Transmutation Spell List (DnD & EverQuest Inspired for Decennium Descent)

Theme: Shaping the world through magic. Altering form, enhancing abilities, manipulating matter, and modifying movement. Emphasis on physicality, elemental control, and battlefield flexibility.

---

🎓 Cantrips (Level 0) – 8 Spells Known

1. Magehand – Move object up to 10 lb within 30 ft.

2. Shimmerstep – Move 5 ft without provoking opportunity attacks.

3. Stone Touch – Harden a small object or surface; +1 AC for 1 round if armor.

4. Mold Matter – Reshape dirt, wood, or stone (1 cubic foot).

5. Minor Enhancement – Add +1 to next STR or DEX check.

6. Fleeting Flight – Float 5 ft for 1 turn; avoid terrain penalties.

7. Snap Freeze – Chill a drink, preserve food, or freeze a 1-ft square.

8. Flicker Skin – AC +1 vs one attack; requires concentration.

📕 Level 1 Spells – 8 Known

1. Featherstep – Negate fall damage; move across fragile surfaces.

2. Stoneflesh – +2 AC for 1 minute; movement halved.

3. Weaponbend – Target’s weapon bends; disarmed on failed STR save.

4. Spider Climb – Walk on walls and ceilings.

5. Feral Might – Target gains +2 STR and +1 melee damage.

6. Steel Skin – Resistance to bludgeoning, piercing, slashing for 3 hits.

7. Magnetic Grip – Hold metallic object or creature in place (STR save to resist).

8. Unravel Threads – Destroy one non-magical rope, knot, or textile object.

📕 Level 2 Spells – 4 Known

1. Transmute Weapon – Change a weapon’s type and damage to a different physical form.

2. Swiftness – +10 movement, +1 AC, and immune to difficult terrain for 1 minute.

3. Stone Shape – Reshape 5 ft of stone into doors, bridges, or traps.

4. Disable Limb – Target’s arm or leg seizes (DEX save or disadvantage on attacks or speed halved).

📕 Level 3 Spells – 4 Known

1. Haste – Target gains +2 AC, extra action, and double movement; stunned 1 round when ends.

2. Slow – Up to 6 creatures: half speed, -2 AC, no reactions.

3. Formshift – Temporarily change target’s race-like traits (darkvision, swim speed, etc.).

4. Shatter Earth – Create a fissure in 20-ft line; knock prone and 4d6 bludgeoning.

📕 Level 4 Spells – 4 Known

1. Greater Stoneflesh – +4 AC, resistance to non-magical damage, lasts 1 minute.

2. Crystalline Growth – Create hazardous crystal field: 3d6 piercing on entry or move.

3. Teleport Object – Move any non-living item up to 500 lb within 100 ft.

4. Formlock – Prevent creature from changing form or shape (WIS save negates).

📕 Level 5 Spells – 4 Known

1. Transmute Terrain – Change 60-ft radius: swamp to stone, sand to ice, etc.

2. Ironskin Legion – Up to 6 allies gain +2 AC and resistance to physical damage.

3. Petrify Limb – Target’s limb turns to stone: weapon drops or movement halted.

4. Magnetize Field – All metal creatures/armor pulled to center point; STR save to resist.

📕 Level 6 Spells – 4 Known

1. Elemental Rebind – Target loses immunity/resistance to 1 element and takes 5d10 of that type.

2. Earthstep – Move through stone or earth as if it were air for 1 minute.

3. Metaburst – Choose STR, DEX, or CON; ally gains +4 and advantage on related checks/saves.

4. Displace Structure – Move or rotate a building or structure up to 30 ft.

📕 Level 7 Spells – 4 Known

1. Metal to Glass – All metal objects in 20-ft become fragile glass (DEX save to avoid dropping).

2. Titanic Grip – Your size doubles, STR becomes 22 for duration; attacks deal +2d6.

3. Flash Freeze – Target encased in ice: 6d10 cold and restrained for 1 round.

4. Transmute Being – Change a willing target to elemental, beast, or ooze form with stat benefits for 1 min.

📕 Level 8 Spells – 4 Known

1. Molecular Destabilization – Target takes 10d6 force as body partially dissolves.

2. Shifting Fortress – Conjure mobile stone building with siege weapons; lasts 5 rounds.

3. Deep Crust Spike – Erupting lava spike from below: 10d8 fire/piercing.

4. Perfect Form – Ally gains +4 to all physical stats and ignores exhaustion effects for 1 min.

📕 Level 9 Spells – 8 Known

1. Transmute Flesh to Energy – Target explodes into raw power: 12d10 of chosen energy (no resistances apply).

2. Timeless Form – Become immune to aging, time stop, haste/slow for 1 minute.

3. Reverse Gravity Field – Everything in 60-ft radius floats 60 ft up; fall damage after.

4. Eternal Anvil – Summon massive war-forge hammer: 5d12 force, stuns for 1 round.

5. Matter Conversion – Turn any non-magical material into any other (e.g., stone to mithril).

6. Elemental Shell – Grants immunity to one element, reflects 50% damage back.

7. Body to Void – Target becomes untouchable field of energy: attacks miss automatically, lasts 3 rounds.

8. Reality Anchor – Nullifies all transmutation in 100-ft radius for 1 minute.