian's earthen grasp* (XGtE, p161). This spell also requires a Strength saving throw. However, it also does additional bludgeoning damage and could be used to increase the damage taken by the **restrained** creature. Using this spell does require line of sight to the target area.

Convalescing in the Dark

'How are you my friend?'

'I ain't nothin' but tired.'

'It's okay, we just need to light a fire under you and you will be up and well again.'

'You can't start a fire without a spark.'

'that's why I am here'.

Prerequisites: The *Devil's Sight* invocation, the Healer feat, a druid (Circle of the Land - Swamp), paladin (Oathbreaker), sorcerer, warlock, or wizard with an available 2nd level spell slot (or the ability to cast the required spell), and the required spell prepared (or known in the case of a non-preparing caster).

Required Spells: *darkness* (PHB, p230).

Preparation Time: N/A

Material Components: Bat fur and a drop of pitch or piece of coal.

Other Required Components: A healer's kit.



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Description

Often, the combination of the *darkness* spell and the *Devil's Sight* invocation has been seen as the ultimate anti-party warlock combo. However, this spell technique provides valuable utility for an adventuring party when adding the Healer feat to the warlock's repertoire. It is important that the spellcaster casting *darkness* is aware of the situation and responds at the right time.

Instructions

1. Cast *darkness* on an object the warlock can pick up and carry with them.
2. The warlock tends to the wounds of all their fallen allies using their healer's kit.
3. The warlock can then assist other spellcasters in further healing (see variations).
4. The party can then use the *darkness* to escape. The warlock simply leaves the object with *darkness* cast on it on the ground, then guides their allies through the *darkness* to the nearest escape route (see variations).

Utility

This is a great technique to 'have handy' and finds its best use in the most dire of situations; when the odds are stacked heavily against you making it out alive. Use it to:

- stabilize and heal the party so they can either continue to fight or make their escape (see variations).
- heal the party's healer so they can assist in healing the rest of the party.
- stabilize dying party members.
- prevent a Total Party Kill (TPK).

Cautions and Limitations

Because *darkness* is a concentration spell, the spell could end early if the spellcaster loses or breaks concentration.

This spell technique requires a warlock with the *Devil's Sight* invocation and is limited to a party that has this class and feature.

Although another spellcaster other than the warlock could cast *darkness*, they would almost need to be kept clear of any danger themselves; a dead spellcaster can't cast spells.

Once *darkness* is cast, the entire party is incredibly reliant on the warlock's ability to see. Any spells cast by other members of the party, must not require sight.

Variations

The addition of a healing spellcaster can be added to this spell technique. This could potentially put your party back in the fight. After everyone has been stabilized, a healing spellcaster could cast a number of spells to further heal the party. This can be achieved using healing spells that do not require sight. If need be, the warlock could even assist the healers in this process by leading them to other party members that need healing.

To lead the party out of the area of *darkness*, the warlock could use 50 foot of rope for each party member to hold onto, leaving the object with *darkness* cast on it on the ground in the most optimal point.

Another option for this technique is to use the spell *true seeing* (PHB, p284) which allows the target to see in magical darkness.



Damned If You Do, Damned If You Don't

Prerequisites: A cleric or paladin (Oath of the Crown) with an available 3rd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *booming blade* (SCAG, p142), *spirit guardians* (PHB, p278).

Preparation Time: N/A

Material Components: A holy symbol and a weapon.

Other Required Components: N/A

Description

Putting an enemy in a position where they have only two choices, this spell technique ensures that either choice is bad for the enemy. *Booming blade* will make an enemy want to stay put to avoid the additional damage effect of the spell that triggers when moving. However, *spirit guardians* will do damage to that same enemy if they choose not to move and start their turn in the radius of the spirits.



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Instructions

1. Cast *spirit guardians* and then move to within melee range, or into a position where you are within at least 15 feet of the targeted enemy. Depending on the DM's ruling, the enemy will take damage from the spell (see cautions and limitations).
2. Cast *booming blade*, targeting the same target.
3. Let the enemy ponder whether to stay and continue to take 3d8 radiant or necrotic damage from the spirits, or leave and suffer the thunder damage from *booming blade* plus potential opportunity attacks.

Utility

This technique puts an enemy between a rock and a hard place. Use it to:

- force movement (or non-movement) and guide your enemy where you want them to go. The decision to stay or go by the enemy can say a lot about them and help allies predict the enemy's movements and potential weaknesses or resistances.
- limit the abilities, options, and actions available to your enemy.
- single out and focus on an enemy for the entire combat.

Cautions and Limitations

The *spirit guardians* spell is a concentration spell and the technique can end early by the loss or breaking of concentration of the caster. Additionally, because *booming blade* has a duration of 1 round, you will need to cast it on each subsequent turn to fully maximize this technique's effectiveness.

If you are a playing character using this technique, you may want to consult with your DM for their ruling on damage from *spirit guardians*. According to the spell 'when the creature enters the area for the first time on a turn,' it must make a Wisdom saving throw and take damage on a failed save. According to the Sage Advice Compendium, moving a spell's area of effect onto a creature is not considered 'entering'; however, they can be pushed into it or forced into it on other turns. The success of this spell technique is not reliant on the ability to do this initial damage; however, it is worth noting that your DM may or may not allow you to do this additional damage by using your movement.

Variations

This technique can be executed similarly using other area of effect spells. Some replacements for spirit guardian could be:

- *flaming sphere* (PHB, p242)
- *hunger of Hadar* (PHB, p251)
- *create bonfire* (XGtE, p152)
- *moonbeam* (PHB, p261)

Bear in mind that the spell level, range, duration, damage type, and type of saving throw, vary among these suggested spells.

Dark Side of the Moon

Prerequisites: An artificer, bard, cleric, druid, paladin (Oath of the Ancients), ranger, sorcerer, warlock (The Undying), or wizard with three available 3rd level spell slots (or the ability to cast the required spells) and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *levitate* (PHB, p255), *silence* (PHB, p275), *moonbeam* (PHB, p261).

Preparation Time: N/A

Material Components: Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end, and several seeds of any moonseed plant and a piece of opalescent feldspar.

Other Required Components: N/A

Description

They say in space that no one can hear you scream. This technique is no different. Involving the applied efforts of three spellcasters, the Dark Side of the Moon technique effectively traps a target in time and space. For up to 1 minute, the target is caught floating in the air, **deafened** and effectively mute, and left to either succeed on a Constitution saving throw (for half damage) or suffer 2d10 radiant damage, each time it starts its turn under the light of the moon.

Instructions

1. On the 1st round, cast *levitate* on a target within 60 feet.
2. Then cast *silence* on the target.
3. Finally, cast *moonbeam* over and around the target.

Utility

This technique offers clever ways to deal with dangerous threats more effectively. Use this spell technique to:

- isolate a powerful opponent.
- eliminate ways for your enemies to warn others or call for reinforcements.
- reduce a spellcaster's arsenal by taking from them the ability to cast spells with verbal components.
- deliver potent damage to a target round after round.
- deal a damage type that is less commonly resisted.



Cautions and Limitations

Because all three of these spells are concentration spells, three spellcasters will be required. This means that any of these spells could end early should any of the spellcasters lose or break concentration. Two of these spells, *levitate* and *moonbeam*, will allow their target a Constitution saving throw meaning that this technique will not be able to be put into action until the target has failed their saving throw against being levitated.

It is important to note that *silence* targets a point within range as opposed to an actual target. This will require careful manipulation of the target being levitated, as they may potentially move by pushing or pulling against solid surfaces or objects. Equally important is the fact that any thunder damage attacks will be ineffective against the **deafened** target.

The final consideration is the 500 pound limit of the target of the *levitate* spell. Though it will rarely be an issue, it must still be factored into considerations.

Grease Lightning

Prerequisites: An artificer, ranger, or wizard with an available 1st level and 3rd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *lightning arrow* (PHB, p255), *grease* (PHB, p246).

Preparation Time: N/A

Material Components: A bit of pork rind or butter.

Other Required Components: A net.

Description

This technique allows a ranger to take a seemingly useless 'weapon' (a net), and create a lightning-charged, damage-dealing, restraint from Hell. The combination can be used regularly in combat, and can even be built into a very unique and entertaining backstory.

Using a net to attack, this technique will transform the net into a bolt of lightning, dealing 4d8 lightning damage on a hit, or half as much damage on a miss. In addition, each creature within 10 feet of the target must succeed on a Dexterity saving throw, taking 2d8 lightning damage on a failed save, or half as much damage on a successful one.

On a successful attack, the lightning bolt will transform back into a net, restraining the target. **Restrained** targets have a movement speed of zero as well as disadvantage on all Dexterity saving throws. Casting *grease* allows you to take advantage of this condition and if you are able to knock the target **prone**, due to its movement speed, it will be unable to get up. The only way to free itself is by either succeeding on a DC 10 Strength check or by doing 5 slashing damage to the net.

Finally, by using either the *unseen servant* spell or the mending cantrip, enemies can be continually targeted and potentially **restrained**, by endless net attacks.

Instructions

1. On the 1st round, cast *lightning arrow*.
2. Then, also on the 1st round, make a net attack against the target.
3. Cast *grease* in the space occupied by the netted enemy.

Utility

Since there are no saving throws to avoid the damage from *lightning arrow*, or to avoid being **restrained** by the net attack, this is a technique with a high success rate. Use it to:

- prepare an ambush on an enemy party targeting the biggest threat.
- prove to the DM that a net is actually a worthy weapon.
- restrain creatures (without slashing weapons) for longer periods of time.
- frequently set the tempo of your party's encounters.
- isolate the target from its allies by continually casting *grease* multiple around the net.
- use a mount with a flying speed (or the fly spell) to clip an aerial enemy's wings from above.

Cautions and Limitations

Unfortunately, all net attacks are made with disadvantage. However, this can easily be circumvented by taking either the crossbow expert or sharpshooter feat. The crossbow expert feat means that being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls. The sharpshooter feat means that attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

It is important to keep in mind that the net is of no use against formless creatures, or Huge or larger creatures.

Caution should also be taken as *lightning arrow* is a concentration spell with a duration of 1 minute and this spell technique can end early if the spellcaster loses or breaks concentration.

Lastly, if casting *lightning arrow* from within 10 feet, be aware that if the attack is successful, you will also be subject to the spell's secondary damage-dealing effect.

Variations

Other area of effect spells like *spike growth* (PHB, p277), could be used in response to a successful net attack. For example, if the enemy was **restrained** near a corner, *spike growth* could be cast centered on a point 20 feet from the target, causing the area to become difficult terrain and dealing damage to the target every time that it moves within that area.



Green-Flame Adept

'True power comes not from unleashing your magic upon your opponents, but in redirecting their magic back at them'.

Prerequisites: The Elemental Adept feat, an artificer, druid, ranger, sorcerer, warlock, or wizard with an available 1st level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *green-flame blade* (SCAG, p143), *absorb elements* (XGtE, p150).

Preparation Time: N/A

Material Components: A weapon.

Other Required Components: N/A

Description

This technique is a great way to quickly turn the tables on your attackers by using the power of their attacks against them. This technique will not only allow you to deal more damage on your next attack but it will also give you some measure of protection against the triggering energy attack made against you.

Depending on your DM's interpretation of the rules surrounding the Elemental Adept feat, if the damage from your *absorb elements* spell matches your chosen energy type for this feat, then it will bypass all resistances to that energy type. Additionally, when rolling *absorb elements*' damage, you can treat any 1 on a damage die as a 2.

Instructions

1. Use your reaction to cast *absorb elements* against the triggering energy attack.
2. At the start of your next turn, cast *green-flame blade*.
3. Make a melee weapon attack (as part of the casting of the action to cast *green-flame blade*).
4. Select a creature within 5 feet of the target for the secondary effect of *green-flame blade*.

Utility

This technique offers a clever way to preserve your hit points while dishing out damage. Use it to:

- encourage opponents to select another creature to target.
- maximize the damage you deal by combining a feat with intelligent spell selection.
- gain resistance to energy damage and unleash that damage back on your enemies.

Cautions and Limitations

Since *absorb elements* allows you to do additional damage on the first 'hit' with a melee attack on your next 'turn', the only real limitation here is the potential to miss with any melee attacks you do make on your next turn. This will negate the ability to do any damage at all, be that with your weapon attack, or the additional damage associated with it through *absorb elements* or *green-flame blade*. At the very least you get to reduce the damage you would have taken.

Finally, *absorb elements* only works when you are being targeted by acid, cold, fire, lightning, or thunder based damage attacks.

Variations

To ensure that you get maximum bang for your buck, at higher levels, you can have *foresight* (PHB, p244) cast on yourself to enhance the chances of hitting with your next attack. Though success is not guaranteed, at least the odds are now a little more in your favor.

Another alternative would be to have an ally (be it friend or familiar) use the Help action on their turn to grant you advantage on your next attack.

Hadar's Cell

Prerequisites: A bard, warlock, or wizard with an available 3rd level and 7th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *hunger of Hadar* (PHB, p251), *forcecage* (PHB, p243).

Preparation Time: N/A

Material Components: A pickled octopus tentacle and ruby dust worth 1,500 gp.

Other Required Components: N/A



Description

Want to trap unsuspecting enemies in a 'barred' cage for an entire hour, while absolutely 'ruining their day' by casting *hunger of Hadar* in the whole area of the cube? Then look no further.

The target will be trapped and unable to escape from the prison of *forcecage* except by magical means, and will be subjected to potential cold damage and acid damage every round for the duration of *hunger of Hadar*. To top it all off, the target will also be **blinded** in an area of difficult terrain for the spell's duration, making it far more difficult for them to attack you or disrupt your concentration.

Instructions

1. Cast *forcecage*, aiming to trap as many enemies within its bounds. Select the cage option.
2. Cast *hunger of Hadar* targeting the same area.
3. Watch in awe, round by round, as the prisoners take cold damage from the void at the beginning of their turns, and acid damage from the milky tentacles at the end of their turns, completely unable to escape the void's area without magical means.
4. On round 10, or earlier, if concentration is lost or broken, cast *hunger of Hadar*.

Utility

This technique offers a clever way to deal with a group of powerful Medium or Large sized creatures, and preferably without any magical means of escaping the prison (such as teleportation). Use it to:

- 'occupy' your enemies while you make your escape.
- keep the more powerful opponents out of combat while you deal with their minions.
- quickly deal with a handful of enemies without dirtying your hands.

Cautions and Limitations

One of the cautions for this technique is when using it against a magic-user or a creature that can travel by magical means. Though the creature would need to succeed on a Charisma saving throw to escape your *forcecage* prison by magical means, this still poses a potential threat to this technique's success.

Another caution for this technique is when employing it to trap a beholder. While beholders may seem the 'perfect target' for this technique due to *hunger of Hadar*'s ability to render all creatures fully within its area of effect **blinded**, the beholder's *Antimagic Cone* (from its central eye) will undo all of your hard work, and cause you no end of grief in the process. User beware!

Finally, *hunger of Hadar* is a concentration spell, and the technique could end early if the spellcaster loses or breaks concentration.

Hear No Evil, See No Evil

Prerequisites: A bard, cleric, druid (Circle of the Land - Desert, Circle of the Land - Swamp), paladin (Oathbreaker), ranger, sorcerer, warlock, or wizard with two available 2nd level spell slots (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *darkness* (PHB, p230), *silence* (PHB, p275).

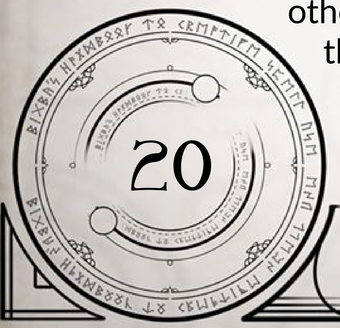
Preparation Time: N/A

Material Components: Bat fur and a drop of pitch or piece of coal.

Other Required Components: N/A

Description

This is a classic utility spell combination. Often, characters will find themselves entering into combat situations where they are unsure of what to do. Should they engage or flee? Will they let the paladin talk or the rogue disappear into the shadows for a brutal attack? Unable to discuss tactics with each other before combat begins means the party could potentially spend the first round talking and readying actions. This spell technique allows two spellcasters to blind and deafen encountered enemies to create a safe environment for a team meeting and ask the question, 'What the heck do we do next?' Enemies will also struggle to find their allies, even if they manage to escape the *darkness*.



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Instructions

1. *Optional Step* - cast *darkness* on an object, such as a pebble, prior to engagement, and throw it to the designated location (may require an attack roll). This step replaces step 3 below.
2. Cast *silence* on a point that encompasses the enemy party.
3. Cast *darkness* on a point in the center of the enemy or directly in front of your own party. Alternatively, (see notes in utility).
4. Come together and discuss tactics with your allies.

Utility

This technique is a simple, effective way to grab a few crucial moments for planning and communicating actions. Use it to:

- safely discuss plans with your party without being seen or heard.
- cast *darkness* on a pebble and uncover it before kicking down a door to freely cast *silence* (does not require sight). Cover the stone and slide it to the designated location to leave your enemies in the dark. This may require an attack roll.
- analyze the battlefield and environment to determine the best 'spell techniques' to use in this situation.
- create the perfect escape where your opponents don't see or hear where you go.

Cautions and Limitations

Both of these spells are concentration spells, so two spellcasters will be required. Although it may be difficult for an enemy party that is both **blinded** and **deafened** to disrupt your spellcasters' concentration, either spell could end early if either spellcaster loses or breaks concentration.

Silence, unfortunately, cannot be cast on an object. Therefore, the enemy could wander out of the spell's area of effect and hear what your party says. The party would also be unaware that someone has stepped out of the radius of the *silence* spell if they are still concealed within the area of *darkness*. Where possible, try and position the area of effect for the *silence* spell, completely within the area of effect of the *darkness* spell.

Hide and Seek Champion

Prerequisites: An artificer, bard, cleric (Knowledge Domain), druid (Circle of the Land - Grassland), ranger, sorcerer, warlock, or wizard with an available 2nd level and 3rd level spell slot (or the ability to cast the required spells), the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *invisibility* (PHB, p254), *nondetection* (PHB, p263).

Preparation Time: N/A

Material Components: An eyelash encased in gum arabic, and a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes.

Other Required Components: N/A.

Description

Invisibility is a highly useful spell but, unfortunately, is easily countered by *detect invisibility* or other divination spells or devices (such as a crystal ball with *true seeing*). By using *nondetection*, and optionally *pass without trace* (see below, Variations), you increase its effectiveness and decrease its detectability. Additionally, it prevents other divination spells from locating or detecting the activities of the affected creature, or locating any objects it is wearing or carrying (e.g., locate creature or locate object spells).



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Instructions

1. Cast *nondetection*.
2. Cast *invisibility*.

Utility

This technique offers a more effective way of avoiding detection for an extended period. Use it to:

- avoid discovery while undertaking clandestine activities.
- aid allies in a support (non-spellcasting) role, and remain undetected.
- improve your evasion of, and escape from, traps and foes.
- reduce your opponents' options to find you, even if they know or suspect that *invisibility* is being used.

Cautions and Limitations

Nondetection only foils divination magic or magical scrying sensors. Creatures that have natural abilities to see through illusions (such as *true sight*), or can detect creatures via other means (such as tremorsense) will be able to see and track the affected creature. It also won't negate other magical means of detection, such as *faerie fire*.

The *invisibility* spell ends when the affected creature makes an attack or casts a spell, so while under the effects of this technique, the target will be limited in their action options. This is primarily a non-combat technique.

Caution should also be taken as *invisibility* is a concentration spell, and this spell technique can end early if the spellcaster loses or breaks concentration.

Finally, this technique also relies on the target creature's natural stealth capabilities. While *invisibility* conceals the target from sight, if the creature has poor stealth, its presence - if not its specific actions - can still be detected.

Variations

Using *greater invisibility* (PHB, p246) in place of the *invisibility* spell makes this technique much more effective in combat, but it only lasts up to 1 minute instead of one hour.

Another variation is to add *pass without trace* (PHB, p264) to the technique. This variation requires *pass without trace* to be cast after *nondetection* and can potentially add another round to the preparation time. This will give each chosen creature within 30 feet of the caster of *pass without trace* a +10 Bonus to Dexterity (Stealth) checks who cannot be tracked (except by magical means - which this technique deals with specifically).

Jump in the Fire

Prerequisites: A cleric, sorcerer, or wizard with an available 7th level and 8th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *delayed blast fireball* (PHB, p230), *antimagic field* (PHB, p213).

Preparation Time: N/A

Material Components: A tiny ball of bat guano and sulfur, and a pinch of powdered iron or iron filings.

Other Required Components: N/A

Description

This technique is a high octane combo that is predisposed to dealing out massive damage on multiple enemy targets while protecting the party. By using the *antimagic field* spell as a place of refuge for your party, the spellcasters can maximize the damage they do to their enemies and increase their chances of surviving the devastation. While your enemies outside of the area of the *antimagic field* are burnt to a crisp, those within its confines are kept completely safe.

As much as 24d6 fire damage can be dished out when this technique is employed using a 9th level spell slot and holding off detonation of the bead until the maximum duration period is reached. And who knows what carnage can be wrought when cast by a sorcerer using their metamagic feature: extended spell!

Instructions

1. On the 1st round, cast *delayed blast fireball* with all members and allies of your party within a 10-foot radius of the caster (preferably at the maximum possible distance that keeps them within the range of the soon to be cast *antimagic field*).
2. Choose the location for the *delayed blast fireball* bead to 'linger'. If surrounded by your enemies, immediately above the caster and outside of the *antimagic field* is ideal.
3. Also on the 1st round, cast *antimagic field*.
4. Leave the *delayed blast fireball* bead untouched for as long as possible (up to the maximum duration of 1 minute).
5. When ready, or when the opportunity to deal the most damage to the most number of enemies arises, end the spell.
6. Sweep up the remaining ashes.

Utility

This technique offers a clever way to protect your party whilst unleashing a devastating area of effect spell on your enemies. Use it to:

- wipeout multiple minions.
- clear a room.
- deal enormous damage on multiple enemies with high hit points.
- clear the path around or before you.

Cautions and Limitations

Firstly, this technique requires high-level spellcasters. And since the required spells are both concentration spells, two spellcasters will be required. This will also mean that either spell could end early if either spellcaster loses or breaks concentration.

It is important to cast *delayed blast fireball* first so it takes effect outside of the area where the *antimagic field* will be. It is equally important that all allies and party members always remain within 10 feet of the spellcaster who casts the *antimagic field* spell until after the 'devastation' has been unleashed. It will be possible for enemies to get within the protective area of the *antimagic field* barrier so it will be prudent to do whatever possible to keep them out.

Finally, creatures in the area of effect can minimize the damage they take by half with a successful Dexterity saving throw.

Knock, No-Knock

Prerequisites: A bard, cleric, druid, ranger, sorcerer, warlock (The Undying), or wizard with 3 available 2nd level spell slots (or the ability to cast required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *silence* (PHB, p275), *knock* (PHB, p254), and *pass without trace* (PHB, p264).

Preparation Time: N/A

Material Components: Ashes from a burned leaf of mistletoe and a sprig of spruce.

Other Required Components: N/A

Description

Especially useful in a dungeon crawl, this technique allows for the potential to quietly open a locked door and surprise its occupants. It will even prove useful for espionage assignments requiring the stealthy bypassing of security measures that are protecting the acquisition of the desired treasure.

Requiring two spellcasters, it is imperative that after *silence* has been cast, all other spells are cast at a range of 20 feet from the target of the *silence* spell, as all spells with verbal components are impossible to cast in that area.

Most importantly though, this technique allows the 'silent' casting of *knock*, to unlock doors, boxes, chests, manacles, padlocks, or other locked objects, or even to suppress the *arcane lock* spell, without the impending and thunderous 'knock' alerting everyone of your arrival. Better still, any sound made by the party inside the 20-foot radius of the *silence* spell is inaudible and will further increase your chances of moving about unheard.

Instructions

1. Use action on 1st round to cast *pass without trace*, and *silence* on the door lock.
2. On the next round, from a range of 20 feet, cast *knock* on the door lock.
3. After casting *knock*, open the door and surprise your foes.

Utility

This technique offers a clever way to secretly access areas you aren't supposed to. Use it to:

- sneak into a locked room and surprise enemies.
- quietly unlock chests and the like when your party doesn't have a rogue.
- escape from prison.
- hide from your pursuers.

Cautions and Limitations

Two of the three required spells are concentration spells, so two spellcasters will be required. Ideally, the party will have a bard, as this class can cast two of the three required spells (especially *silence*), only one of which is a concentration spell. That said, this will also mean that either concentration spell could end early if either spellcaster loses or breaks concentration.

Pass without trace will optimize your party's chances of moving about unnoticed, but nothing can hide you from poor rolls. Also, magical means can still detect your party's movements, so be sure to take this into consideration.

Bear in mind that while ever concentration is maintained on the *silence* spell, no verbal communication is possible (including verbal components used for spells) inside the 20-foot radius of the spell's target.

Variations

If the party has the necessary resources (including spellcasters) available, it is possible to cast *arcane eye* (PHB, p214) first to scope the area and allow perfect timing when 'storming' the room. If enemies are looking away from the door about to be opened, this will go a long way to further ensuring the success of gaining the advantage of surprise over the enemy.

Leomund's Archery Redoubt

"This technique relies on your willingness to play a support role for your party or squad. I do not recommend it for wizards that lack discipline or revel in the destruction of direct intervention. This is not for the impetuous'.

Prerequisites: A bard or wizard with an available 3rd level spell slot (or the ability to cast the required spell), and the required spell prepared (or known in the case of a non-preparing caster).

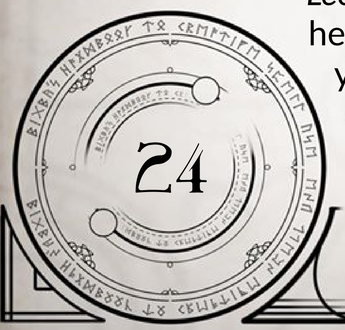
Required Spells: *Leomund's tiny hut* (PHB, p255).

Preparation Time: 1 minute (10 rounds) or 11 minutes if cast as a ritual.

Material Components: A small crystal bead.

Other Required Components: Archery weapons or other projectile objects.

Description



Leomund's tiny hut creates a hemisphere of force that you and your allies can see out of, and pass objects though, but that creatures outside cannot see or attack through. This makes it a perfect archery redoubt to fire on foes that cannot attack you back.

If combined with a melee force to occupy foes, casters can exit to cast and then re-enter the protection of the hut.

Instructions

- Cast *Leomund's tiny hut*.
- Attack with ranged weapons from concealment, or exit the hut to attack (excluding this technique's spellcaster) and then return.

Utility

- This technique offers a clever way to attack at range without being subject to return fire. Use it to:
- fire ranged weapon attacks while not risking being attacked in return.
- gain advantage on attack rolls as you are attacking from a concealed position.
- ensure rogues have ranged sneak attack damage each round on foes within range.
- conceal party activities, tactics, or set-ups during combat.
- allow casters (excluding this technique's spellcaster) to exit, cast, then re-enter the hut for protection.

Cautions and Limitations

The biggest limitation of this technique is the time required to set it up. A 1-minute casting time means that it is difficult to engage this technique mid-combat. It really requires the caster to have the opportunity to prepare a battlefield ahead of time.

The other issue is that the caster can't leave the *Leomund's tiny hut* as the spell will end, and spells can't penetrate the hemisphere so the caster's options are limited to casting within the sphere (i.e., buffs like *haste*) or using their own archery skills to be combat effective (which works well if the caster is an elf).

Variations

While you cannot cast spells through the hut, you can pass objects through, so spells that specifically affect objects can be used. The best example of this is *catapult* (XGtE, p150) which hurls an object and should be allowed by RAW, though it's always important to check with your DM for their interpretation/adjudication of this rule.

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Light Watchman

Prerequisites: A bard, warlock, or wizard with an available 1st level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *light* (PHB, p255), *unseen servant* (PHB, p284).

Preparation Time: An additional 10 minutes if *unseen servant* is cast as a ritual.

Material Components: A firefly or phosphorescent moss, and a bit of string and a bit of wood.

Other Required Components: N/A

Description

A simple spell combination for when the party forgets to pack a torch or when everyone is arguing who will hold the torch. You can solve this by creating your own light source and someone to carry it into battle for you. Also very handy for creating a distracting light source.

Instructions

1. Cast *light* on an object that won't be covered or obscured by someone carrying it.
2. Cast *unseen servant*.
3. Mentally command the *unseen servant* to carry the light source.



Utility

This spell is great to show off to your party at low levels. Use it to:

- free up all members of the party from having to carry a torch.
- have a light source that you can send into a room or around a corner.
- create a distraction for your enemies.
- send your light source out ahead of your party to create an area of dim light for your party.
- see your way ahead but conceal your position.

Cautions and Limitations

The main limitations of this technique are the statistics of the servant. It has an AC of 10 and a single hit point. If the servant takes any damage at all, be it from enemies or even the environment, the spell ends and the servant disappears. Additionally, the servant can only move 15 feet on each turn so it may actually slow the pace of the party down, and if it moves more than 60 feet away from you, the spell ends.

Mazed & Confused

Prerequisites: A bard, druid, warlock, or wizard with two available 8th level spell slots (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *feeblemind* (PHB, p239), *maze* (PHB, p258).

Preparation Time: N/A

Material Components: A handful of clay, crystal, glass, or mineral spheres.

Other Required Components: N/A

Description

Have you ever stepped into another room and forgot how to get out of it? Now imagine that room was a *maze* conjured just to confuse you on an interdimensional demiplane! This spell technique reduces a target's Intelligence score to 1 and then asks it to solve its way through a maze, all while trapped safely away on an alternate plane of existence.

Instructions

1. On the 1st round, cast *feeblemind* on target.
2. Then, either on the same or next round, cast maze on the same target.

Utility

This technique offers clever ways to remove big threats from combat. Use this spell technique to:

- remove huge monsters and bestial threats by trapping them in a confusing maze on a demiplane.
- render enemies incoherent and unintelligible.
- reduce the battlefield of the more significant threats, even if just for 10 minutes, allowing you to focus on specific, less deadly foes.
- make your escape while the target enemy is unable to make theirs.

Cautions and Limitations

This technique requires at least one, if not two, high-level spellcasters, in order for it to work. Also, both spells allow the target to make an Intelligence saving throw, though if the first saving throw fails, then there is a very high chance that the second saving throw will also fail. Additionally, *feeblemind* can be ended by a greater restoration, heal, or wish spell, so it is best if the target is banished to the labyrinthine demiplane as soon as possible.

It is also important to note that *maze* is a concentration spell, and the spell could end early if the spellcaster loses or breaks concentration.

One last caution, a minotaur or goristro demon, will automatically succeed on its Intelligence saving throw against the *maze* spell.



Minor Illusion and its Many Uses

'In spite of, or perhaps because of, our familiarity with earth-shaking spells, or those that can literally bend reality, archmages often overlook the effectiveness of simple illusion and misdirection. Amazing things can be accomplished with judicious applications of minor magics'.

Prerequisites: A bard, rogue (Arcane Trickster), sorcerer, warlock, or wizard, or any character with the Magic Initiate feat, and *minor illusion* as a known cantrip.

Required Spells: *minor illusion* (PHB, p260).

Preparation Time: N/A

Material Components: A bit of fleece.

Other Required Components: N/A

Description

Minor illusion is a highly versatile cantrip that can be cast as an action but lasts for up to 1 minute. The spell creates an illusion of an object up to a 5-foot cube, or a sound. The sound can be either continuous or altered throughout the spell's duration.



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Instructions

1. Cast *minor illusion*.
2. Allied casters can also cast *minor illusion* to assist with the overall desired effect.
3. Apply relevant technique application (as below).

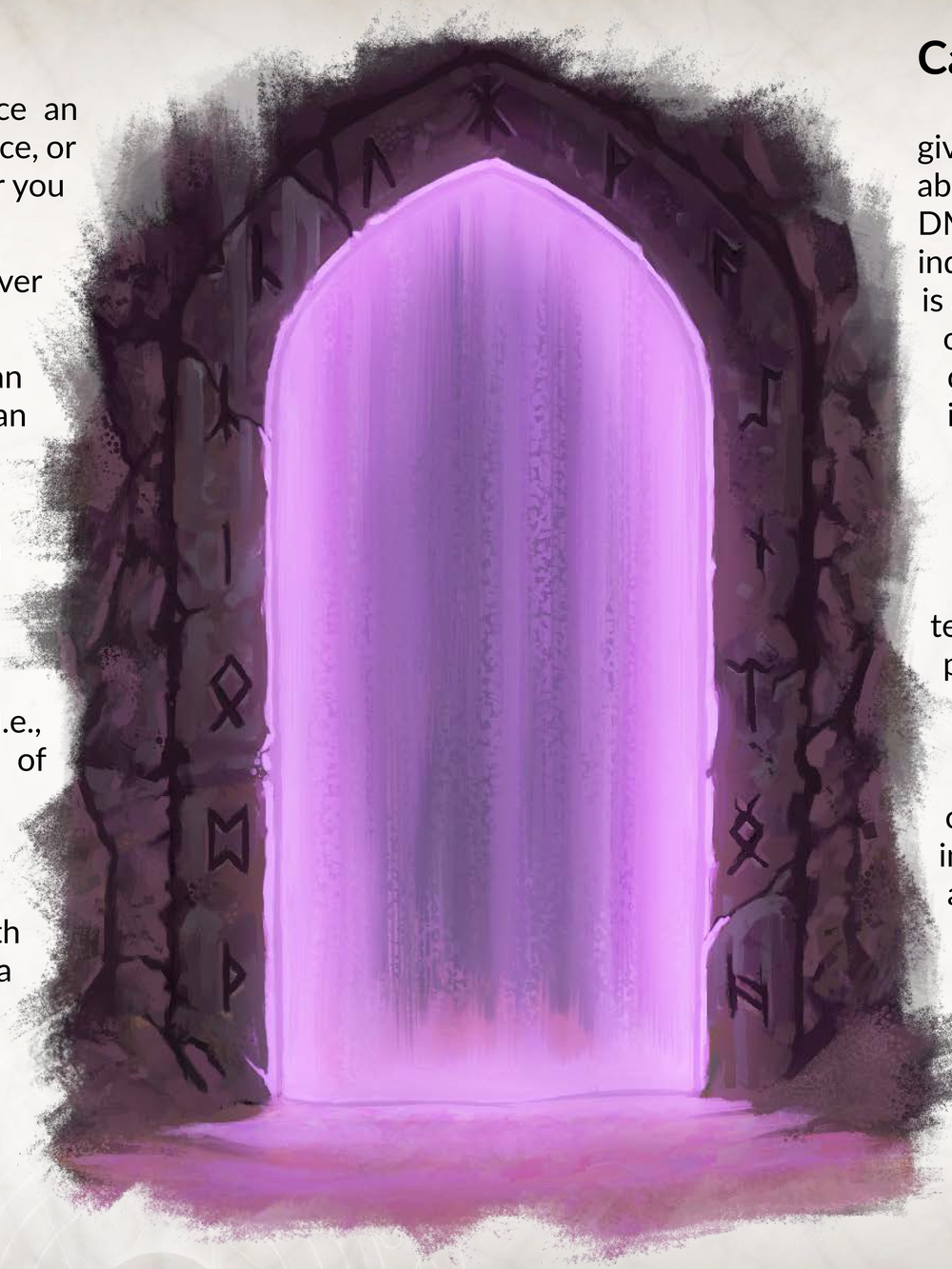
Utility

This technique offers an insight into optimal uses of the *minor illusion* cantrip.

- *minor illusions* block sight until the illusion physically interacted with. A large enough object that fills a 5-foot square (e.g., a boulder or stone cube) will block line of sight from foes at range. This is a surprisingly powerful option, even if it is just an illusion. If a creature cannot see an opponent, they have disadvantage on attack rolls (PHB, p194) and, in the case of many spells, will not be able to target the opponent at all. Many spells have the criteria as 'a creature you can see.' In this way, it is superior to taking the dodge action.
- to take this a step further, if you and your allies cast multiple adjoined *minor illusions*, you can effectively create yourself a 'wall of illusions.' You and your allies will be able to move, or hide behind, the wall, obscuring and concealing your exact location from your attackers.
- stealth only requires that you are not visible to observers. *Minor illusion* blocks sight (as above) and can serve as cover from which to launch your attacks. When a creature can't see you, you have advantage on attack rolls against it (PHB, p195). As written, since you know it's an illusion, you would gain advantage attacking from a concealed position within a *minor illusion*, at least until your opponent realizes it is an illusion by either physical interaction with it or by making an Intelligence (Investigation) check. Rogues may also be eligible for Sneak Attack from within the illusion.
- *minor illusion* can be used to cover an escape route or area of concealment you have used by creating a screen or cover for an exit or alcove. This version of the technique works best when there are a number of options available such as multiple doors and/or windows that you could have used.

Examples

- after using an open window, you can place an illusion of 'bars over a closed window' in its place, or put an illusion of a 'padlock and bar' on a door you have just used.
- you could place the illusion of a blank wall over a recessed door, alcove, or corridor.
- you can place an illusion of a statue in an empty alcove, concealing yourself, an ally, or an object.
- you can put an illusion of unbroken ground over a pit or hole, or even a trapdoor that you have used.
- additional castings can either cover a greater space or create more sounds and illusions that confuse your enemies (i.e., footprints leading away, the distant sound of running coming from another exit).
- *minor illusion* can also be used to cover a hazard from a pursuer. You could conceal a missing step on a ladder, cover a pit with unbroken ground, or hide a bear trap in a footstool.



Cautions and Limitations

Illusions are always subject to the interpretation given by their variable nature: rules as written, the above techniques work. However, many players and DMs apply a 'common sense' rule to illusions, indicating that anything that is 'obviously' an illusion, is automatically perceived as such. In this case, many of the techniques above will not function as described, as they rely on the mechanics as written in defiance of 'common sense.' You should discuss interpretations with your DM before attempting some of the techniques in play.

Even without blanket 'common sense' rulings, there are still interpretations that may affect the techniques. 'Physical interaction' is one method of perceiving an illusion. If the DM considers firing an arrow, a projectile, a spell, or any other object into an illusion as constituting 'physical interaction,' then using this technique as ranged cover becomes less effective. If 'physical interaction' is interpreted as close up interaction and inspection of the illusion, such as physically touching it with a hand etc., then this remains a powerful technique.

Lastly, if *minor illusion* is used to create an image, the image can't create sound, light, smell, or any other sensory effect.

Money Monsters

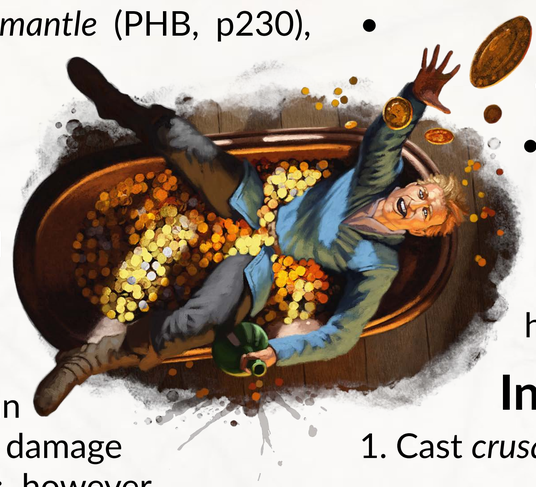
Prerequisites: An artificer, bard, cleric (Forge Domain, War Domain), paladin, sorcerer, or wizard with an available 3rd level and 5th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *crusader's mantle* (PHB, p230), *animate objects* (PHB, p213).

Preparation Time: N/A

Material Components: N/A

Other Required Components: 10 coins.



Description

Using *crusader's mantle* as an aura to increase your party's damage output is moderately valuable; however, potentially dealing an extra 20d4 + 40 damage to an enemy each round is just plain nasty. Enjoy the carnage as a spellcaster throws ten coins into the air and animates them into tiny terrors that feed off the aura created by *crusader's mantle*.

Combining the ability to create multiple attacking allies in a fight with *crusader's mantle* creates a significant increase in the damage output of the party.

Using coins creates additional benefits for your party in combat, like flying attackers that can hover, attackers with blindsight, and increased chances to hit your opponents. Using coins (Tiny) versus other sized objects also grants several other advantages to your party. The objects (coins) have a higher:

- AC
- Attack bonus modifier
- Damage bonus modifier

This makes the Money Monsters technique one of the most valuable combat techniques your party could ever have.

Instructions

1. Cast *crusader's mantle*.
2. Toss ten coins into the air and cast *animate objects*.
3. Keep coins in the aura.
4. Attack targets with the coins.

Utility

This technique offers a clever way to maximize your party's damage output. Use it to:

- attack enemies on different levels to you, either above or below.
- create additional allies that are surprisingly difficult to deal with.
- attack through narrow openings.
- use 'hit and run' aerial tactics.
- increase the value of the spell *crusader's mantle*.

Cautions and Limitations

Both of these spells are concentration spells, so two spellcasters will be required. This will also mean that either spell could end early if either spellcaster loses or breaks concentration.

The animated coins must remain within the aura of *crusader's mantle* for the extra damage to apply. As previously mentioned, the coins have a high attack bonus modifier and a high AC, however, they only have 20 hit points each and could potentially be killed quite quickly if hit.

Variations

You could replace *animate objects* with *conjure animals*, *conjure woodland beings*, or *conjure minor elementals* (PHB, p225 & p226). All of these spells are lower-level spells than *animate objects* and have a longer duration as well, making them a viable alternative for this technique.

My Pet Elemental



Prerequisites: A bard, cleric, druid, paladin, warlock, or wizard with an available 3rd level, and two available 5th level spell slots (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *magic circle* (PHB, p256), *conjure elemental* (PHB, p225), *planar binding* (PHB, p265).

Preparation Time: 1 hour.

Material Components: Holy water or powdered silver and iron worth at least 100 gp, which the spell consumes, burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water, and a jewel worth at least 1,000 gp, which the spell consumes.

Other Required Components: N/A

Description

Have you ever wanted a pet fire elemental? This spell technique is how you get a massively powerful being to act in your best interests. More than elementals though, anything conjured into the circle can be treated this way, even fey, fiends, and celestials.

This technique allows you to conjure an elemental into an inverted *magic circle*, effectively trapping it there long enough for you to bind it to your service.

Better still, by casting *planar binding* at a higher level, *conjure elemental's* duration is automatically extended to match the duration of *planar binding*, up to a duration of a year and a day. Additionally, by casting *magic circle* using a spell slot of 4th level or higher, you extend its duration by 1 hour for each slot level above 3rd, thus ensuring that the summoned creature remains safely secured within its bounds.

Instructions

1. Cast *magic circle* (inverted).
2. Cast *conjure elemental*.
3. Cast *planar binding*.

Utility

This technique offers a clever way to add to your adventuring party's overall damage potential capacity. Use it to:

- create a dangerous and longer-lasting, yet very obedient, 'pet'.
- create an additional party member (albeit, pet) for combat, guard duty, or exploration purposes.

Cautions and Limitations

This technique is quite costly (especially with regards to spell slots), and is heavily dependent upon saving throws going the spellcaster's way. This is why *conjure elemental* is suggested in preference to other conjuration spells, due to the summoned creature's lowered ability to save, though a case could even be made that if you instruct the elemental to 'fail its Charisma save', that it would do so. It is highly recommended that you discuss this with your DM first.

Another (possible) caution to consider is that even though a bound creature must follow your instructions to the best of its ability, and it obeys them to the letter, if the creature is hostile to you, it strives to twist your words to achieve its own objectives. Depending on whether your DM rules that concentration is (or isn't) required when the duration of *conjure elemental* is extended, this may be something worth keeping in mind.

Necromancer's Death Vice

"The quietude of nature has really allowed me to focus my attention and hone in on the unique attributes of spells, before tying them together into an intricate, and often deadly, package".

Prerequisites: An artificer (Alchemist), cleric, druid (Circle of the Land - Underdark, Circle of Spores), paladin (Oath of Conquest, Oathbreaker), sorcerer, or wizard with an available 3rd level and 5th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *animate dead* (PHB, p212), *cloudkill* (PHB, p222).

Preparation Time: 1 minute.

Material Components: A drop of blood, a piece of flesh, and a pinch of bone dust.

Other Required Components: Corpses (preferably 4) to create zombies.



Description

While controlling a small band of zombies during combat, thanks to your *animate dead* spell, command the rabble to grapple a single Large or smaller creature. While **grappled**, send a rolling cloud of poisonous gas over the 'zombie grapple party.' The toxic gas deals a hefty amount of damage to your locked-down enemy, who, while unable to escape, die at the hands of your undead charges as they enjoy the pleasure of their poison immunity.

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Instructions

1. Cast *animate dead* to prepare four zombies to travel with you. For the best value from your spell slots, use at least a 5th level spell slot to raise the first three zombies and then a 3rd level spell slot to raise the final zombie.
2. Maintenance Note: Be sure to keep the zombies under your control by casting *animate dead* using a 3rd level spell slot before the 24-hour duration of the spell expires.
3. When encountering a Large or smaller enemy creature, use your bonus action to command the four zombies to surround and grapple the enemy. The enemy will only be able to attempt to break free of one grapple per round. If all four zombies are successful in their grapple attempts, this will ensure the enemy is **grappled** and unable to move for four rounds. Any unsuccessful attempts to grapple can be attempted again in the next round.
4. Cast *cloudkill* targeting the area over the **grappled** enemy.
5. Use your bonus action to command the zombies to move the **grappled** enemy away from you. While grappling, the zombies can move 10 feet, the same distance that *cloudkill* moves away from the caster at the start of each of the caster's turns.
6. Move 10 feet in the direction of the poisonous fog.

Utility

This technique offers a clever way to control a Large enemy and make excellent use of your hoard of zombies, which can quite often go unutilized. Use it to:

- isolate and immobilize bigger enemies.
- deal lots of damage and of a type that is less likely to be resisted.
- tie up the effectiveness of a single creature in combat.

Cautions and Limitations

The main caution with this technique is that *cloudkill* is a concentration spell, and the spell could end early if the spellcaster loses or breaks concentration. Additionally, the fog can be dispersed by a strong wind.

It is recommended that you maintain a group of no more than four zombies. This is the maximum number of zombies that you can reassert your control over with a single 3rd level spell each day.

Orbital Bombardment

This technique plays into my personal philosophy of wizardly combat. Never let your adversary know you are going to strike until you do. Then ensure that everyone sees the unequivocal results. As wizards, we are vulnerable when unprepared. The unexpected and undeniably spectacular death of a rival sends a clear warning to those who might think about harming you – Don't.

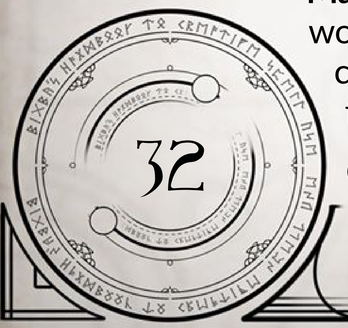
Prerequisites: A bard, cleric, druid, paladin (Oath of Vengeance), sorcerer, warlock, or wizard with an available 5th level and 9th level spell slot (or the ability to cast the required spells), and the required spells prepared or known (in the case of a non-preparing caster).

Required Spells: *scrying* (PHB, p273), *meteor swarm* (PHB, p259).

Preparation Time: 10 minutes.

Material Components: A focus worth at least 1,000gp, such as a crystal ball, a silver mirror, or a font filled with holy water.

Other Required Components: N/A



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Description

This technique makes the most of the often-overlooked range of *meteor swarm* - 1 mile - and the technical wording of a 'point you can see' as the spell's target. By using the *scrying* spell to locate a creature or view a location you have seen before, you can effectively target this spell at a far greater range than sight might allow, even inside a dungeon or enemy stronghold. It is most effective against enemies that you have seen before and against enemies that you know well, or that you possess something of theirs; such things as a garment, body part, lock of hair, bit of nail, or the like.

Instructions

1. Cast *scrying* to locate the target creature or to view a previously seen location.
2. Cast *meteor swarm* using a spot you can see through the *scrying* spell to a 1-mile range.

Utility

This technique is a clever way to deal damage from a distance. Use it to:

- hit an enemy hard from afar.
- deal massive damage to multiple enemies that are vast distances apart.
- destroy an enemy within their lair.

Cautions and Limitations

The technique relies on the spell *scrying* working effectively, so you need to ensure the most favorable conditions to give yourself a chance of success. If the *scrying* fails, the technique fails. Additionally, *scrying* is a concentration spell, and the technique could fail, and the spell could end early if the spellcaster loses or breaks concentration.

Variations

Clairvoyance (PHB, p222) also has a range of one mile and creates an **invisible** sensor that can see or hear at the location where it is deployed. You can place this sensor through or on the other side of a physical barrier, such as a door or wall, but its placement needs to be a bit more exacting. Unless your target is out in the open, *clairvoyance* may not be an option, and DM's adjudication should be sought.

A similar effect can be achieved at a much closer range by using *arcane eye* (PHB, p214) to search for a nearby target. This may be a slow and exacting process, but a lot of ground can be covered in the 1-hour duration. Its ability to slip through spaces as small as 1 inch in diameter means it will go under most doors and penetrate all but the best-sealed lairs. The biggest drawback of this variation is the range of the spell: 30 feet.

Planter Box

Prerequisites: A bard, cleric (Nature Domain), druid, paladin (Oath of the Ancients), ranger, sorcerer, warlock (The Archfey), or wizard with an available 3rd level and 6th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *plant growth* (PHB, p266), *move earth* (PHB, p263).

Preparation Time: N/A

Material Components: An iron blade and a small bag containing a mixture of soils—clay, loam, and sand.

Other Required Components: N/A

Description

Looking to shut down an entire enemy front on its way to destroy you? This technique uses the debilitating effects to movement both spells have on offer, without negating one another and instead, stacking their effect, rendering an entire area virtually impossible to cross.

This technique requires some math to calculate correctly and can potentially shut down your enemy's movement for a considerable time. By casting *plant growth*, any creature attempting to traverse the area must spend 4 feet of movement for every 1 foot it moves. Additionally, each foot of movement costs 2 extra feet in difficult terrain when climbing the trench created by *move earth* (you ignore this extra cost if the creature has a climbing speed and uses it to climb). This can create an area that costs creatures 6 feet of movement for every foot they move.



Instructions

1. Cast *plant growth* (instantaneous effect).
2. Cast *move earth* on the same area and then create a 20-foot long, 20-foot deep trench (carrying any plants along with it).

Utility

This technique offers a clever way to modify your environment to your advantage. Use it to:

- hinder the progress of your enemies.
- create an opportunity to set an ambush.
- escape from your enemies.
- provide cover for your party from ranged attacks.
- protect your party against sight-based spell attacks.

Cautions and Limitations

The main caution with this technique is that *move earth* is a concentration spell, and the spell could end early if the spellcaster loses or breaks concentration. Additionally, the spell implies that it would take 10 minutes of concentrating on the spell to shape an area of terrain into a trench.

Lastly, given that *plant growth* causes the area to become thick and overgrown, this would render the area heavily obscured. While providing you and your party with cover and protection from your enemies, it will also offer the same benefits for your enemies.

Poor Man's Wall of Ice

Prerequisites: A druid, sorcerer, or wizard with an available 3rd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *wall of water* (XGtE, p170), *shape water cantrip* (XGtE, p164).

Preparation Time: 7 rounds.

Material Components: A drop of water and a weapon (the higher damage dice the better).

Other Required Components: N/A

Description

This technique allows the caster to create a thick wall of ice, 15 feet long, 10 feet high, and 1 foot thick, that has many applications, using just a single 3rd level spell slot and a cantrip.

One of *shape water*'s non-instantaneous effects states that:

'You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.'

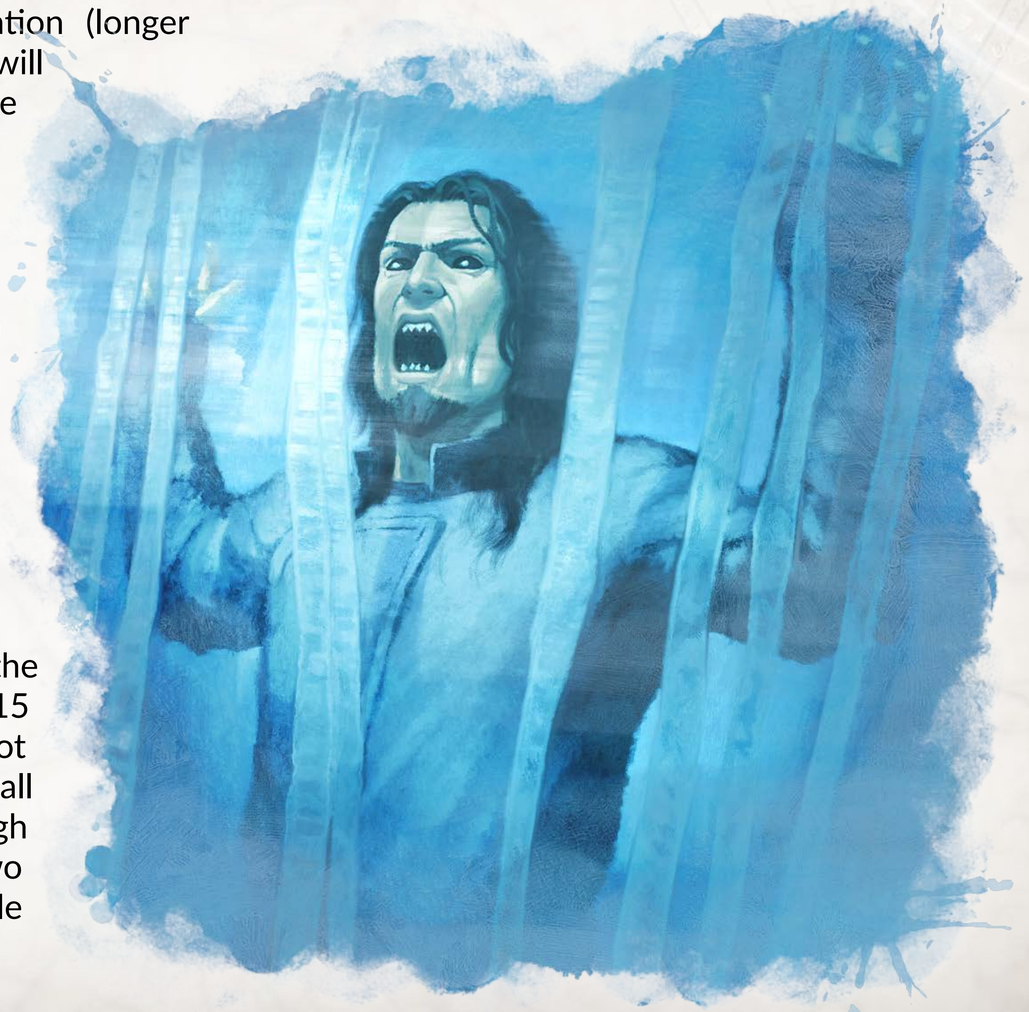
Utilizing the freezing effects of the *shape water cantrip* against an existing *wall of water* spell, the caster can spend 7 rounds preparing the ice wall for an upcoming combat or exploration scenario.

Instructions

1. On the 1st round, use a 3rd level spell slot to cast a 15-foot long, 10-foot high, and 1-foot thick *wall of water* in the desired location (longer surfaces up to 30 feet long will take more rounds to freeze but is also an option).

2. On rounds 2 to 7, cast the *shape water cantrip*, utilizing its freeze water effect, at a 5-foot area on the *wall of water*. Cast this cantrip on each subsequent round to completely freeze the 15-foot x 10-foot section of the *wall of water*, creating a solid wall of ice.

3. Optional Step - Use the weapon to inflict at least 15 points of damage to a 5-foot square area of the ice wall puncturing a hole through the ice. This may take two actions to achieve. The hole creates an 'arrow slit' to be able to safely return fire at your enemies whilst benefiting from, at a bare minimum, half cover (DM's discretion). This step is optional and may not be needed for some of the utilities below.



Utility

This technique offers multiple applications in both the combat and exploration tiers of play. Use it to:

- act as a barrier between your party and would-be attackers that includes an arrow slit/window to return fire. This provides at least half cover (+2 AC) to all characters protected by the ice wall (PHB, p196).
- blocking a small tunnel, tight passageway, or cramped crawlspace, to allow you and your party time to escape a sticky situation.
- as a 10 minute lasting bridge over a short 15-foot canyon, ravine, pit trap, etc. See limitations below.
- a short-term restraint to hold a weaponless prisoner for 10 minutes by utilizing the *wall of water* spell's 20-foot diameter, ringed wall option (may take 2 additional rounds).
- as a trapdoor for a pit trap controlled by the concentration of the caster. Where the caster can choose to vanquish the wall of ice once a foe stands squarely over it, dropping them into the pit trap.

Cautions and Limitations

This technique is best used as a pre-prepared solution when being used in combat, as combat encounters will quite often be over before the 7th round. However, if pre-prepared, this could act as an invaluable aid in gaining a tactical advantage.

Wall of water is a concentration spell, and as such, the spell could end early if the spellcaster loses or breaks concentration.

Due to the rounds needed to freeze the wall, the wall itself will not last exactly 10 minutes, it will end 10 minutes after the *wall of water* spell has been cast.

The Poor Man's Wall of Ice may be vulnerable to fire, and also not as effective in hot environments. While the spells used in this technique do not state this specifically, this ruling will be dependent on your DM and their interpretation of the rules.

If used to create a short bridge over a 15-foot canyon, ravine, or pit trap, be sure to create it over solid land before moving it over the desired gap. You may also need to create a longer wall to successfully achieve this effect.

Be mindful that your DM may interpret the rules of *shape water* to mean that you can only freeze two 5-foot panels of water at the same time, not the entire wall.

Variations

You can alternatively use the *ray of frost* cantrip (PHB, p271), which may be beneficial if the caster is a sorcerer with the Twinned Spell Metamagic ability. This can heavily reduce the preparation time for the Poor Man's Wall of Ice technique. It is important to note, however, that not every DM will allow this, as the *ray of frost* cantrip's description states that it must be targeted at a creature. Be sure to ask you DM how they interpret the rules before attempting it with the *ray of frost* cantrip.

Ragdoll

Prerequisites: A sorcerer, warlock (The Great Old One), or wizard with an available 5th level and 9th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *telekinesis* (PHB, p280), *prismatic wall* (PHB, p267).

Preparation Time: 2 rounds for a single caster.

Material Components: N/A

Other Required Components: N/A

Description

This technique offers the perfect way to force up to 21 saves (per round) on your enemy and an obscene amount of damage and secondary effects. Throw them around like a ragdoll and watch them succumb to your magical might.

Instructions

1. On the 1st round, cast *prismatic wall* between you and your enemies, and as close to your enemies as possible, so that they are forced to make a Constitution saving throw or become **blinded** for 1 minute. Designate all of your allies as immune to the effects of the wall.
2. Step through the wall, select an enemy and cast *telekinesis*. **Restrained** targets have disadvantage on Dexterity saving throws.
3. Move your opponent through the 1-inch thick wall into another square adjacent to, and on the other side of, the wall, before moving them back through the wall and into a square adjacent to the wall on the side they started. A successful opposed ability check will be required.
4. Each time the target passes through the wall, they will need to succeed on seven Dexterity saving throws or be affected by the properties of each relevant layer as described. Additional saving throws may be required if the target fails the initial saving throw for a particular layer of the wall.
5. Repeat step 3 until the 30 feet of maximum movement criteria for *telekinesis* has been reached.
6. Step back through to the opposite side of the wall to your enemies.
7. Repeat steps 2 through to 6 on your next turn.

Utility

This technique deals massive amounts of damage and useful secondary effects on your enemies. Use it to:

- remove an enemy spellcaster from combat.
- destroy the enemy ‘tank’.
- wipeout an entire enemy party one round at a time.

Cautions and Limitations

Firstly, *telekinesis* is a concentration spell, so the technique could end early if the spellcaster loses or breaks concentration. It also mentions that ‘when you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range’. This indicates that you will only be required to ‘see’ the target when you cast the spell and when you use your action. Bear in mind that your DM may rule differently.

Another caution here is that *telekinesis* will only allow you to move a Huge or smaller creature. Additionally, on each of your turns when you attempt to move a creature using this technique, you will need to make an opposed ability check with the target. Creatures with higher Strength ability scores may be able to resist your attempts to restrain them in your telekinetic grip.



The wall created is an opaque wall so you will need to step through the wall each time so that you can see your target. Your DM may even rule that you need to move with the target to maintain line of sight with it. Since you would be immune to the wall, this shouldn't prove to be a problem.

Be mindful that if you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted.

Finally, the wall can be destroyed but only one layer at a time and by methods specific to each colored layer of the wall.

Variations

To maximize the damage output of this technique, you could position your allies so that they can ready their actions to attack any enemy that comes through the wall.

Another option is to replace *telekinesis* with *reverse gravity* (PHB, p272). Cast the *prismatic wall* spell above your enemies on the battlefield and then use *reverse gravity* to send them all flying through it and then cancel *reverse gravity* to have them fall back through it again. While the amount of damage dished out is less it can affect multiple opponents all at the same time. You would need to discuss this variation with your DM to determine whether the wall would fall with all other creatures and objects.

Rain of Fire

Prerequisites: An artificer, bard, cleric (Forge Domain), druid, or ranger, with an available 2nd level and 3rd spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *heat metal* (PHB, p250), *conjure barrage* (PHB, p225).

Preparation Time: N/A

Material Components: A piece of iron and a flame, and one piece of ammunition or a thrown weapon.

Other Required Components: N/A

Description

The ability to nearly double the damage dealt by a piece of ammunition is not an opportunity that readily presents itself. This technique, however, does just that. Take a single arrow, infuse it with heat, duplicate that piece of ammunition, fire! This technique allows you to increase the damage output of a very damaging spell.

Instructions

1. Cast *heat metal* on an arrowhead.
2. Cast *conjure barrage* using the same arrow as the material component of the spell.

Utility

This technique offers a clever way to increase your damage output further. Use it to:

- fire into large numbers of low-level opponents to cull their numbers.
- increase your chances of killing multiple enemies using *conjure barrage*.
- slow down and impede your foes by creating a bottleneck of dead bodies.

Cautions and Limitations

Should this technique take longer than a single round to complete, because *heat metal* is a concentration spell, there is a risk of it not working if the spellcaster loses or breaks concentration.

Given that *heat metal* causes the arrowhead to glow 'red hot' and *conjure barrage* creates a cone of 'identical' weapons, it makes sense that the duplicated weapon is the 'red hot' tipped arrow. Additionally, *heat metal* states that any creature in physical contact with the object takes fire damage. Since it is the metal arrowhead and not the shaft, fletchings, or nock that is heated, it could be reasonably expected that being in physical contact with any of these parts of the arrow would not cause fire damage. You may want to confirm this with your DM.

Finally, whether every target in the area of effect for *conjure barrage* is considered to be 'in contact' with the heated metal arrow tips is the final consideration for you and your DM to determine.

Variations

The obvious variation for this technique is to replace *conjure barrage* with conjure volley (PHB, p226). This change-up alone will increase the damage of this technique by 5d8.



Red Rum

Prerequisites: A bard, druid (Circle of the Land - Grassland), warlock, or wizard with an available 5th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *thaumaturgy* (PHB, p282), *dream* (PHB, p236).

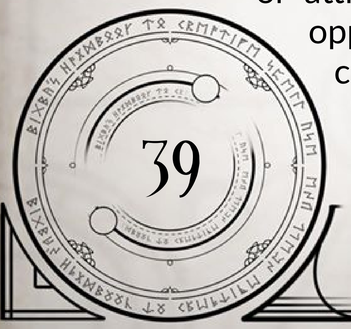
Preparation Time: N/A

Material Components: A handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird.

Other Required Components: A body part, lock of hair, clipping from a nail, or similar portion of the target's body (optional).

Description

Using the *dream* spell to break the game will never bode well with the DM. However, there are some wonderfully entertaining scenarios that could play out from this spell technique. This combination could help players (and DMs) manipulate ideas, decisions, or attitudes while enhancing roleplay opportunities. Extra points for creativity!



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Instructions

1. Obtain a body part, lock of hair, clipping from a nail, or similar portion of the target's body. If unable to complete this step, merely knowing the target will suffice.
2. Cast *dream* and choose a creature (known to you) as the target, preferably when sleeping.
3. Have the messenger of the *dream* spell manipulate the environment of the dream, or deliver a message to the dreamer.
4. Throughout the next day, when the target is awake, cast *thaumaturgy* to create sounds consistent with the *dream* to further bring it 'to life'.

Utility

This spell technique can be used in good fun or for darker intentions. It is quite versatile and can be used in non-violent or hostile ways. Use it to:

- open up a room at the tavern with no vacancies by convincing the innkeeper that one of the guests is sneaking around at night, stealing from other guests.Show the innkeeper a dream of a masked guest leaving their room and entering other rooms, stealing trinkets and coins from the other guests, then use *thaumaturgy* to create the 'clinking' sounds of coins coming from the thief's room throughout the day. When the guest gets the boot, make sure your party is ready to take the vacancy.
- bring the stuff of nightmares to life with a classic haunted horrors dream. Top it off with flickering candles, creepy whispers, and windows and doors slamming shut behind people. A few nights of this and an influential lord may be willing to agree to any terms if a party of 'ghostbusters' offers their talents to rid him of his haunted spirits; unless he goes insane from the sleepless nights first.
- make a great first impression when meeting royalty by using *dream* the night before to give the king or queen one of the most joyful dreams they could have, making use of comforting sounds (e.g., an angelic-like chorus humming). Use *thaumaturgy* the next day to recreate the same 'angelic chorus' sound as the party enters.
- convince a beast laying siege on a village that it's a bad idea to eat villagers. *Dream* surpasses language, so it can be used to convince the creature that whenever it eats villagers, it could be swallowed up by the ground and left in darkness. Use *thaumaturgy* to rumble the ground beneath it as it approaches the village. It may take a few nights of such a nightmare and a few days of rumbling earth for the idea to reach inception, but what're a few villagers in exchange for a semi-peaceful resolution?

Cautions and Limitations

The range of *thaumaturgy* is 30 feet, which means the target must be pretty close to the spellcaster to create the necessary effects. The spellcaster will have to be very subtle and time the spell's effects precisely.

Dream is a powerful spell in itself and should be discussed with the DM before being used in-game. The spell also has a duration of 8 hours and may take some time before any tangible benefits are seen. Creatures that don't sleep, such as elves, can't be contacted using *dream* either.

Additionally, there could be severe repercussions if a party member is caught using this spell on a powerful or influential NPC. This must be considered when deciding if to use this technique or not.

Finally, if you make the messenger of *dream* appear monstrous and terrifying to the target, they can only deliver a message of no more than ten words, and the target must fail on a Wisdom saving throw for this part of *dream* to be successful.

Variations

The *prestidigitation* cantrip (PHB, p267) could be used as an alternative to *thaumaturgy* as more classes can use it, but it is limited in its auditory options.

A sorcerer with the Distant Spell Metamagic option and the ability to cast *thaumaturgy* would be able to create sound effects from up to 60 feet away.



Secret Pocket Passenger

Prerequisites: An artificer, druid, ranger, sorcerer, or wizard with an available 3rd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *shape water* (XGtE, p164), *water breathing* (PHB, p287).

Preparation Time: 10 minutes if cast as a ritual.

Material Components: A short reed or piece of straw.

Other Required Components: A container of water, big enough to submerge a person's head in, and a bag of holding.

Description

Did you ever want to sneak into a heavily guarded palace but just couldn't seem to nail that stealth check? Did the heavy booted fighter or paladin give your position away? Wish you could just magic them away somewhere, or place them into your pocket and carry them in? Here is a solution for you!

Using a bag of holding and some creative spell use, you too can sneak a person in this pocket dimension, into any place, at any time. To negate the suffocation rules applied to the bag of holding, you will need to use *water breathing* with the *shape water cantrip*, to effectively create a 'breathing apparatus' for the passenger within the bag of holding (for up to an entire hour). The bag does not change weight and stays at a very comfortable, and easily carried, 15lb.

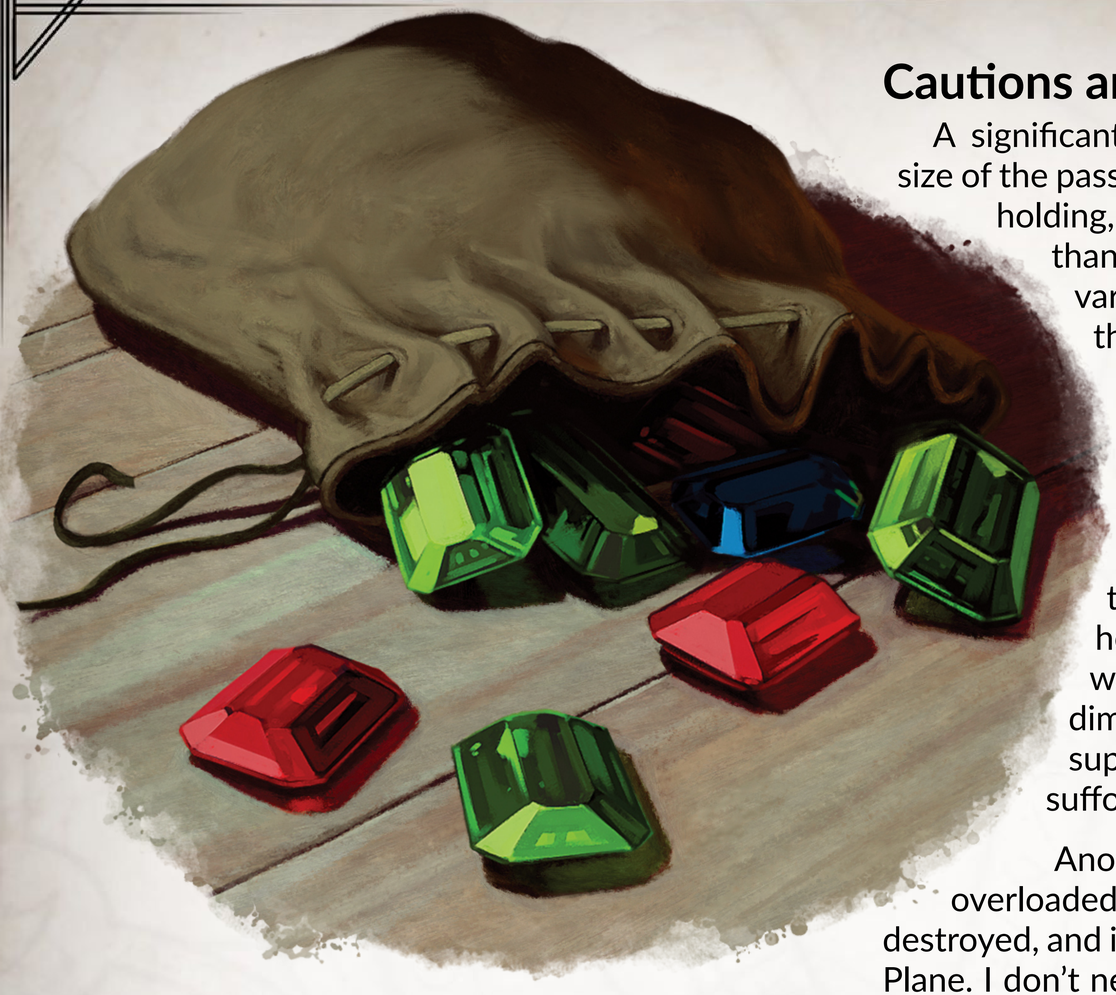
Instructions

1. Prepare the bucket of water for your intended passenger.
2. Cast *water breathing* as a ritual, targeting the intended passenger. The smaller the person, the better this technique works; however, a standard, medium-sized humanoid should work as intended.
3. Cast *shape water* to form the water as a globe of water around the (now water-breathing) passenger's head to create a pseudo breathing apparatus.
4. Have the passenger step inside the open bag of holding.
5. Close the bag of holding with the passenger inside and secretly transport them easily into any desired location.
6. Repeat steps 3 - 5 (if multiple allies were targeted by *water breathing*).

Utility

This technique offers a clever way to move people in secret with little to no physical effort. Use it to:

- negate the heavily armored fighter or paladin's disadvantage on stealth checks.
- allow the halfling to finally toss the barbarian (usually over a palisade or fortified wall).
- sneak into a heavily guarded treasure vault.
- hide an **unconscious** prisoner from the authorities without suffocating them, allowing the prisoner to live and (hopefully) tell-all during a later interrogation.
- stealthily move an entire party past enemies one at a time.



Cautions and Limitations

A significant limitation of this technique is the size of the passenger. When climbing into the bag of holding, they must not be any wider in size than the 2 feet diameter opening. See variations for a possible hack to negate this limitation.

You must be cautious about how long the passenger is inside the bag of holding. The *water breathing* spell has a maximum duration of 24 hours, which is excellent; however, the *shape water cantrip* only lasts for 1 hour. The last thing passengers will want is to enjoy a nice relaxing multi-dimensional ride and have their only life support 'flushing away', causing sudden suffocation and ruining their trip entirely.

Another caution is that if the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. I don't need to spell out the consequences of this for you.

Variations

A variation that can assist with the passenger size limitation is to cast the *enlarge/reduce* (PHB, p237) spell on the passenger, making them small enough to enjoy the comforts of getting past the initial opening width limitation of the bag of holding, without cramping or bursting from their ride entirely. This variation may even allow for multiple 'occupants' to fit inside the bag.

Sickening Death

Prerequisites: A bard, cleric, druid, paladin (Oath of Vengeance, Oath of Conquest, Oath of Redemption), sorcerer, warlock, or wizard with an available 2nd level and 4th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *hold person* (PHB, p251), *sickening radiance* (XGtE, p164).

Preparation Time: N/A

Material Components: A small, straight piece of iron.

Other Required Components: N/A

Description

This particular technique is quite deadly. Use the Sickening Death technique to hold a person, causing them to be **paralyzed** and vulnerable, while progressively attempting to add levels of exhaustion to them from round to round. Should the *hold person* spell stay in effect for long enough, and the target fails successive saving throws and dies from exhaustion after the sixth consecutive round (regardless of their current hit points). As exhaustion levels are added, the target will also find it progressively more difficult to break the *hold person* spell effect as the spells effects compound.

Ideally, at least one of the spellcasters is a divination wizard with a low portent dice roll ready to use. Use this ability to ensure the target fails as many saving throws as possible.

For greatest effect, use this technique during a solo, big boss fight.

Instructions

1. Cast *hold person* on the target until the target fails their save, then move to step 2.
2. As the target is now **paralyzed**, attacks rolls against the creature have advantage, and if the attacker is within 5 feet of the target and the attack hits, it is a critical hit.
3. On ensuing rounds, cast *sickening radiance* centered on the target's space. If available, use the divination wizard's portent ability to cause the target to fail their Constitution saving throw. Both spellcasters should now attack the target with as many high damage spells as possible.
4. After 3 failed Constitution saves, the target will now have disadvantage on all saving throws due to their accumulated levels of exhaustion.
5. The target dies in one of the following ways:
   - Damage taken from spells and attacks reduces the target to 0 hit points.
   - Gaining 6 levels of **exhaustion** from the *sickening radiance* spell effect.

Utility

This technique offers a clever way to control the battlefield, especially in a solo 'boss fight'. Use it to:

- severely hamstring the BBEG.
- stop otherwise very mobile enemies.
- kill high hit point monsters in record time.
- make opponents much easier to hit while exhausting them at the same time.

Cautions and Limitations

Both of these spells are concentration spells, so two spellcasters will be required. This will also mean that either spell could end early if either spellcaster loses or breaks concentration.

Also, this technique does use spells that have some precursor saving throws for it to be successful, and that may inhibit its use. This makes it more effective when used by (preferably) two divination wizards, but at least one, with low result portent dice available to ensure failed saves early in its application.

The *hold person* spell only lasts for 1 minute, hopefully by this time the target is so exhausted that even movement is halved and you can trap them with the *hold person* spell again with much more ease.

This will only work on humanoid based creatures. Legendary creatures may be less troubled by this technique, as they tend to have legendary resistances that allow them to choose to succeed on a certain number of saving throws per day. Caster beware.



Slippery Slayer

Prerequisites: An artificer, bard, cleric, druid, paladin (Oath of Devotion, Oath of Glory), ranger, sorcerer, or wizard with an available 2nd level and 4th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *web* (PHB, p287), *freedom of movement* (PHB, p244).

Preparation Time: N/A

Material Components: A bit of spider web, and a leather strap, bound around the arm or a similar appendage.

Other Required Components: N/A

Description

The technique essentially makes a single creature immune to restraint, and difficult terrain with *freedom of movement* then creates an environment that restrains foes with *web* while allowing the 'immune' creature to move and act with impunity.

This technique will be particularly useful when used in conjunction with the party rogue as it will provide them with multiple Sneak Attack opportunities on **restrained** foes. It will also prove quite devastating when your cleric casts *spirit guardians* and positions themselves to affect multiple enemy targets.

As *freedom of movement* does not require concentration to maintain, this technique can be performed by a single caster, though two casters can complete it in a single round.

Instructions

1. Cast *freedom of movement* on a single creature, preferably a highly mobile melee combatant. This is a touch spell, so the target needs to be close by.
2. *Optional Step* - have the target of *freedom of movement* move within melee range of your enemies.
3. Cast *web*, restraining as many foes as possible, limiting their movements and actions.
4. Maintain concentration on *web* as long as it remains an effective control. Recast *web* if tactically advantageous and if you have slots available (i.e., if enemies break free of the area of effect, but remain near each other).
5. *Optional Step* - if your slippery slayer is a cleric, cast *spirit guardians* (see variations).

Utility

This technique offers a clever way to control the battlefield. Use it to:

- restrain enemies for your party rogue.
- slow down your enemies.
- facilitate an escape.
- create a fire hazard that could wipe out your enemy's entire party.

Cautions and Limitations

The technique relies on keeping foes retrained through failed Dexterity saving throws and failed Strength checks. As most monsters are likely to have either of these as a primary combat statistic, much relies on chance. Once a creature breaks free, most will have enough movement to escape the affected area in one turn.

Fire-based spells are not recommended as they will burn through the webs, freeing the **restrained** creatures. Similarly, many area of effect spells will hit both the slippery slayer and opponents, so should be chosen with care.

Variations

If your slippery slayer is a cleric, *spirit guardians* (PHB, p278) becomes a useful variation for this technique. It further reduces the affected creature's speed and deals radiant damage to the target, even on a successful Wisdom saving throw.

Another benefit of this technique is the potential to get better value from your area of effect, or single target, spells that rely on Dexterity saving throws.

Ice knife (XGtE, p157), *Snilloc's snowball swarm* (XGtE, p165), and *sacred flame* (PHB, p272) spam are all excellent choices for allied casters.

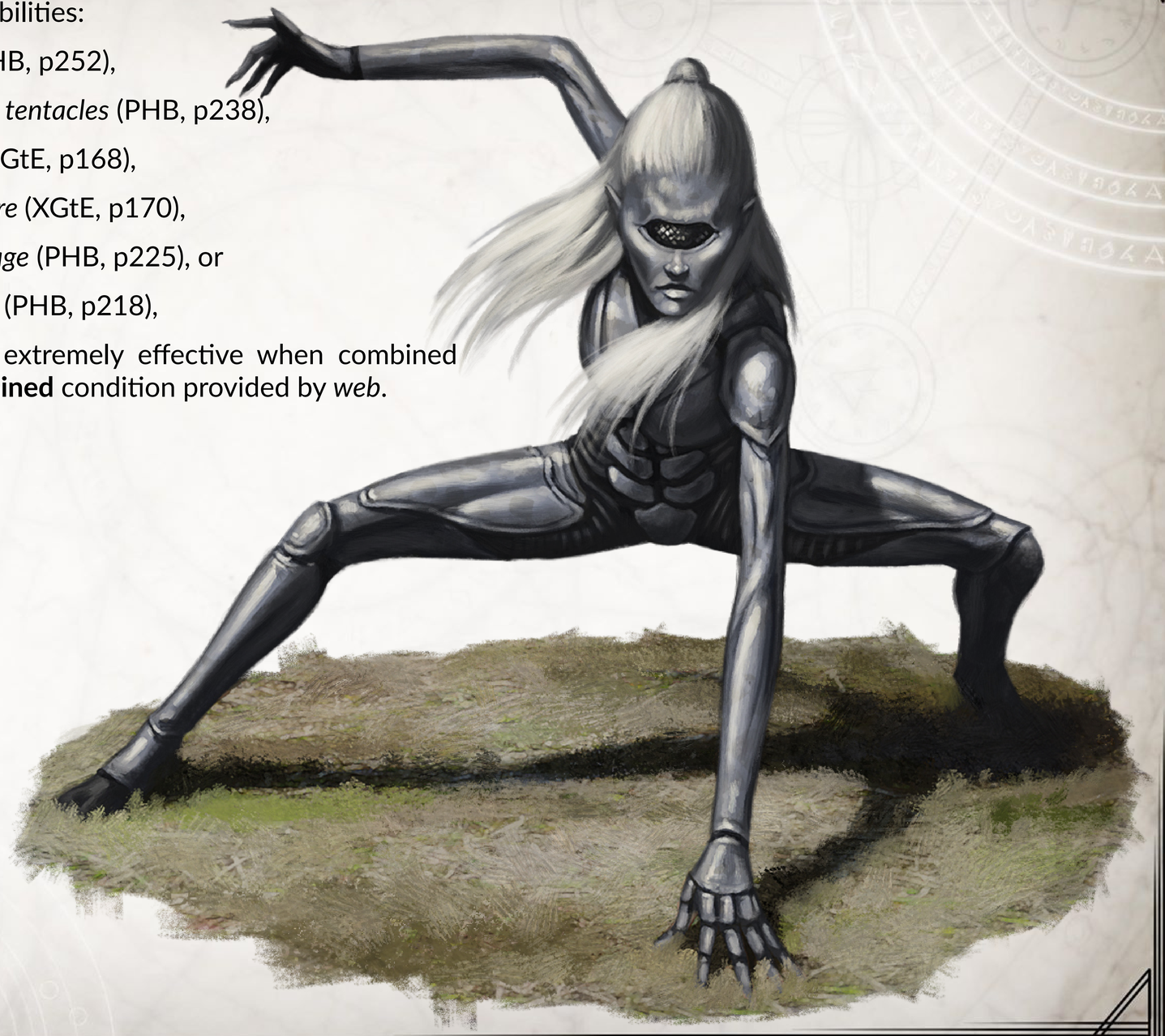
If you want to improve the odds of succeeding with your *disintegrate spell* (PHB, p233), this technique is an excellent option to maximize your chances of this happening.

Chain lightning (PHB, p221) is a good option, as its spell description doesn't state that it 'sets flammable items alight.' You may need to discuss this with your DM, who may adjudicate differently.

If your slippery slayer is a rogue, and you trust in their Evasion abilities:

- *ice storm* (PHB, p252),
- *Evard's black tentacles* (PHB, p238),
- *tidal wave* (XGtE, p168),
- *vitriolic sphere* (XGtE, p170),
- *conjure barrage* (PHB, p225), or
- *blade barrier* (PHB, p218),

can all be extremely effective when combined with the **restrained** condition provided by *web*.



Slow and its Strategic Uses

Prerequisites: A cleric (Order Domain), druid (Circle of the Land - Arctic), sorcerer, or wizard with an available 3rd level spell slot (or the ability to cast the required spell), the required spell prepared (or known in the case of a non-preparing caster).

Required Spells: *slow* (PHB, p277).

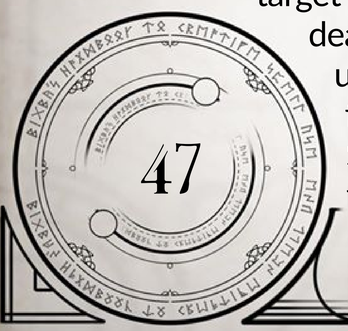
Preparation Time: N/A

Material Components: A drop of molasses.

Other Required Components: N/A

Description

Slow is an almost criminally underused debuff that not only affects multiple creatures but gets more effective at high-level gameplay without requiring an expenditure of higher-level slots. This is because higher CR threats rely on a greater number of attacks and mobility than lower CR threats, but the spell's baseline reduction remains the same. A single casting of *slow* can effectively negate a group of specialized melee foes and seriously limit casters. A carefully selected target or target group can trivialize an otherwise deadly encounter. *Slow* can also be used in many spell combinations to further 'crowd control' the enemy. See the variations section below for more suggestions.



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Instructions

1. Select the most susceptible and applicable targets.
2. Cast *slow*.
3. Dispatch foes with area of effect spells, and ally attacks and abilities.

Utility

This technique offers an insight into optimal uses of the *slow* spell, who to target, and why. Target selection in order:

- creatures that rely on multiple attacks. The more attacks a creature has, the more effective this spell is. Creatures that have multiattack or extra attack have this reduced to a single attack/ability use per turn.
- a fighter or monk with four attacks is reduced to 25% of its damage potential.
- a marilith demon is reduced to 14% of its damage potential.
- most creatures with multiattack have 2 or 3 attacks, reducing their damage effectiveness by 50% and 66%, respectively.
- creatures that rely on movement for positioning.
- foes are reduced to half movement, meaning they stay closer together for longer, perfect for your area of effect attacks.
- the -2 to Dexterity saving throws reduce the target's ability to resist many area of effect spells.
- the opponent's opportunities for battlefield repositioning or escape are reduced.
- creatures that are spellcasters.
- casters have a 50% chance of taking two turns, and two actions, to cast a spell. This increases the opportunities to lose or break concentration, and alterations in the battlefield positioning due to movement make their spell choices less effective.
- all creatures gain reduced AC, Dexterity saving throws, and restriction from using reactions, reducing defensive capabilities, and optimizing damage dealt.

Cautions and Limitations

Slow allows a saving throw for each creature at the end of each of its turns, meaning it will become less effective over time as creatures break free of the spell's effects.

As a concentration spell, it precludes many other battlefield control or defensive spells being cast. Additionally, because *slow* is a concentration spell, the spell could end early if the spellcaster loses or breaks concentration.



Variations

For inhibiting movement further, combine with:

- *grease* (PHB, p246).
- *spike growth* (PHB, p277).
- *web* (PHB, p287).

For reducing the effectiveness of spellcasters, combine with:

- any summoning spell (select monsters that grapple).
- *silence* (PHB, p275).
- *fog cloud* (PHB, p243) or *darkness* (PHB, p230) to inhibit sight.

Such a Grewt-Friend

Prerequisites: A bard, druid, warlock, or wizard with an available 5th level and 8th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *awaken* (PHB, p216), *feeblemind* (PHB, p239).

Preparation Time: 8 hours.

Material Components: An agate worth at least 1,000 gp, which the spell consumes, and a handful of clay, crystal, glass, or mineral spheres.

Other Required Components: A treant target.

Description

Did you ever just want a big ole' tree as a best friend? What about a Huge bodyguard with plenty of Constitution to help you safely out of a jam? How about someone who is so grounded, they have roots? Do you need that special someone who can reach that alchemist fire jug at the top of the cupboard when no one else can? Then an awakened treant is the friend for you!

With this simple yet oh so rewarding technique, you too can have the friend of your dreams.

Firstly though, you're going to have to sedate the treant's mind with the numbing effects of the *feeblemind* spell. Once numbed, you simply need to spend 8 hours to cast the *awaken* spell on your soon-to-be BFF (best flora friend).

The great news? The treant is **charmed** by you for 30 days or until you or your companions do anything harmful to it. Additionally, the creature can only repeat its saving throw against this spell at the end of every 30 days. If it succeeds on its saving throw, then the spell ends.

A treant is not the only creature on which this technique will work. A Huge beast or plant is an excellent option as they will come with great strength benefits that will only add to your party's capabilities.

Instructions

1. Find a treant. This may be the most challenging part of this technique, but it is achievable.
2. Cast *feeblemind* on the treant, and if it fails its Intelligence saving throw, reduce its Intelligence score to 1.
3. Cast *awaken* and increase the treant's Intelligence score to 10.
4. Treat your treant like a god or goddess, and they are likely to stick around long after the charm wears off. BFFs… forever.

Utility

This technique offers a clever way to create powerful, intelligent friends. Use it to:

- turn a Huge or smaller beast or plant into a reliable ally.
- amass a small army of beasts or plants to follow you.
- potentially create an ally from an enemy.

Cautions and Limitations

Avoid targeting creatures with a high Intelligence score or creatures that are proficient in Intelligence saving throws, as you want the target to fail their Intelligence saving throw. Additionally, be mindful that the DM chooses statistics appropriate for the awakened plant, and may elect not to use the treant's statistics.

Another important caution is that *feeblemind* causes psychic damage to the target, and the DM may rule that the target is hostile to you and your party. It is advised that you talk to your DM before using this technique and if the DM rules that the target is hostile to you and your party, see the 'variations' section below.

Finally, be aware that when the **charmed** condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was **charmed**.

Variations

In the cases where the DM rules that the target is hostile to you and your party, cast *modify memory* (PHB, p261) immediately after casting *feeblemind*. The idea here is to modify the target's memories, perhaps even permanently removing the creature's memory of the event. If successful, this should belay any issues around whether the treant sees you as unfriendly going forward. Just be mindful that the target gets to make a Wisdom saving throw and that 'If you are fighting the creature, it has advantage on the saving throw.' Dealing damage to the creature could be deemed, by the DM, as 'fighting' the creature.



Take Cover

Prerequisites: A bard, cleric, sorcerer, or wizard with two available 7th level, and one 9th level spell slots (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *delayed blast fireball* (PHB, p230), *symbol* (PHB, p280), *time stop* (PHB, p283).

Preparation Time: N/A

Material Components: A tiny ball of bat guano and sulfur, and mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes.

Other Required Components: N/A

Description

Arguably the most effective way to start a high-level fight with your latest enemy is to get a whole lot of hits in before they have a chance to act. How? Simply stop time, load up the area with fireballs and other useful spell effects, and then watch from cover as the room erupts into an inferno!

Delayed blast fireball will do between 14d6 and 16d6 fire damage, which will trigger the 10d10 necrotic damage from the *symbol* spell.

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Instructions

1. Before entering combat, potentially at the beginning of the day, cast *symbol* selecting the death effect, and setting the trigger as 'when a *delayed blast fireball* spell is detonated.' It is important to cast this spell on the surface of an object such as a coin, rock, or similar item, not within an object that can be closed to conceal the glyph. Keep this object with you.
2. Use your action on the 1st round to cast *time stop*. Roll 1d4+1 to determine for how many rounds time is stopped.
3. On the 1st round of 'stopped time,' the caster of *time stop* casts *delayed blast fireball* at 8th level. Use your movement to catch the maximum number of enemies within the blast radius.
4. On the 2nd round of 'stopped time,' put the object of the previously cast *symbol* spell, on the ground at your enemy's feet.
5. *Optional Step* - if you have three or more rounds of 'stopped time,' see variations below for additional actions.
6. At the end of the last round of 'stopped time,' ensure that you have moved out of range from this technique's coming spell effects. Once you are in position, drop concentration on *delayed blast fireball*.
7. Sweep up the ashes.

Utility

This technique offers a great way to deal massive damage to multiple targets. Use it to:

- set up a battle with a powerful group of opponents.
- wipeout all of your opponents in one fell swoop.
- intimidate your enemies into fleeing or surrendering.
- clear an area of opponents, objects, webs, and potentially, traps.

Cautions and Limitations

The major caution here is that *delayed blast fireball* is a concentration spell, and it could end early if the spellcaster loses or breaks concentration. Additionally, the trigger used for *symbol* is important, which is why anchoring it to a spell that you have 'relative' control over, like *delayed blast fireball*, is one of the better and safer ways to go about this. Be wary about choosing other triggers that could result in the technique failing.

Finally, be wary of the fact that you are carrying a bomb around with you that is as equally to be triggered by an enemy's *delayed blast fireball* as your own. Unlikely, but possible.



Variations

Use the following option for rounds of ‘stopped time’ that exceed the first two rounds.

A 20th level wizard, or an additional caster, can use another 7th level spell slot to cast *symbol*, with the same trigger. Use round 3 to place the second ‘object’ in another advantageous position, somewhere near your opponents.

The Blender

Prerequisites: An artificer (Artillerist), cleric, paladin (Oath of Conquest, Oath of Redemption), or wizard with an available 4th level and a 5th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *spiritual weapon* (PHB, p278) and *wall of force* (PHB, p285).

Preparation Time: N/A

Material Components: A pinch of powder made by crushing a clear gemstone.

Other Required Components: N/A

Description

Sometimes at the beginning of a battle, or when an enemy does not know when to quit, you need to team up to isolate them and repeatedly belt them with holy retribution.

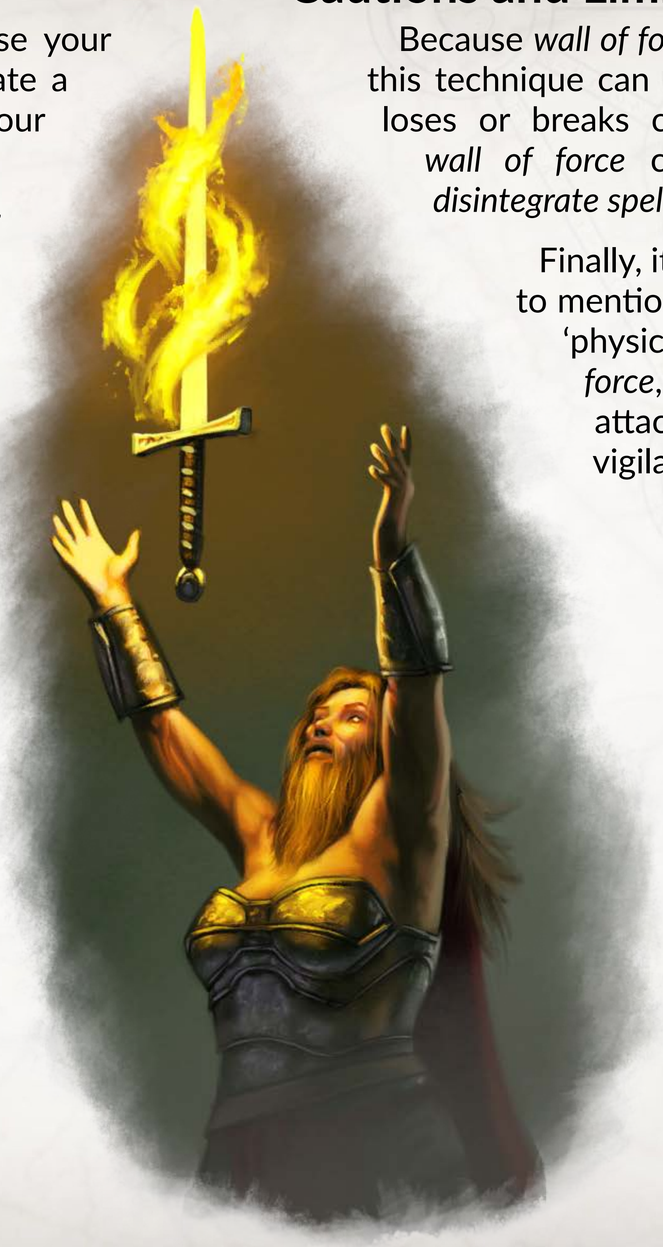
Instructions

1. On the 1st round of combat, use your action to cast *wall of force* to create a dome or sphere that envelops your enemy.
2. On the same round, use your bonus action to cast *spiritual weapon* inside the *wall of force* and command it to attack any enemies within the dome or sphere.
3. Each round, as a bonus action, use *spiritual weapon* to attack.

Utility

This technique offers a great way to manage combat and control the battlefield. Use it to:

- isolate powerful enemies and slowly destroy them.
- remove combatants using thrown and ranged weapons from combat.
- make your enemy's 'touch healers' redundant.



Cautions and Limitations

Because *wall of force* is a concentration spell, this technique can end early if the spellcaster loses or breaks concentration. Additionally, *wall of force* can be destroyed by the *disintegrate spell*.

Finally, it would be remiss of me not to mention that just because nothing 'physical' can pass through *wall of force*, it doesn't mean that spell attacks can't. Stay ever alert and vigilant!

The Flash

Prerequisites: An artificer, bard, druid, paladin (Oath of Vengeance, Oath of Glory), ranger, sorcerer, or wizard with an available 1st level and 3rd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *longstrider* (PHB, p256), *haste* (PHB, p250).

Preparation Time: N/A

Material Components: A pinch of dirt and a shaving of licorice root.

Other Required Components: N/A

Description

This technique is used to help satisfy that 'need for speed'. Sometimes situations automatically call for speed, and *longstrider* will give you that much needed increase. But what if the needed speed is much more than just the small increase that you get from *longstrider*? This is when *haste* comes into its own. It boils down to simple mathematics; Increase your speed, then double it. Make sure you get the order of this technique right.



Instructions

1. Cast *longstrider* on target.
2. Cast *haste* on same target.

Utility

This technique offers a clever way to make your character exceedingly fast. Use this spell technique to:

- move quickly to avoid being attacked.
- move vast distances in a single round to move into combat range.
- get an extra attack per round to use on two targets that are some distance apart.
- use 'hit and run' tactics with an improved AC.
- move quickly out of harm's way.

Cautions and Limitations

The biggest consideration for this technique is that *haste* has a duration of 1 minute so you have limited time to complete your task before a wave of lethargy sweeps over you and leaves you quite vulnerable. Furthermore, *haste* is a concentration spell meaning that the technique could end early if the spellcaster loses or breaks concentration.

Variations

This technique can be taken to another dimension with the addition of the *spider climb* (PHB, p277) spell. This variation would require another caster as it too is a concentration spell. This variation would allow for such activities as; quickly scaling city walls; avoiding many trap triggers that are usually found on the floor of dungeons, without being slowed; and even climbing sheer cliff faces.

Yet another variation would be to use the jump spell, enabling the target to swiftly traverse jungle-like terrain by leaping from treetop to treetop, amongst a myriad of other useful purposes.

The Flying Gnome

Prerequisites: A gnome target, an artificer, sorcerer, or wizard with an available 2nd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *enlarge/reduce* (PHB, p237), *mage hand* (PHB, p256).

Preparation Time: N/A

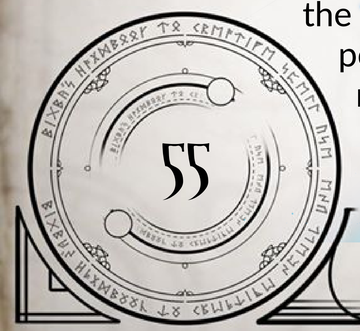
Material Components: A pinch of powdered iron.

Other Required Components: N/A

Description

This technique allows a gnome (with the exception of deep gnomes, due to their weight), to be given the ability to fly by using a conjuration cantrip and a high utility 2nd level transmutation spell.

The average weight of a gnome is about 40 pounds. The *enlarge/reduce* spell, when used to reduce the target, reduces the target's weight to one-eighth of its normal weight. This will result in the gnome now weighing about 5 pounds, less than the 10-pound maximum weight limit that the spectral hand of *mage hand*, can carry. Other than the maximum distance of moving 30 feet per round, there are no directional limits on the movement of the spectral hand.



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Instructions

1. Use action on 1st round to cast *enlarge/reduce* to reduce the size of the target gnome (target gnome can be the spellcaster).
2. On the next round, cast *mage hand* and use it to grab and lift the target.
3. Use action on subsequent rounds to move the spectral hand ('fly the gnome').

Utility

This technique offers a clever way to help gnomes get the benefits of the 3rd level fly spell, by using a 2nd level spell and a cantrip. The spell technique is limited to 1 minute (the duration of both *enlarge/reduce* and *mage hand*). Use this spell technique to:

- safely cross chasms and gorges.
- reach items or areas that are 'out of reach'.
- fly down a corridor and avoid setting off pressure plate traps.
- get over walls and barriers.



Cautions and Limitations

Though this spell technique can be cast on gnomes of any class, best results are achieved when a gnome spellcaster (sorcerer or wizard) targets themselves with the spell combo. Bear in mind that the target's size now becomes Tiny, they have disadvantage on Strength checks and Strength saving throws, and their weapons also reduce, doing 1d4 less damage.

If the caster of this spell technique is not also the target, be mindful of the range of *mage hand*. The caster would need to remain within 30 feet of the target gnome for this spell to function effectively.

Caution should also be taken as *enlarge/reduce* is a concentration spell with a duration of 1 minute and this spell technique can end early if the spellcaster loses or breaks concentration. Remember, the *enlarge/reduce* spell will end 1 round earlier than *mage hand*.

The Furnace

'This is a nasty little combination I acquired from Mordenkainen himself. Despite his vaunted neutrality, he certainly had a way with getting what he needed with effective methods. I've seen him bring the mighty low with this technique on only one occasion. Once was enough. It's a gruesomely effective technique I hope I never have to apply'.

Prerequisites: An artificer (Artillerist), bard, cleric (Forge Domain, Light Domain), druid, sorcerer, warlock, or wizard with an available 4th level spell and 7th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *wall of fire* (PHB, p285), *forcecage* (PHB, p243).

Preparation Time: 2 rounds if using a single caster.

Material Components: A small piece of phosphorus, and ruby dust worth 1,500 gp.

Other Required Components: N/A

Description

The technique is simple; encapsulate one or more targets in the cage form of *forcecage* (that has 1/2-inch diameter bars spaced 1/2-inch apart) that allows spells to be cast through it, and energy or other effects to penetrate. Placing a circular *wall of fire* around the cage with the 'hot' side facing inwards ensures all areas of the *forcecage* interior are exposed to the damage each round.

As *forcecage* does not require concentration to maintain, this technique can be performed by a single caster, though two casters can implement it in a single round.

Instructions

1. Cast the larger 'cage' version of *forcecage* around one or more targets.
2. Cast *wall of fire* (the 'ringed wall' configuration) around the cage with the damaging side facing inwards. The opaque ringed wall is 20 feet in diameter, 20 feet high, and 1 foot thick.
3. Maintain concentration on the wall for as long as desired, up to the maximum duration of 1 minute.

Utility

This technique offers a way to both contain and damage foes in combat. Use it to:

- limit your opponents attacking options while dealing constant damage.
- 'imprison' a single Huge (depending on dimensions, see limitations, below) or multiple smaller creatures with no way to escape the constant damage.
- hide yourself and your allies from creatures within the prison.
- limit the effectiveness of most ranged attacks from those within the prison as most projectile weapons will not be able to be used accurately.
- improve the effectiveness of your interrogations of enemies.



the *wall of fire* is opaque and a spellcaster can't see a destination on the other side, *wall of fire* doesn't cover the top of the force cage prison, so they could easily teleport to the outside of the top of the cage. Casters may still launch attacks or other spells through the bars, meaning 'containment' is less effective. It will also prevent your own melee combatants from engaging with the prisoners.

If maintained for the full minute, the damage equates to 50d8 (though it can be halved on each round with a successful saving throw).

Finally, this technique has very limited damage potential against fire-resistant creatures and none against creatures immune to fire. At that point, a simple, closed, *forcecage*, or one of the variations offered below, may provide a better alternative.

Cautions and Limitations

The technique has a few limitations. First, the creatures to be trapped will need to be completely within the cage's area of effect. It means that creatures will need to be Huge or smaller for this technique to be effective.

Similarly, this can have a limited effect on spellcasters or those with teleportation magic such as *dimension door* or *misty step*, though a Charisma saving throw would be required. Even though

Variations

This technique can be varied for better effect under some conditions. Other options include:

- *storm sphere* (XGtE, p166), which changes the damage type from fire to bludgeoning and lightning damage, and creates an area of difficult terrain.
- *sickening radiance* (XGtE, p164), which offers a longer-lasting, higher potential damage option, with radiant damage, but the saving throw is 'all or nothing', so on a successful save the target takes no damage at all.
- *wall of light* (XGtE, p170) will still block line of sight, and give you a reduced damage option, but the damage type is radiant.
- *cloudkill* (PHB, p222) changes the damage type to poison, but moves of its own volition each round, limiting exposure time.
- *maddening darkness* (XGtE, p160) and *incendiary cloud* (PHB, p253) both offer higher damage options, but are both 8th level spells and the latter moves similarly to the spell *cloudkill* (PHB p222).

Trojan Horse

Prerequisites: An artificer (Artillerist), bard, cleric, sorcerer, or wizard with an available 5th level and 7th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *creation* (PHB, p229), *symbol* (PHB, p280).

Preparation Time: 1 minute.

Material Components: A tiny piece of matter of the same type of the item you plan to create, and mercury, phosphorus, and powdered diamond and opal with a total value of at least 1,000 gp, which the spell consumes.

Other Required Components: N/A

Description

This technique provides an exciting way to catch a room full of enemies unawares. Create an object to cast *symbol* on; an object that will catch their attention and get taken into their lair. Once inside the room, the *symbol* will trigger, catching everyone within 60 feet with its death effect.

Instructions

1. Cast *creation* and create an object that your enemy will desire to pick up and take with them.
2. Cast *symbol* (death effect) on your object. If you know the target, you can tailor-make the trigger as appropriate.
3. Place the object for the target to 'find.'

Utility

This technique offers a fun way to get your enemies to invite destruction upon themselves. Use this technique to:

- deal massive, unexpected, damage to multiple enemies.
- clear out an enemy lair.
- wipeout a bunch of minions.

Cautions and Limitations

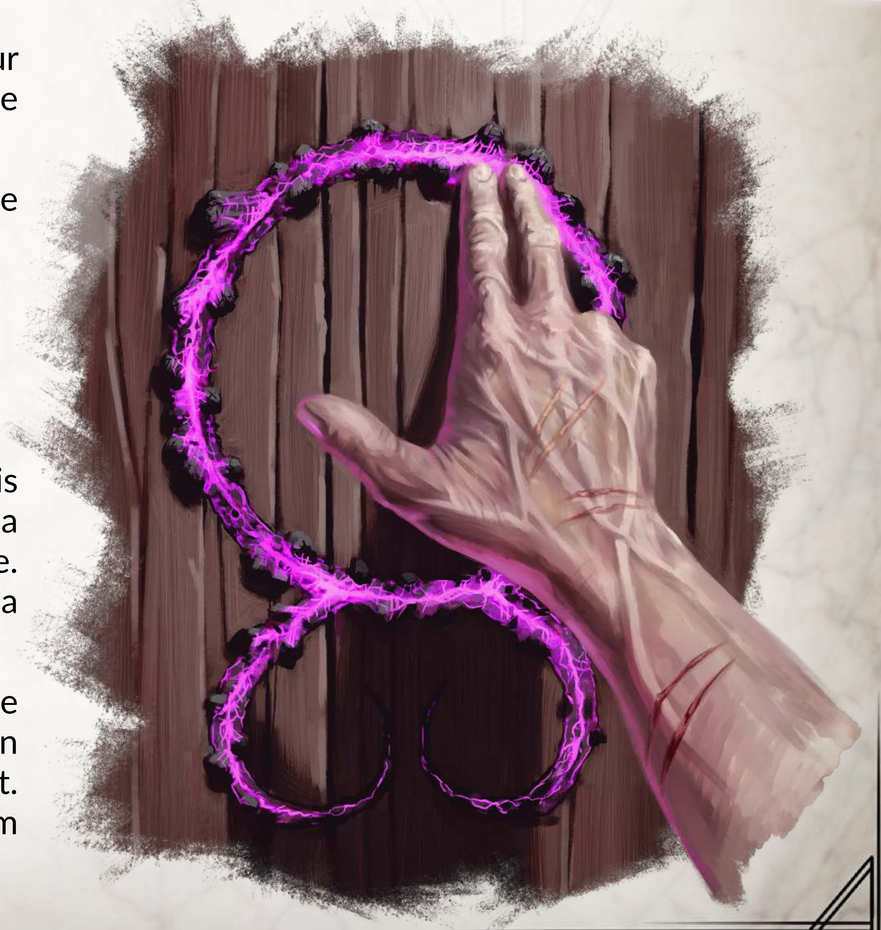
It is vital that your allies stay out of range until this technique has been triggered. However, if you set a trigger that isn't met, this technique will go to waste. Be mindful that the trigger you set meets the criteria that you want it to.

Also, ensure that if you select an object for the target of *symbol*, that you cast it on its surface, not in a manner where it is concealed 'within' the object. This will allow for the object to be moved away from where the spell was cast.

Variations

Combine this spell with *forcecage* (PHB, p243) to keep your enemies in range of the spell's death effect for multiple rounds. Ensure the trigger is set to meet these specific conditions.

Another variation is to combine this technique with *unseen servant* (PHB, p284) or *mage hand* (PHB, p256) to put the object into the target's pocket.



Twin Trick

Prerequisites: An artificer, bard, cleric (Trickery Domain), sorcerer, or wizard with an available 1st level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *disguise self* (PHB, p233), *friends cantrip* (PHB, p244).

Preparation Time: 2 rounds.

Material Components: A small amount of makeup applied to the face as the *friends cantrip* is cast.

Other Required Components: N/A

Description

This technique combines the use of the *disguise self* spell and the *friends cantrip* to perform trickery on two or more people.

The idea is that the caster uses *disguise self* to change their appearance to look identical to a particular person in order to imitate them. The caster then uses the *friends cantrip* to charm the target, knowing they will become hostile towards the person being imitated. The caster can then remove themselves from the area, and allow the friends spell to wear off (unseen by the target), who will now be aware that their mood was 'magically influenced' and become hostile towards the person they 'saw' and interacted with, whilst under the effects of the *friends cantrip*.

An example might be where a wizard casts *disguise self* on themself to look like a major boss villain, then charm one of the villain's main goons using the *friends cantrip*. The wizard then removes themself from the area whilst the effects of the *friends cantrip* wears off, leaving the formerly '**charmed**' goon to become hostile towards, and likely attack, the boss villain; or perhaps even betray the boss villain entirely.

Instructions

1. Use action on 1st round to cast *disguise self* so you look like the person you wish to be the target of the '**charmed**' target's hostility.
2. On the 2nd round, find the target of (and then cast), the *friends cantrip*. Get the target making as many Charisma (Persuasion, Intimidation, or Deception) checks as possible within the first 30 seconds of the spell.
3. Use the final 30 seconds of the *friends cantrip* duration to remove yourself from the situation and make yourself scarce while the *disguise self* spell is still in effect.
4. Once out of sight of the '**charmed'** target, drop the *disguise self* spell.
5. Wait for the fun to begin as the effects of the *friends cantrip* wears off the target and they become hostile towards the person you imitated. Sit back and watch the events unfold, hopefully to your benefit.

Utility

This technique offers a clever way to trick two or more people into thinking someone else used magic on them to alter their moods. Use it to:

- gain access to heavily guarded places by causing disruption within the ranks of the guards.
- cause political fallout to ensure unrest, and overthrow governments and monarchies.
- alter social situations to your favor by causing hostility between otherwise friendly parties.
- commit a crime and implicate someone else for it.

Cautions and Limitations

Be sure to leave the scene of the social interactions with the *friends cantrip* well before the 1-minute duration is up. You don't want to be around the target of the *friends cantrip* when it wears off, disguised as the new target of their enmity. It is recommended to give yourself at least 30 seconds to make your escape.

Ensure the original person you are attempting to imitate is not within the vicinity of where you are performing the twin trick. It might unravel your entire plan when the **charmed** person realizes you may not be the person you are pretending to be.

Twin Wreathes of Flame

Prerequisites: A sorcerer with an available 1st level and 5th level spell slot (or the ability to cast the required spells), and the required spells known.

Required Spells: *sleep* (PHB p276), *immolation* (XGtE, p158).

Preparation Time: N/A

Material Components: A pinch of fine sand, rose petals, or a cricket.

Other Required Components: 5-7 sorcery points.

Description

Metamagic options are one of the greatest benefits of being a sorcerer. Use them with this simple technique for maximum impact in the early stages of a battle. Kick open the door, and using the Quickened Spell Metamagic option, cast *sleep* on your enemy, and then follow it up next round with the Twinned Spell Metamagic option to cast *immolation*. Not only do you hit one helpless opponent with wreathing flames, but you also cause significant shock and awe by hitting a second target in the same round.

This technique is specific to sorcerers.

Instructions

1. Cast *sleep*. As an option, cast it using the Quickened Spell Metamagic option. Ensure you cast this spell at a high enough level to affect your target.
2. Next round, cast *immolation* using the Twinned Spell Metamagic option, targeting the **unconscious** enemy, and another enemy target.

Utility

This technique offers a clever way to double your immediate impact in the early stages of a battle. Use this technique to:

- quickly remove two, or even three, enemy opponents from combat.
- maximize the damage from the *immolation* spell.

Cautions and Limitations

As soon as the **unconscious** enemy takes damage from the *immolation* spell, and at the end of each of its turns, the target will get to make a saving throw against further damage from the spell. Additionally, *immolation* is a concentration spell and the technique could end early if the spellcaster loses or breaks concentration.

Finally, the *sleep* spell's success is largely dependent upon high dice rolls, and since the spell affects creatures with the lowest number of hit points first, it may interfere with affecting a specific target. Another caution with this technique is that



the targets of *sleep* can be brought out of its magical slumber if someone uses an action to shake or slap the sleeper awake.

Variations

Combine with the Empowered Spell Metamagic option to increase the amount of damage dealt. Empowered Spell Metamagic option is a great option to choose as it is one of the few options that can be doubled up with other options.

If you have an ally cleric or bard having them cast the *bane* spell during your first round will help ensure your burning targets continue to take damage every round.

Unlocked Mouth Trap

Prerequisites: An artificer, bard, or wizard with two available 2nd level spell slots (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *arcane lock* (PHB, p215), *magic mouth* (PHB, p257).

Preparation Time: N/A

Material Components: gold dust worth at least 25 gp, a small bit of honeycomb, and jade dust worth at least 10gp (all of which the spell consumes).

Other Required Components: A trapdoor, a spring-loaded treasure chest, or trap components (see below).

Description

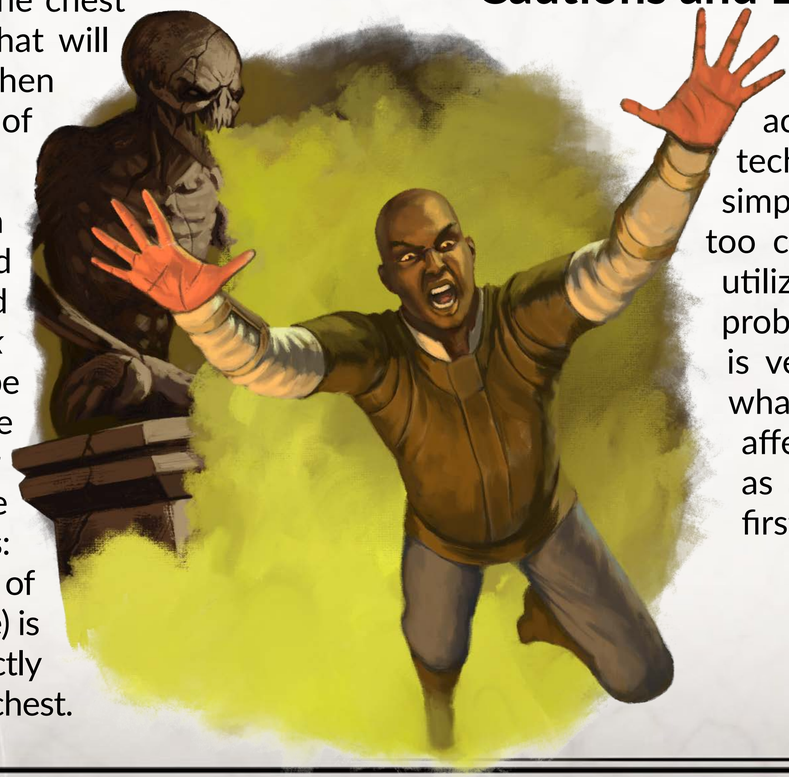
This technique allows DMs to cleverly trap adventurers by combining two 2nd level spells: one of which activates (or more accurately, deactivates) the other. Bear in mind that *magic mouth* can be cast as a ritual.

The 'form' that the trap's damage takes is entirely up to you. This technique focuses on a trap involving poisonous gas that encompasses anyone within 5 feet of the treasure chest.

How this technique works is *arcane lock* and *magic mouth* both get cast on the same object: a spring-loaded treasure chest. Whenever the parameters of *magic mouth* are met, the chest utters the password of arcane lock, suppressing its effects, and unlocking the treasure chest. The chest 'springs' open and releases a cloud of poisonous gas, affecting all creatures within 5 feet of the chest.

Instructions

1. Set trap inside the treasure chest at the prescribed location, and set it to trigger when the chest is opened. Close the chest.
2. Cast *arcane lock* on the chest and set a password that will suppress *arcane lock* when spoken within 5-foot of the treasure chest.
3. Cast *magic mouth* on the treasure chest and implant the password you set for *arcane lock* as the message to be uttered. Then set the conditions or parameters to activate magic mouth, such as: when a creature of (certain race and/or size) is within 5 feet and directly in front of the treasure chest.



Utility

This technique offers a clever way to create 'self-activating' traps. Use it to:

- rig a trapdoor that drops creatures (or PCs) into a pit trap.
- unsettle adventurers wandering carelessly through a dungeon.
- discourage looters from trying to open and plunder every single chest they come across.
- slow down or hinder an adventuring party.

Cautions and Limitations

The only real caution here is to ensure that the wording to activate *magic mouth* is clear. This technique will work best with simple and basic traps, so getting too complicated an idea of how to utilize this technique could also be problematic. The *magic mouth* spell is very broad in its description of what causes the activation of the affected object, so if using this idea as a player, check with your DM first.

Unseen Mule

Prerequisites: An artificer (Alchemist), bard, druid (Circle of the Land - Underdark, Circle of the Land - Grassland, Circle of Spores), sorcerer, warlock, or wizard with an available 2nd level and 3rd level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *gaseous form* (PHB, p244), *invisibility* (PHB, p254).

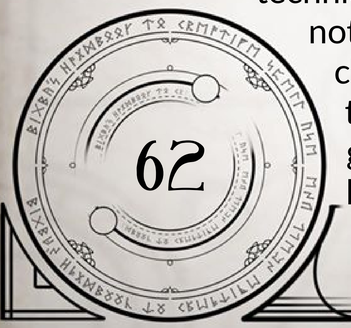
Preparation Time: N/A

Material Components: A bit of gauze, a wisp of smoke, and an eyelash encased in gum arabic.

Other Required Components: N/A

Description

This is a very versatile technique with multiple uses. Requiring two spellcasters, the technique turns one willing creature, including everything it is wearing and carrying, into an **invisible** misty cloud for up to 1 hour. The order of the casting for this technique is crucial, for it is difficult, if not impossible, to touch a misty cloud. After successfully working this spell technique, where you go with it, and what you do, is limited only by your imagination.



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The beauty of this combination is that all gear and equipment that the target is wearing or carrying also becomes an **invisible** mist, able to move through small spaces such as under doors, through prison bars, through keyholes, even able to fly up to higher levels within a building or structure. The uses for this technique truly are unlimited.

Additionally, the target has resistance to nonmagical damage, and advantage on Strength, Dexterity, and Constitution saving throws.

Instructions

1. *Optional Step* - load the target of the technique up with as much gear and equipment as their carrying capacity will allow.
2. Cast the *invisibility* spell on the target.
3. Cast the *gaseous form* spell on the target.

Utility

This technique offers clever ways to scout, spy, or sneak around people, areas, and objects. Use this spell technique to:

- listen in undetected on a privileged conversation.
- scout ahead whilst adventuring.
- move gear and equipment unnoticed past physical barriers.
- sneak past a sentry post and into a restricted area.

Cautions and Limitations

Both of these spells are concentration spells, so two spellcasters will be required. This will also mean that either spell could end early if either spellcaster loses or breaks concentration.

The target is somewhat limited in its movement, having a fly speed of just 10 feet. It is important to note here that liquids are now considered solid surfaces whilst in *gaseous form*. This shouldn't cause too much concern though, as the target can still move up to 200 feet in 1 minute (10 rounds) or 12,000 feet (about 2.25 miles) in an hour.

Be mindful that the target will not be able to talk or manipulate objects, and they won't be able to use, interact, or drop any objects they are carrying or holding. Additionally, the target is unable to attack or cast spells in this form. If either spell ends early, be mindful of the restrictions on the target from each spell individually.

One final caution: the casters left behind maintaining concentration on the relevant spells won't be aware of the mule's circumstances and wouldn't know if or when the 'mule' wants the spells to be dropped. A potentially better option is to have the 'mule' cast *gaseous form* on themselves, leaving the other spellcasters to cast *invisibility*, giving them more choice under any given circumstance.

Use Your Illusion

'All combat is won by, and based on, deception. And it is here, that magic holds the key'.

Prerequisites: An artificer, cleric (Arcana Domain, Knowledge Domain), or wizard with an available 4th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *minor illusion* (PHB, p260), *arcane eye* (PHB, p214).

Preparation Time: N/A

Material Components: A bit of bat fur and a bit of fleece.

Other Required Components: N/A



Description

This technique is particularly useful when a party encounters a room with multiple entries (and multiple enemies) that they need to pass through. It allows the adventurers to create a distraction, so as they can storm the room (with the possibility of surprising the room's occupants) and gain a tactical advantage in the process.

Instructions

1. Use action on 1st round to cast *arcane eye* on the other side of the door.
2. On the next round, cast *minor illusion* to create a knocking sound emanating from a door or wall on the other side of the room.
3. Wait until all of the room's occupants are looking in that direction and then storm the room.

Utility

This technique offers a clever way to scout a room to gain a tactical advantage as you prepare for battle. Use it to:

- determine the best course of action when encountering a room (fight or flight).
- distract the occupants of a room to gain a tactical advantage.
- create a battle plan with a higher chance of success.
- draw enemies to certain parts of the room to set up the battlefield for maximum tactical advantage, such as for area of effect spells and the like.

Cautions and Limitations

The main caution with this technique is that *arcane eye* is a concentration spell, and the spell could end early if the spellcaster loses or breaks concentration.

The other limitation is the range of *minor illusion* so the door or wall that is being used as the target of the 'knocking' sound, must be within 30 feet of the caster.

Bigby's Laboratory of Latent Wonders

Many of my experiments, though showing some real promise, still needed refinement before being released into the natural world. Others, though sound in theory, proved much more difficult in practice. It would be such a waste to throw these concepts away. So, I carefully arranged them into a secret collection where I could leave them to 'steep.' Perhaps when I return to them, I will find the fully matured techniques that they were always destined to be.

What follows is the smaller collection of techniques that may need to be worked into your game with the assistance of your DM. Some simply have an element where DM fiat would come into play, whereas others are just too obscure in their interpretation to be easily explained by RAW. Others still, have meanings that could be interpreted in one of a multitude of ways. Either way, we hope that you get to enjoy the creative elements of play that these techniques were designed to elicit.



To the Contents

Ghost in a Jar

Prerequisites: An artificer (Alchemist), cleric, paladin, warlock (The Undying), or wizard with an available 4th level, 6th level, and 8th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *clone* (PHB, p222), *magic jar* (PHB, p257), *death ward* (PHB, p230).

Preparation Time: N/A

Material Components: A diamond worth at least 1,000 gp and at least 1 cubic inch of flesh of the creature that is to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water, and a gem, crystal, reliquary, or some other ornamental container worth at least 500 gp.

Other Required Components: N/A

Description

When wading into battle, it pays to have a backup plan. Though sophisticated, resource-heavy, and time-consuming, this spell technique effectively creates a body double to be used as a backup for your soul in the event of a catastrophe. With a healer in the party, who knows, it could be a plan that can be used time and time again.

Instructions

1. Cast *clone* on target and wait 120 days for the *clone* to mature.
2. Cast *magic jar* on self, targeting the *clone*.
3. Have a spellcaster cast *death ward* on the cloned body that you now inhabit.
4. Store the original body in a safe place.
5. Engage in combat or other required activities.

Utility

This technique offers a clever way to circumvent the limitations of both the clone and *magic jar* spells, while simultaneously benefitting from the *death ward* spell. Use this spell technique to:

- create a possible never-ending expendable combat double.
- create a way to test dangerous conditions without risking your life.

Cautions and Limitations

This spell requires a significant amount of time, resources, and spell slots to be created and maintained. At its most minor application, this spell technique staves off death in a way that may be deemed unnecessary by the party and runs the risk of falling apart if all members do not maintain their end of the bargain. Additionally, ambiguity surrounds the technique due to the exact notion of soul transference. Does the clone accept the soul only if the original creature dies? Is the clone considered to have a soul, and if not, will that still allow the transference of a soul using *magic jar*?

The major drawback, or risk, to using this technique (if approved by your DM) is that you must use your action to return from the host body to the container, and the container must be within 100 feet of you. This will mean that the ‘clone’ will always need to be within 100 feet (depending on circumstances, potentially 100 feet + your movement speed) for this technique to work. Why?

If the host body dies while you're in it, the creature dies, and you must make a Charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die.



If the clone takes damage that reduces it to zero hit points, *death ward* will reduce it to 1 hit point instead. If another attack hits the clone before your next turn, and the damage kills the clone, your character dies as well. What reduction in hit points, or circumstances constitutes the clone 'dying' will be up to your DM, and should be thoroughly discussed before implementing or using this technique.

The final caution is that If the container is destroyed or the spell ends, your soul immediately returns to your body. If your body is more than 100 feet away from you or if your body is dead when you attempt to return to it, you die. As previously mentioned, this is a high-risk technique that requires a lot of things to 'fall into place'.

This spell technique should be presented to the DM for approval.

Mystery Spot

Prerequisites: An artificer, bard, cleric (Order Domain, Trickery Domain), paladin (Oath of Conquest, Oath of Vengeance, Oathbreaker), sorcerer, warlock, or wizard with an available 1st level, 4th level, and 5th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *feather fall* (PHB, p239), *dimension door* (PHB, p233), *dominate person* (PHB, p235).

Preparation Time: Minimum 2 rounds.

Material Components: A small feather or piece of down.

Other Required Components: N/A

Description

Using the *dominate person* spell to create a pliable target can be seen by some as unsavory, but sometimes someone needs to be 'convinced' to step through a little *dimension door* that unbeknownst to them opens 500ft in the air, allowing you to drop them from a great height.

Until I can be certain of the success of this technique though, I must relegate it to my other works in progress in my Laboratory of Latent Wonders.

Instructions

1. Cast the *dominate person*.
2. If the target fails their Wisdom saving throw, encourage them to accompany you as you cast *dimension door*. Select 500 feet straight up as the final destination of your teleport.
3. Once you and the target begin to fall, use your reaction to cast *feather fall*. If you let the target fall, they will take 20d6 falling damage. If you chose to include them as a target of your *feather fall* spell, you now have eight rounds of falling to cast spells targeting your opponent before reaching the ground.

Utility

This technique offers a clever way to use height against your enemies. Use this technique to:

- remove a powerful enemy from the battlefield.
- isolate and render an enemy effectively helpless for up to eight rounds.
- trick an enemy into a situation where they take massive falling damage.

Cautions and Limitations

The *dominate person* spell allows the target a Wisdom saving throw, but regardless, this technique relies heavily on the DMs' ruling regarding what a **charmed** creature would and wouldn't do. Additionally, *dominate person* is a concentration spell but only needs to be maintained until the target agrees to teleport willingly with you via *dimension door*. The technique will fail, however, if the spellcaster loses or breaks concentration.



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The Ole' One-Two

Prerequisites: A bard, cleric (Trickery Domain), druid, sorcerer, warlock, or wizard with an available 4th level and 9th level spell slot (or the ability to cast the required spells), and the required spells prepared (or known in the case of a non-preparing caster).

Required Spells: *polymorph* (PHB, p266) and *power word kill* (PHB, p266).

Preparation Time: N/A

Material Components: A caterpillar cocoon.

Other Required Components: N/A

Description

Ever wanted to ruin a BBEG's day? Instantly destroy the morale of an entire army by neutralizing their high CR commander? What about killing a tarrasque in 2 rounds? Then this is the spell technique for you!

By simply preparing and 'tenderizing' your target with a simple *polymorph* spell before blasting it with a searing *power word kill* spell, you too can break those end of campaign epic bosses with this simple yet powerful combination.

Due to the wording of *polymorph*, what happens to a transformed target when killed is open to interpretation:

'The transformation lasts for the duration, or until the target drops to 0 hit points or dies…. 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.'

Again, we have a technique here that is still in its developmental stages and remains in my laboratory works.

Instructions

1. Cast *polymorph* on target, forcing them to make a Wisdom saving throw against your spell DC. Transform the target into a beast that has 100 or fewer hit points.
2. Cast your *power word kill* spell at the now polymorphed target, instantly killing the creature/target.
3. On subsequent rounds, laugh in the faces of remaining enemies as you flaunt your might!

Utility

This technique offers a powerful way to deal with powerful enemies. Use it to:

- kill a high hit point creature quickly.
- remove high damage dealing threats to your party in mere moments.
- intimidate a powerful enemy's minions.
- send a powerful statement to your enemies.

Cautions and Limitations

When using this technique against a legendary creature, which, given the high-level nature of the spells, is the most likely opponent, you will use this technique against, pepper them with a myriad of multiple low-level spells that require saving throws. This will cause the creature to 'waste' all of the uses of their finite legendary resistance ability, giving your party a real chance at successfully using this technique against them.

It is also worth reminding that *polymorph* is ineffective against shapechangers. When selecting the creature to transform the target into, it is imperative that you choose a beast that has maximum, 100 hit points or fewer.

Finally, *polymorph* is a concentration spell, and the technique could end early if the spellcaster loses or breaks concentration before *power word kill* is cast.

This spell technique should be presented to the DM for approval.

T-Rexcellent Pixies

Prerequisites: A druid, or ranger with an available 4th level spell slot (or the ability to cast the required spell), and the required spell prepared (or known in the case of a non-preparing caster).

Required Spells: *conjure woodland beings* (PHB, p226).

Preparation Time: N/A

Material Components: Eight holly berries.

Other Required Components: A suitable hiding place for conjured pixies.

Description

This is a spell technique that I have been working on for quite some time in my 'Laboratory of Latent Wonders.' It's not quite ready for the big time, and some testing is still required, but its visual application gets me superbly excited.

Need to prepare your party for an upcoming battle to make them a little more terrifying than the standard adventuring party? Need to scare those meddling orcs and goblins that continually come flooding over the nearby hills? Simply want to have a team of T-Rex's chomping heads off? Then this is the technique for you!

To the Contents

Conjure a team of those trickster pixies who can work their bizarre magics to transform you and your party into terrifying, multi-attacking, Tyrannosaurus rexes, tearing your enemies to shreds. You'll even get a decent meal in the process.

Disclaimer: Caster beware! Please see the cautions and limitations section below, as this technique is still very much in its developmental stage.

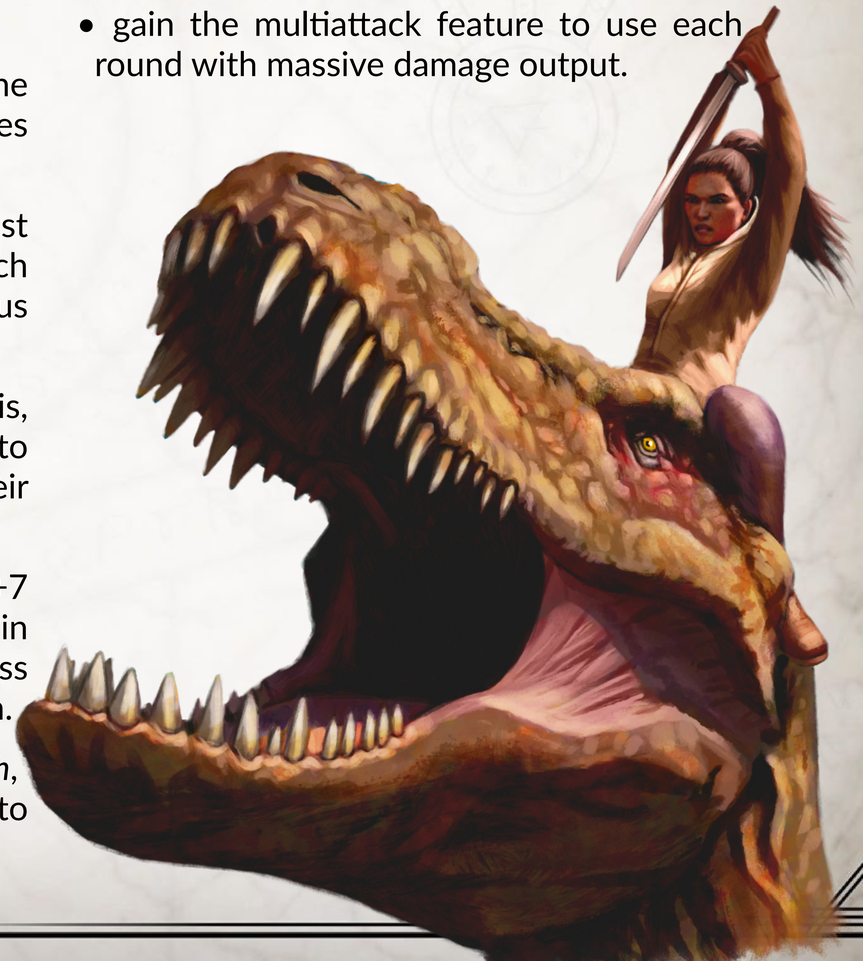
Instructions

1. In preparation for an upcoming battle, cast the *conjure woodland beings* and conjure eight (8) pixies (challenge rating 1/4).
2. Command your army of mischievous pixies to cast their once per day *polymorph* spell on you and each of your party members, turning you into vicious Tyrannosaurus rexes.
3. Note: Only have the number of pixies doing this, equal to the number of party members wishing to transform. The remaining pixies can save their castings for a later round.
4. Command the pixies to hide using their +7 modifier to Dexterity (Stealth) checks and maintain concentration on the spell. Hidden pixies have less chance of taking damage and losing concentration.
5. Command any pixies still able to cast *polymorph*, to transform any party member who reverts back to their original form, into a Tyrannosaurus rex.

Utility

This technique offers a clever way to fortify your party and terrify your opponents. Use this spell technique to:

- break your opponent's morale with a single combined roar.
- provide each member of the party with 136 additional hit points while in T-Rex form.
- gain the multiattack feature to use each round with massive damage output.



Cautions and Limitations

Both the *conjure woodland beings* spell and the *polymorph* spell have a duration of 1 hour, be sure to choose your timing correctly.

Both of these spells are concentration spells, so this technique could possibly end early if any of the spellcasters (especially the caster of conjure woodland beings), loses or breaks concentration.

Tread with caution! There has been discussion in the official Sage Advice Compendium around the application of the *conjure woodland beings* spell. While not stated (rules as written) in the spell description, sage advice has retconned that the spell should give the choice of the woodland beings that are conjured, to the DM. This is why this technique, which is still in its developmental stages, remains in my laboratory works.

It is highly recommended that you discuss the application of the spell with your DM ahead of time and establish a status quo as to how the spell works, whether you as the caster decides the beings conjured, or the DM.

This spell technique should be presented to the DM for approval.

Contributors

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Justyn has worked on a number of DMs Guild projects, both as a writer and an editor. His works include 'Artifacts of the Guild', 'Advanced Arcana', 'Myriad, City of Tiers', 'Faiths of the Forgotten Realms 2', and 'Blackstaff's Tome of Wizardry'.

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- Green-Flame Adept,
- Jump in the Fire,
- Knock, No Knock,
- Rain of Fire,
- The Flying Gnome,
- Unlocked Mouth Trap,
- Unseen Mule,
- Use Your Illusion

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- Poor Man's Wall of Ice,
- Secret Pocket Passenger,
- Sickening Death,
- Such a Grewt-Friend,
- The Ole' One-Two,
- T-Rexcellent Pixies,
- Twin Trick

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Shrouded in mystery, hidden in darkness, and rumored to be the chosen of Dumathoin (because he started the rumor) Micah is the owner of Pyromaniac Press, and Platinum Bestselling D&D 5e designer. Known widely for his epic adventure path 'What Lies Beyond Reason', the 'Blackstaff's Tome of Wizardry', and the hardcover deity supplements 'Faiths of the Forgotten Realms 1 & 2'.

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- Back You Go,
- Hide and Seek Champion,
- Leomund's Archery Redoubt,
- Minor Illusion and its Many Uses,
- Orbital Bombardment,
- Slippery Slayer,
- Slow and its Strategic Uses,
- The Furnace

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Haggard Clint has worked in games since 2003 and has earned credits in Ty the Tasmanian Tiger 3: Night of the Quinkan, Star Wars: The Force Unleashed, Hellboy: The Science of Evil, Transformers: Rise of the Fallen, and many more. Leaping into the TTRPG scene in 2018, Clint has earned metals on both the DMsGuild and DriveThruRPG with The Chronomancer's Guide to the Future.

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- Artful Dodger,
- Beacon of the Unicorn,
- Bigby's Firm Handshake,
- Dark Side of the Moon,
- Ghost in a Jar,
- Mazed and Confused,
- My Pet Elemental,
- Planter Box

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- A Quiet Place,
- Chestnuts Roasting,
- Convalescing in the Dark,
- Damned if you do, Damned if you Don't,
- Grease Lightning,
- Hear no Evil, See no Evil,
- Money Monsters,
- Red Rum

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- Light Watchmen,
- Mystery Spot,
- Ragdoll,
- Take Cover,
- The Blender,
- The Flash,
- Trojan Horse,
- Twin Wreathes of Flame