Universal Spell List (Meta-Magic & Reality-Bending for Decennium Descent)

Theme: Raw magical manipulation, spell enhancement, teleportation, time distortion, and planar lawbreaking. Universal spells cross school boundaries and augment or reshape magic itself.

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🎓 Cantrips (Level 0) – 8 Spells Known

1. Prestidigitation – Perform harmless magical tricks.

2. Mage Light – Create a floating orb of light for 1 hour.

3. Arcane Tether – Link to one object or ally; sense its location for 10 minutes.

4. Glyph Trace – Reveal or highlight magical runes and sigils.

5. Momentary Pause – You act first if a tie occurs in initiative.

6. Spectral Quill – Write or draw at range with perfect clarity.

7. Cantrip Echo – Repeat a cast cantrip as a bonus action.

8. Magical Ping – Detect all active magical effects in 10-ft burst.

📕 Level 1 Spells – 8 Known

1. Spellshift – Change one spell's damage type to another (fire → cold, etc.).

2. Arcane Lock – Magically seal a door or object.

3. Ritual Anchor – Fix a ritual’s location for use over long distances.

4. Mana Tether – Link two casters: one can channel spell through the other.

5. Delay Spell – Hold a spell up to 6 seconds before it activates.

6. Flare Sigil – Mark target to glow on next spell effect.

7. Magic Thread – Attach a minor magical effect to a touch or spoken word.

8. Quick Cast – Reduce casting time of a 1-action spell to bonus action (once).

📕 Level 2 Spells – 4 Known

1. Arcane Portal – Open a temporary door between two seen points.

2. Spell Mirror – First spell that targets you is redirected to original caster.

3. Thread Tap – Gain info on one ongoing spell: caster, power, intent.

4. Echo Cast – Cast the same spell again next round without using a slot (max 2nd level).

📕 Level 3 Spells – 4 Known

1. Blink Step – Teleport up to 60 ft as a reaction.

2. Unravel Spell – Dispel any spell effect up to 4th level.

3. Spatial Fold – Collapse space to allow instant travel within 100 ft.

4. Mana Shield – Convert spell slots into temporary HP: 5 per slot level.

📕 Level 4 Spells – 4 Known

1. Spell Theft – Steal a spell effect from a creature (e.g. Fly, Haste).

2. Time Skip – Skip next round; reappear with surprise bonus action.

3. Arcane Reversal – Reverse ongoing magical effect; e.g., Heal to Harm.

4. Mystic Gate – Summon a two-way portal for 1 minute between two points.

📕 Level 5 Spells – 4 Known

1. Planar Gate – Create a portal to another plane for 1 minute.

2. Quicken Cast – Cast two spells of level 3 or lower in one turn.

3. Spell Seal – Lock a magical effect in place; it cannot be dispelled.

4. Dimensional Shift – Swap positions with any target within 100 ft.

📕 Level 6 Spells – 4 Known

1. Chrono Lock – Lock time for a target; they take no actions or damage for 1 round.

2. Rift Spiral – Area effect that distorts space: 6d6 force + slow or knock prone.

3. Arcane Clone – Create 1 illusionary copy of caster for 3 rounds.

4. Spell Sculptor – Reshape AoE spells to exclude allies.

📕 Level 7 Spells – 4 Known

1. Chain Gate – Summon 3 linked portals in rapid sequence.

2. Cast Echo – Repeat any spell cast within the last 3 rounds.

3. Erase from Reality – Target is untargetable for 1 round; memory fades temporarily.

4. Meta Surge – For 1 minute, all metamagic effects cost no extra resources.

📕 Level 8 Spells – 4 Known

1. Dimensional Break – Tear open unstable gate: 8d10 force + banish 1 enemy.

2. Reality Patch – Stabilize an unstable zone, spell, or planar rift.

3. Time Echo – You and 1 ally repeat full last round of actions.

4. Leyline Flow – Choose 3 spellcasters: restore 1 spell slot (up to level 5).

📕 Level 9 Spells – 8 Known

1. Absolute Gate – Permanent portal to any known plane or place.

2. Time Stop – Take 3 turns uninterrupted.

3. World Rewrite – Recast any 1 spell you’ve ever known; counts as 9th level.

4. Planar Collapse – Area ripped between dimensions: 12d6 force, prone, banished.

5. Perfect Spell – Cast any spell ignoring components, costs, and casting time.

6. Ritual Mastery – Complete any ritual instantly.

7. Unmake Spell – Erase a spell from enemy memory; they can no longer cast it.

8. Collapse Timeline – Force entire battlefield into alternate future: GM determines outcome.