

LIVING SPELLS

Living spells are found in area where the weave of magic was greatly disrupted. Despite their name, they are not truly living nor are they generally sentient. Instead, they are activated by the pull living creatures exert on the fabric of magic, in the same way that lightning is attracted to high points. However, rumors exist of such spells that have truly gained a measure of sentience. Living spells are as varied as the arcane repertoire from which they originate and only the most common, or dreaded, ones are presented here.

LIVING ACID SPLASH

Small aberration

Armor Class 14 (natural armor)

Hit Points 8(3d6 - 2)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	6 (-2)	1 (-5)	10 (+0)	12 (+1)

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The Living acid splash cannot exist in antimagic fields. If targeted by dispel magic, the spell must succeed on a Constitution saving throw against the caster's spell save DC or be dispelled.

Attuned to the weave. The Living acid splash has advantage on perception roll to detect magic users or character carrying magical objects.

Magic resistance. The creature has advantage on saving throws against spells and other magical effects other than dispell magic.

Actions

Acid splash. *Ranged Spell Attack:* +3 to hit, range 35 ft., one target. *Hit* 6 (1d8 + 2) and the Living acid splash moves adjacent to each target, regardless if the attack hit or missed. This moves does not provoke attacks of opportunity

LIVING FIREBALL

Medium aberration

Armor Class 15 (natural armor)

Hit Points 25(5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	6 (-2)	1 (-5)	10 (+0)	12 (+1)

Damage Immunities fire

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages —

Challenge 3 (700 XP)

Antimagic Susceptibility. The Living Fireball cannot exist in antimagic fields. If targeted by dispel magic, the spell must succeed on a Constitution saving throw against the caster's spell save DC or be dispelled.

Attuned to the weave. The Living Fireball has advantage on perception roll to detect magic users or character carrying magical objects.

Elemental absorption. In addition to being immune to fire damage, whenever the Living Fireball is targeted by an attack that would deal fire damage, it stores the corresponding energy and adds half of the rolled dice (minimum 1) to its next attack. If targeted by more than one attack, only the most powerful attack is taken into account.

Magic resistance. The creature has advantage on saving throws against spells and other magical effects other than dispell magic.

Actions

Scorching Kaboom. *Ranged Spell Attack:* Each creatures within 20 feet of the Living Fireball must make a DC 15 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a succesful one.



LIVING CHAIN LIGHTNING

Medium aberration

Armor Class 15 (natural armor)

Hit Points 78(12d8 +24)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	6 (-2)	1 (-5)	10 (+0)	12 (+1)

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Antimagic Susceptibility. The Living Chain Lightning cannot exist in antimagic fields. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or be dispelled.

Attuned to the weave. The Living Living Chain Lightning has advantage on perception roll to detect magic users or character carrying magical objects.

Fast as Lightning. Attacks of opportunity on the Living Chain Lightning are made with disadvantage.

Magic resistance. The creature has advantage on saving throws against spells and other magical effects other than dispell magic.

DIVINE LIVING SPELLS

While most living spells are arcane in origin, presumably because of the control retained by divine powers on the spells they grant, living spells with a divine origin have been occasionally reported. Some of these can even have beneficial effect such as the wandering "Eagle Splendor" spell that ensured the success of the blushing mermaid pub as a dating hotspot.

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LIVING SIMULACRUM

This living spell generally presents itself as an indistinct shimmering. When activated, it generally takes the shape of the nearest character with the highest charisma (chosen randomly in case multiple characters have the same score) but slightly transparent and diaphanous. In some case, the spell can retain the appearance of creature it encountered earlier, especially if this creature did not survive the encounter. While the most common versions of this living spell have a set power levels, more powerful version can alter their number of hit points and average damage to match that of the creature they are mimicking.

LIVING SIMULACRUM

Medium aberration

Armor Class 15 (natural armor)

Hit Points 225(30d8 +90)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	6 (-2)	12 (+1)	18 (+4)

Saving Throws Int +1, Wis +1, Cha +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons.

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses passive Perception 11

Languages The languages spoken by the creature being mimicked.

Challenge 11 (7,200 XP)

Antimagic Susceptibility. The Living simulacrum cannot exist in antimagic fields. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or be dispelled.

Attuned to the weave. The Living simulacrum has advantage on perception roll to detect magic users or character carrying magical objects.

Magic resistance. The Living simulacrum has advantage on saving throws against spells and other magical effects other than dispell magic.

Actions

Multiattack. *Ranged Spell Attack:* The Living Simulacrum makes three mimicry attacks.

Mimicry attack. *Varies:* +8 to hit, reach varies., one target. *Hit* 14 (4d4 + 4) damage. The type of the damage and the range of the attack varies to replicate that of the weapon carried by the creature being mimicked. If the creature is not carrying a weapon, the simulacrum will mimick its most commonly used weapon or spell, as decided by the Dungeon Master.