

The Puppeteer

HOMEBREW

SpellCaster Class for 5E



Puppeteer Class

Level	Proficiency Bonus	Features	Puppeteering Uses (minimum)	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Puppeteering, Spellcasting	1	2	2	—	—	—	—	—	—	—	—
2nd	+2	Magical Influence	1	2	3	—	—	—	—	—	—	—	—
3rd	+2	Puppeteer Calling, Puppet Shield	1	2	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	1	3	4	3	—	—	—	—	—	—	—
5th	+3	Calling Feature	2	3	4	3	2	—	—	—	—	—	—
6th	+3	Puppet Spellcasting	2	3	4	3	3	—	—	—	—	—	—
7th	+3	—	2	3	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, Empowered Puppet	2	3	4	3	3	2	—	—	—	—	—
9th	+4	—	2	3	4	3	3	3	1	—	—	—	—
10th	+4	Ally Puppeteering, Calling Feature, Puppeteering (Upgrade)	2	4	4	3	3	3	2	—	—	—	—
11th	+4	—	3	4	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	3	4	4	3	3	3	2	1	—	—	—
13th	+5	—	3	4	4	3	3	3	2	1	1	—	—
14th	+5	Enemy Puppeteering	3	4	4	3	3	3	2	1	1	—	—
15th	+5	Calling Feature	3	4	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	3	4	4	3	3	3	2	1	1	1	—
17th	+6	—	3	4	4	3	3	3	2	1	1	1	1
18th	+6	Tool Mastery	3	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	3	4	4	3	3	3	3	2	1	1	1
20th	+6	Puppet Master	4	4	4	3	3	3	3	2	2	1	1

Quick build

You can make a Puppeteer quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution or Dexterity. Second, choose the guild artisan background.

Class Features

As a Puppeteer, you gain the following class features

Hit Points

Hit Dice: 1d6 per Puppeteer level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Puppeteer level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple Weapons, Blowgun, Hand-Crossbow, Longsword, Net, Rapier, Scimitar, Shortsword, Whip

Tools: Choose two Artisan Tools to gain proficiency with.

Saving Throws: Charisma and Dexterity

Skills: Choose two from Acrobatics, Arcana, Deception, Intimidation, Medicine, Performance, Persuasion, Perception, Stealth.

Equipment

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

- (a) a shortsword or (b) a scimitar
- (a) leather armor or (b) padded armor
- (a) a hand crossbow and 20 bolts or (b) a sling
- (a) a entertainer's pack or (b) a explorer's pack
- a crude/basic 25lb Puppet made from one of the tools you are proficient in.



Magical Puppet Strings

A Puppeteer using the *Puppeteering* feature, extends their hands and has *Magical Puppet Strings* spring forth. Your strings attach to each limb/edge of the object allowing you to properly control your Puppet's movements. Magical Puppet Strings maintain a direct path between you and your Puppet: cannot get tangled or be grabbed and can go through walls and other objects or creatures harmlessly. Magical Puppet Strings have a different color for each caster. Regardless of the color of the strings, they shed a faintly bright light making it clearly visible. The strings exist on the ethereal plane as well, and only break when the Puppet is more than 100ft from you. If your Puppet is forced beyond it's maximum range by an outside force, your strings automatically sever. If a Antimagic field is between you and your Puppet, the strings are severed. Magical Puppet Strings do not get in the way of somatic component for spellcasting.

Spellcasting

As a weaver of magical strings, you can cast Puppeteer spells. See chapter 10 in the player's hand book for the general rules of spellcasting and Page 12 for the Puppeteer spell list.

Cantrips

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

Preparing and Casting Spells

- The Puppeteer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.
- You prepare the list of Puppeteer spells that are available for you to cast, choosing from the Puppeteer spell list. When you do so, choose a number of Puppeteer spells equal to your Charisma modifier + your Puppeteer level (minimum of one spell). The spells must be of a level for which you have spell slots.
- For example, if you are a 3rd-level Puppeteer, you have four 1st-level and two 2nd-level spell slots. With a charisma of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.
- You can change your list of prepared spells when you finish a long rest. Preparing a new list of Puppeteer spells requires time spent in meditation and pouring over Puppet designs: at least 1 minute per spell level for each spell on your list.

Ritual Casting

You can cast a Puppeteer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Ability

Charisma is your spellcasting ability for your Puppeteer spells. The power of your spells comes from your devotion to your deity. You use your Charisma whenever a Puppeteer spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Puppeteer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus +
your Charisma modifier

Spellcasting Focus

While being carried or controlled any Created Puppet is considered your spellcasting focus for your Puppeteer spells.

Basics of Puppets

Starting at 1st Level- you learn the basics of Puppet Magic, and how to control a object.

- **Puppeteering**- as a Bonus action: You may expend a *Puppeteering use*, You then attach *Magical Puppet Strings* to a inanimate object that isn't being carried nor worn (The object cannot be a corpse.). The object becomes your "*Puppet*". The object may be suspended off the ground by your strings, as if floating. Your Puppet does not have it's own turn, it moves/operates during your turn.
- Your Puppet has a movement speed of 25ft.
- **Actions**- As a Action during your turn, You can operate your Puppet to perform any of your actions through it: Skill checks, Help action, Attack actions. etc.
- As a **Free Action**: You can have your Puppet follow you, maintaining it's distance to you without using it's own movement.

You can concentrate on Puppeteering for a number of hours equal to half your Puppeteer level rounded down (minimum of one.).

(This feature requires both hands.) (The object must be 100lbs or less.) (You can control the object up to 100ft away.)

Your Puppet uses your Charisma Modifier for any attacks, ability checks, Saving throws it might have to do.

Puppets can only perform actions that the Puppet's form would allow.

Puppets cannot carry more then their own weight. (100lb Puppet can carry 100lbs additional weight.) (Puppets cannot float when they're Max carrying weight.)

You may use Puppeteering a number of times equal to your charisma modifier. During a Short Rest 2 expended uses of Puppeteering are replenished. During a Long Rest, all expended uses of Puppeteering are replenished.

(Puppeteering in all of it's forms is treated as a spell.)

(Puppets are considered Objects/Constructs when targeted by a Spell.)



Magical influence

2nd level- learn to become one with your Puppet, this helps you control your Puppet remotely.

- **Puppet Senses-** As an Bonus action: You may link you senses: See, Hear, and Speak through a Created Puppet. (You may choose any or all Senses to be linked and you may turn the senses on and off as you feel necessary as a bonus action.) (Your body is Blind, Deaf, Mute depending on which sense is currently linked.) (If you have any Mental *Feats* you may use them while you share senses with your Puppet.)
- **Hidden Strings-** As an Bonus action: You may expend a spell slot of 1st level or higher: make your strings *Invisible*. (While the Magical Puppet Strings are invisible to everyone else, you and the creature the strings are connected to, can always see the faint color of the strings.)

Puppet Shield

At 3rd level- If you (or an ally within 25ft of your Puppet) are targeted with a ranged attack or a spell that targets only one creature; You may use your Reaction to move your Puppet in between You(Ally) and the source of the attack. The Puppet becomes the new target for the attack. (You may use this reaction twice per a Long Rest.)

Puppet Spellcasting

6th level- You are able to cast any 3rd Level spell or lower with the range of "Self" or "Touch" through any Created Puppet as if it had cast the spell itself. This includes spells that require a melee attack.

Empowered Puppet

8th Level- You're able to channel your magic directly through your Puppet now. While your strings are attached to an object it has resistance to nonmagical damage. When a Puppeteered Object makes an attack it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Puppeteering (Upgrade)

10th level- You've mastered Puppeteering inanimate objects. **Puppeteering-** No long requires concentration, also only requires one hand to operate a Puppet. You can operate a second Puppet by expending another Puppeteering use. Controlling two Puppets requires concentration however. When you take the attack action with your Puppet while controlling two Puppets, both Puppets attack together on the first attack of your turn. (You can still only control one Corpse Puppet.)

Ally Puppeteering

10th Level- Now it's time to use your magic on ally creatures.

- **Ally Puppeteering-** As an Action, You may expend a *Puppeteering Use*: You may attach your *Magical Puppet Strings* unto an Ally within 50ft of you. While your strings are connected, your Ally has their rate of descent while falling slowed to 60 feet per round.
- (*Ally Puppeteering* requires your Concentration up to 1 hour.) (This feature requires both hands.)
- As a **Action-** If your Ally is willing, you may perform Your attack action through your Ally. You use your charisma modifier for the attack and damage rolls. You may add your's and your ally's features and feats or any other modifier that is applicable into this attack action.
- As a **Bonus action-** You may expend a spell slot of 3rd Level or higher give your connected ally resistance to all nonmagical damage for their next 2 turns.
- As a **Bonus action** at the end of your turn- give your connected Ally a continuous Help-action effect until the start of your next turn.
- As a **Reaction-** If Your Ally is inside a spell's area of effect, and isn't being targeted directly by the spell, you can pull your Ally directly to you if you are outside of it's effects. (This movement doesn't provoke attacks of opportunity.)
- (If you or your ally step beyond 50ft of each other the strings do not break, but fade in color and your ally loses all benefit's until you're within 50ft again then the effects resume.)

Enemy Puppeteering

14th Level- Your Puppeteering magic works on all creatures. Including the unwilling ones.

- **Enemy Puppeteering-** As an Action, You may expend a *Puppeteering Use*: Target must succeed a Charisma Saving Throw against your spell save DC or, You may attach your *Magical Puppet Strings* unto an Enemy within 50ft of you. The target's movement is reduced by half while your strings are connected.
- (*Enemy Puppeteering* requires your Concentration up to 1 minute.) (This feature requires both hands.)
- As a **Action-** You may yank your strings and pull the connected enemy 10ft towards you, target must succeed a Dexterity saving throw or be knocked prone as well.
- As a **Bonus action-** You impose disadvantage on all attacks of the connected opponent until the start of your next turn.
- As a **Bonus action** at the end of your turn- You may impose disadvantage on all of the connected opponent's skill checks or saving throws until the start of your next turn. (Except against the **Enemy Puppeteering** saving throw.)
- (If you or the enemy step beyond 50ft of each other, the strings will break, ending all effects.)
- Your opponent may attempt a Charisma Saving Throw to break free of **Enemy Puppeteering** at the end of their turn.



Tool Mastery

18th level gain the following feature:

Double your proficiency bonus with all tools you already have proficiency with at the time of gaining this feature.

Puppet Master

20th Level gain the following upgraded feature:

Ally and Enemy Puppeteering only requires one hand and no longer requires concentration. Puppeteering 2 of any combination of Puppets or Creatures requires concentration however. While operating a Enemy and an Ally, you may use all of Ally Puppeteering features as bonus actions (Except it's reaction stays the same.) and all of Enemy Puppeteering features become Actions. If you wish to use both of the "at the end of the turn" effects, you may use your action and bonus action at the same time to apply both effects and then end your turn. If you are Puppeteering 2 Allies you must target one of your allies when applying an effect. (Same goes for Puppeteering 2 enemies.) You may however use your Attack Action through both of your Allies, both attack but roll separate attack rolls. When you use your Action to yank the Enemy's strings, the effect is applied to both enemies.

Puppeteers, no matter what their calling, unlock the ability to install one *Special Modification* into a Created Puppet. Calling of the Tinkerer can now install 3 *Special Modifications* into a single Created Puppet. (See page9)

Calling of the Tinkerer

Those who follow the Calling of the Tinkerer, are Obsessed with tools and their Puppets are always, "Just a work in progress".

Tool Expert

Starting at 3rd level- gain proficiency with tinker's tools, if already proficient with tinker's tools you may choose one additional tool proficiency instead. Choose one tool you are proficient with to double your proficiency modifier whenever you perform skill checks with that tool.

Special Modification

At 5th Level- During Downtime you may install a single *Special Modification* into a Created Puppet. (Maximum of one Special Modification per a Puppet. This number increases to two Special Modifications when you reach 10th and then a 3rd Special Modification at 20th level.) (see page9)

Constant Tinkering

At 10th level- **During a Long Rest**- When your Puppet is at full HP, Roll a d10 and add your tinkerer's tool modifiers to the roll. That Puppet gains Temp HP equal to the result. (You may only use this feature once per a long rest.)

Ally Puppeteering (Upgrade)

15th Level- With a single cast of Ally Puppeteering, You may target a Puppet and an Ally. You manipulate each target with a different hand. If you use the Ally attack option: your Ally and your Puppet both attack but roll separate attack rolls.

Proficiency with Tools

Crafting Tools

When crafting Puppets, or Modifying Puppets, your Dm may have you make *Tool Skill Checks*. A failed skill check may set you back some time or waste some of the material used. (Or any other effect the Dm chooses.)

- You may craft Any parts required for a Puppet, as long as you have the appropriate tool proficiency to work with the desired materials.
- Crafting a Puppet requires **1 full week of labor**, also the Materials and the tool proficiency to work those materials.
- Modifying a Puppet with a (Magic) Special Modification requires **1 full week of labor**, and the appropriate materials.
- The crafting time is Halved if you have **expertise** with the tools you're working with.
- When you are crafting a Puppet which requires Metal work done. You may have to craft it near a forge. Metal Puppet maintenance doesn't require a forge however.

Repairing a Puppet

- If a Puppet is 0 HP it is considered "Broken". Broken puppets require materials and the tools used the craft the Puppet to repair it.
- Tinker's tools may be used on your Puppet during any Short/Long rest to repair any damages.
- If you cast "Mending", You may restore a Puppet to full health. (Even if it's "Broken".)
- Repairing a Broken Puppet takes 3 hours, which can also be done during a long rest and you'll still receive the benefit's of the long rest.

Puppet Death!

If your Puppet is reduced to 0 HP, it breaks. A broken Puppet loses 10% of it's material and must be repaired before being **Puppeteered** again. If an attack does double the Max HP of your Puppet in damage it is destroyed instantly. A destroyed Puppet cannot be "fixed", it must be completely rebuilt.



Puppet Creation (DM Discretion!)

Based on your specific design Idea your Puppet's HP and AC will be vastly different when compared the example below.

Size/Weight/Material

- Material and the Weight determine the Puppet's maximum Size.
- Size determines the object's HP.
- The Material Determines AC.
- If you mix 2 or more materials you take the "Average" AC value between the materials provided. (Example: Wood/Stone Puppet AC is 16)

Feats and Features

You are able to use any Feats or any attack based class Features through your Created Puppets.

Puppet Weapons and Armor

- Puppets can wear armor. If a Puppet doesn't wear armor the material they are made of counts as natural armor.
- Puppets can wield weapons. If a Puppet doesn't wield a weapon it may use unarmed attacks. (If the Puppeteer has proficiency with the weapon the Puppet is wielding you may add all normal modifiers to the attack roll and damage. Puppets are proficient with unarmed attacks.)
- Puppets can be designed with improvised hidden weapons built in. These weapons you may add your proficiency modifier to the attack roll and damage, only if you were the one who crafted the Puppet.

Puppet Weight Limit's

Different materials, weigh differently. Be sure to watch your Puppets weight limit during creation. Don't forget to include hidden built-in weapons into the design, they count against the puppet's carred weight. Objects that are picked up apply to your Puppet's carried weight limit. Created Puppets cannot carry more then their own weight. 100lb Puppet can carry 100lbs additional weight. Your Puppet's weapon/armor factors into your Puppet's carried weight as well. (Puppets cannot float when they're at Maxed carrying weight.)

Artificer Infusion Puppets

- Artificers may use Infusion on any Puppet Created by you.
- A Puppet may only have 1 Infusion applied to the body and 1 Infusion applied to a built-in weapon.
- A Artificer may apply any weapon Infusion to any Built-in weapon the Puppet has.
- A Artificer may apply any armor or clothing Infusion directly to your Puppet's body.

Basic Object statics

Your own Created Puppets have their own statistics. Here are some basic statistics from *Dungeon Master Guide*.

Substance	Armor Class
Cloth, Paper, Rope	11
Leather	12
Crystal, Glass, Ice	13
Wood, Bone	15
Stone	17
Iron, Steel	19
Mithral	21
Adamantine	23

Size	Fragile	Resilient	Reinforced
Tiny (Bottle or Lock)	2(1d4)	5(2d4)	10(4d4)
Small (a Lute or Chest)	3 (1d6)	10 (3d6)	21(6d6)
Medium (Barrel or Chandelier)	4 (1d8)	18 (4d8)	36(8d8)
Large (a 10ft by 10ft Window or a Cart)	5(1D10)	27(5d10)	65(10d10)
Huge (15ft by 15ft Window or a Boulder)	6(1D12)	44(6d12)	84(12d12)

Material>	Cloth	Leather	Wood	Metal
(Size) at 25lbs	Medium	Medium	Small	Small
(Size) at 50lbs	Large	Medium	Medium	Small
(Size) at 75lbs	Large	Large	Medium	Medium
(Size) at 100lbs	Huge	Large	Large	Medium

Puppet Attack	Damage
Unarmed	1d4
Weapon	Same Die as weapon normally (Player must be proficient with the weapon to add any modifiers)
Improvised	Some Puppets have weapons built in to them. (DM Discretion)

Spells Targeting your Puppet.

Puppets are considered Constructs/Objects when targeted by any Spell.

Advanced Arts / Crafts of Puppets

Puppet Special Modification Facts

- **Special Modifications** add extra utility in various situations. Your dungeon master may choose to **Allow or Restrict any Modifications**.
- Installing a single Special Modification or Magical Modification into a Created Puppet requires one week of downtime crafting.
- **Magical Modification**- Do not add enough weight to affect your puppet's size. As such, is treated as weightless.
- **Puppet explosion**- The Explosive weight and the Shrapnel Weight are counted separately, but both count toward your Puppet's total weight during creation.
- **Animal forms**- your Puppet moves very similar to the actual creature it's based on, but if a creature investigates your Puppet they must roll against your performance check to discern any differences.
- **Beast of burden**- is a mobile Table essentially.
- **Charge!**- still uses your movement, and is only limited by your movement speed for your turn. If your Puppet runs out of movement for their turn "charge!" ends.

Special Modifications

Effect

Beast of Burden

(Must be a 100lb Created Puppet of wood or metal.) You can craft a Beast of Burden: which can carry 600LBs total weight and can stand on it's own without Puppeteering. (Beast of burden however, cannot perform any actions, bonus actions, reactions nor can it defend it'self in any other way.)

Animal form: Predator

Created Puppets default form can be any Predator "Beast" you have seen. Puppet's movement speed is 35ft and "Pounce". If the Puppet moves at least 10 ft. then immediately hit's a creature with a Attack action, target must succeed a Strength saving throw or be knocked prone.

Spiked Body (Retractable)

(Retractable Spikes function as if (un)sheathing a weapon.) If grappling/grappled at the start of the creature's turn they take 1d6 piercing. When melee attacked without a weapon: Attacker takes 1d6 piercing each attack. Your unarmed melee attacks become a d6 piercing. (Add 20lbs to the carried weight.)

Chemical Body

You can fill your Puppet with acids or poisons, or oil or any other chemical and have them ooze out of every orifice. 1 Flask can coat your Puppet and lasts for 5 rounds or until it's effects are used. Using these flasks is the same as drawing a weapon and is considered a freeaction to do so. if your Puppet lands/receives a melee attack or grapples/grappled the vial's effects are applied. As a Bonus action: your Puppet may ignite any flammable liquid it's secreting. (Each flask weighs 1LB (unless otherwise stated) and adds to the Puppet's carried weight.)

Puppet Senses Upgrade

Choose one your Puppet's senses to improve; eyes or ears. When you use **Puppet Senses** you have advantage on skill checks with the chosen sense.

Special Modifications

Effect

Ball Form (Charge!)

Your Created Puppet can look humanoid, but as a bonus action: can transform into a ball shape (Puppet retains it's size category) and it's movement increases by an additional 25ft. (Ball Form is limited to only taking movement actions.) Anytime the ball moves 10ft, it may activate **Charge! Charge!**: Puppet uses it's movement and is limited to a straight line. Each creature in the ball's path must succeed a Strength saving throw, Failure: target takes 3d10 bludgeoning damage and is knocked away from the ball 10ft and knocked prone. If the target succeeds the save, target takes half damage, **Charge!** ends and the ball is instead knocked away 10ft. (Attacks of opportunity do not trigger when ball is knocked away.) (Creatures a size larger then your Created Puppet have Advantage on the save.)

Puppet Wires

As an **Action**: Your Puppet can perform a ranged attack up to 50ft to wrap the target in metal wires. Target becomes restrained and anchored to the Puppet. As a **bonus action**: Puppet may reel-in a restrained target. A creature can perform Str Save vs your spell DC, when reeling-in and at the start of each of it's turns to end the restrained condition. As a **bonus action**: you may release a creature and reset your wires. (As a **Reaction**: your Puppet may sever the wires, but may not use this again until the metal wire is replaced.) (Requires 55ft of metal wire and 10lbs added to Puppet's carried weight.)

Iron Maiden

If your Puppet has one creature the same size or smaller grappled or restrained, as an action: Puppet opens it's chest and the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Puppet, and it takes (4d6) piercing damage from internal blades at the start of each of the Puppet's turns. If the Puppet is reduced to zero Health, the swallowed creature is released. (10LBs Carried Weight added)

Hollowed Puppet

A completely hollowed-out Puppet is half the normal weight and (Resilient) HP and has a -2 AC reduction. Hollow Puppets sizes are measured as one size larger.

Puppet Blimp (Hollow Cloth Puppet)

(A Created Hollowed Cloth Puppet can weigh 100LB and is Gargantuan size.) Impossible to operate on your own unless, you fill this Puppet with hot air using a source of fire or a magical flame: the Puppet will gain a flying speed of 30ft and supports 300LBs additional weight.

Puppet Explosion (Hollow Wooden Puppet only)

Fill your Puppet with explosives, and metal shrapnel. Your Puppet may activate it's explosive charge as a bonus action. Shrapnel flies twice as far as the Puppet explosion blast radius. (Dexterity Saving Throw for half damage.) (Puppet is Destroyed.) (This Puppet counts as a siege weapon.)

Material	(Explosion) Nonmagical Force Damage	(Shrapnel) Piercing Damage	(Feet) Blast Radius
(1LB+ of Either)	2d6	1d4	5
(5LB+ of Either)	4d6	2d4	10
(10LB+ of Either)	8d6	4d4	20
(25LB of Either)	12D6	8d4	30



Cantrips (0 Level)

Encode Thoughts
Light
Mage Hand
Mending
Message
Mind Sliver
Minor Illusion
Prestidigitation
Produce Flame
Resistance
Shocking Grasp
Thaumaturgy
Vicious Mockery

1st Level

Absorb Elements
Burning Hands
Cause Fear
Charm Person
Color spray
Comprehend Languages
Cure Wounds
Detect Magic
Disguise Self
Dissonant Whispers
Faerie Fire
Frost Fingers
Healing Word
Longstrider
Shield
Sleep
Tasha's Hideous Laughter
Thunderwave

2nd Level

Alter Self
Arcane Lock
Blur
Calm Emotions
Crown of Madness
Detect Thoughts
Dragon's Breath
Heat Metal
Hold Person
Invisibility
Knock
Lesser Restoration
Locate Object
Mirror Image
Misty Step
Nystul's Magic Aura
Pass without a trace
Phantasmal Force
Rope Trick
Suggestion
Warding Bond
Web

3rd Level

Aura of Vitality
Blink
Counterspell
Dispel Magic
Enemies Abound
Fear
Glyph of Warding
Haste
Hypnotic Pattern
Leomund's Tiny Hut
Major Image
Mass Healing Word
Melf's Minute Meteors
Pulse Wave
Sending
Slow
Tongues
Vampiric Touch

4th Level

Aura of Purity
Charm Monster
Compulsion
Confusion
Dimension Door
Elemental Bane
Fabricate
Fire Shield
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Leomund's Secret Chest
Phantasmal Killer
Polymorph
Shadow of Moil
Stone Shape

5th Level

Awaken
Cone of Cold
Dominate Person
Dream
Far Step
Geas
Greater Restoration
Hold Monster
Mass Cure Wounds
Mislead
Modify Memory
Rary's Telepathic Bond
Scrying
Seeming
Synaptic Static
Telekinesis

6th Level

Contingency
Disintegrate
Flesh to Stone
Forbiddance
Guards and Wards
Heal
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Mass Suggestion
Mental Prison
Otto's Irresistible Dance
Programmed Illusion

7th Level

Crown of Stars
Etherealness
Forcecage
Mirage Arcane
Mordenkainen's Magnificent
Mansion
Prismatic Spray
Project Image
Regenerate
Resurrection
Symbol
Teleport

8th Level

Antipathy/Sympathy
Dominate Monster
Feeblemind
Glibness
Illusory Dragon
Maddening Darkness
Mind Blank

9th Level

Mass Heal
Psychic Scream
Weird
Wish

