

Six Shooter

5th-level evocation (ranger, sorcerer, warlock)

Casting Time: 1 Action

Range: 120

Components: S, M (a ranged weapon)

Duration: Instantaneous

Choose one creature within range. By empowering your weapon, you fire six quickfire shots at the target. Make a separate attack roll for each shot. These attack rolls can't benefit from advantage. The first successful shot deals 1d6 piercing damage. Each consecutive shot deals 1d6 + 1d6 for each shot to previously hit the target.

Barroom Brawl Brew

3rd-level enchantment (sorcerer, warlock, wizard)

Casting Time: 1 Action

Range: Touch

Components: S, M (a vessel filled with liquid)

Duration: Concentration, up to 1 minute

Choose one vessel within range. For the next minute, whenever a creature drinks the liquid inside the vessel, it must succeed on a Wisdom saving throw or become charmed.

While charmed in this way, the creature becomes irritable and prone to violence. It gains disadvantage on Wisdom (Perception) checks and Charisma (Persuasion) checks against it are made at advantage.

If the creature is attacked, it enters a frenzy until the end of the spell, attacking all creatures that have attacked it. If the creature drops to 0 hit points or reduces another creature to 0 hit points, the spell ends immediately.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional vessel for each slot level above 3rd.

Tin Star

3rd-level enchantment (cleric, ranger, paladin)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a tin star)

Duration: Concentration, up to 10 minutes

Using the power invested in you, you deputize a nearby creature by placing a tin star on its lapel. For the duration of the spell, the creature has advantage on all Charisma checks.

If another creature damages the enchanted target, it must succeed on a Charisma saving throw or be marked as an outlaw. While marked as an outlaw, a creature cannot turn invisible or teleport and has disadvantage on all Charisma checks.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

Wanted Poster

5th-level enchantment (cleric, ranger, paladin)

Casting Time: 1 Hour

Range: 5 mile radius

Components: V, S, M (a collection of enchanted wanted posters worth 300 gold, which the spell consumes)

Duration: 24 Hours

You adorn every wall and tree within an area with wanted posters of a particular creature, making sure it is hindered within said area. Choose a creature you've met or heard the name of. While within the area, the chosen creature suffers the following effects:

- All creatures otherwise neutral to the creature become hostile to it.
- It has disadvantage on all Charisma checks.
- It cannot teleport or turn invisible.
- You know the creature's exact location within the area.



Deathcap Sprouting

4th-level conjuration (*druid, ranger*)

Casting Time: 1 Action

Range: 90 feet (5-foot radius)

Components: S, M (3 small deathcaps)

Duration: 1 Hour

Choose three points within range. At each point, an exploding deathcap sprouts from the ground. The deathcap hides among the surroundings and lasts for 1 hour. The deathcap is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found.

When a creature steps into the deathcap's space, it explodes in a puff of poisonous smoke in a 5-foot radius sphere. Each creature in the area must make a Constitution saving throw. A creature takes 3d8 poison damage and is poisoned for 1 minute on a failed saving throw, or takes half as much damage and isn't poisoned on a successful one. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Deathcap Symbiosis

5th-level transmutation (*druid, ranger*)

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (an enchanted deathcap, which the target eats)

Duration: Concentration, up to 10 minutes

You feed an enchanted deathcap to a willing creature, altering its physicality to be part fungus. Until the spell ends, the target can't cast spells and gains the following benefits:

- If it isn't wearing any armor, its armor class becomes 18, as defensive fungus grows from its body.
- Its creature type becomes plant.
- It gains 30 temporary hit points.
- It gains immunity to poison and necrotic damage and immunity to the poisoned condition.
- It is proficient with unarmed strikes, and the damage of its unarmed strikes becomes necrotic damage equal to 2d8 + your Wisdom modifier. The range of its unarmed strikes becomes 15 feet. Whenever it successfully hits a creature with an unarmed strike, the creature is pulled 5 feet toward it.
- When it is hit by a melee attack, it can expend its reaction to spread poisonous spores to the attacker. The attacker must succeed on a Constitution saving throw against your spell save DC or become poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- It can attack twice, instead of once, when it takes the Attack action on its turn. It ignores this benefit if it already has a feature, like Extra Attack, that gives it extra attacks.

Immediately after the spell ends, the target must succeed on a DC 15 Constitution saving throw or suffer two levels of exhaustion.

