

Vordanin's Book of Spellcraft



Learn over 250 spells and practise the art of spellcraft in this book of magic.

CREDITS

Designer: [Daniel Kay](#)

Writer: [Daniel Kay](#)

Editor: [Rozalinde Fairholm](#)

Caramip "Caraquip" Quip Writer: [Bi Arcand](#)

Namer of Chain of Command: Rozalinde Fairholm

Conceptualiser of Backup Performers & Who Is Me:

Rozalinde Fairholm

Cover Artist: [thegirltate](#)

Original Art:

- MARTSTRIFE by Christof Grobelski (page 23)
- TRESYELEM by Joyce Maureira (page 25)
- CGFACT by Aaron Lee (page 29)
- wotc-savagespecies_humanoids from the DM's Guild
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- MAGACADEMY by Aaron Lee (page 101)

Page Design: [Daniel Kay](#)

Brush used for page: "Hi Resolution Grunge Background Brushes" by [Brusheezy.com](#)

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If you create things for the DMs Guild and like the looks of any of these spells, feel free to include them in your work! It would be appreciated if you credited me and added a link to this product as well. I'd also love to hear whether you do use anything from the supplement and any thoughts you have on it!

WORD FROM THE AUTHOR

I'm Danny. I wrote this supplement (even if Offalon thought he did). I'm an avid D&D 5e DM and have been homebrewing my content for a while. It started with converting creatures from 3.5 and has continued since. I love to design creatures but have been known to design subclasses, a whole class, and have written some one-shots as well. You can find all of my work [here](#).

You can find me on [Twitter](#), where I share what I'm working on and sometimes contribute other things. If you do check this out, I'd love to hear any thoughts about it (hopefully nice ones, I'm sensitive)! And finally, I have to say that I'm sorry for all of the shilling of my products I include. I just think they're neat and you'll probably like them if you like this!

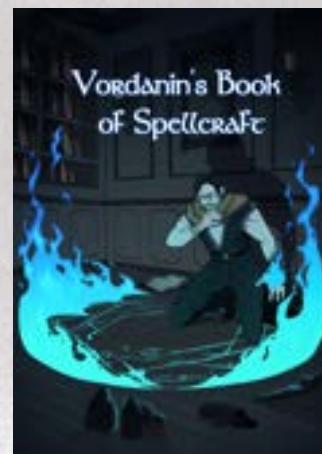
For anyone curious, the context regarding Offalon Vordanin was that he was a character of mine. A wizard using the Lore Mastery subclass from Unearthed Arcana. He was obsessed with learning about the foundations of magic, and how that allowed him to alter spells at will. After defeating a red dragon tyrant who had banned spellcasting, Offalon started making a school to teach a new generation of spellcasters. This is where we find him now, a head teacher at a magic school, publishing a book full of spells he's created or discovered. Caramip Swiftbeak Timbers was also in this party. She was an Arcane Trickster with a penchant for getting on Offalon's nerves, but the two formed a strong bond and Offalon genuinely enjoys her company (despite what he may say in this supplement).

I plan for this supplement to be somewhat living, and will amend it with feedback as I receive it! So, please feel free to leave a review or message me on Twitter (see above) with any feedback you have and I will consider it!

Thank you for picking up this book of spells!

ON THE COVER

In this eyecatching piece by Tate, Offalon kneels by an arcane circle with his signature blue flames licking up the sides of the frame. What's he trying to create this time?



Disclaimer: Mr Vordanin is not responsible for any spells backfiring if a reader created it with his spellcrafting instructions. In fact, he has also consulted legal experts to see if he is not responsible for any spells that he DID create that backfire when used in a grey area.

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INTRODUCTION

Hello reader,

My name is Offalon Vordanin, and I am a wizard. I am also a headmaster of a magical school that I set up to aid young spellcasters in a country run by an anti-magic tyrant dragon, but I digress. All this to say, I know magic and am very powerful. I specialise in the study of magic at its most basic form, which has allowed me to alter spells on a whim to fit my situations, whether that be changing a fireball into a pulse of psychic energy, casting Bigby's hand a mile away, or causing the slow spell to manifest as body fatigue and force the target's body instead its mind to resist the spell. You could say I have mastery over the lore of magic.

This book is a collection of spells I've created or rediscovered, as well as a guide for how you can create magic yourself. You can find the new spells in Part 1: Spells, and how to make magic in Part 3: Spellcraft. Between those two chapters is Part 2: Character Options, which will allow you to peruse magical feats or adopt long-forgotten eldritch invocations and metamagic options. All of these spells and features have been tried and tested, though could always use a bit of refinement, so use at your own risk.

If you're fortunate, you will be reading a copy of this book that is annotated with my additional notes. My editor had suggested that I leave out some of my... opinions. Fortunately, I asked to receive a copy "just so I can sign it". The real reason was so I could give you an uncensored look at the world of magic. You are most welcome. Let us just hope that my apprentice doesn't also have the same idea.

Now before you continue to the rest of the book. Please allow me to explain the core fundamentals of magic, its essence, and how important it is to understand these basic

And that's what the scuffy party poopers like to say! But **NO ONE IS COOL** anyone who goes into magic knows what it's **REALLY** about which is having **FUN!!** Suuuure magic can be dangerous and complicated, but most magic users don't study it because it's difficult. They study it because it makes beautiful and easy and funny things happen around you. Personally, it gives me that feeling of bubbling laughter at how impressive the world and its possibilities can be! **OK,** I'm Caramip by the way! Caramip Swiftbreak Timbers is the name-the *cercified Thorn* in Offalon's side, and his most absolute favourite student! And I'm here to make it easier for you to go through his nonsense technical ramblings and remind you to have **FUN** with magic! I repeat, **THERE'S MAGIC IN THE WORLD HOW COOL IS THAT?!**



And that's how exciting magic can be!

Offalon Vordanin

PART 1

Spells

In this tome there is so much magic already in the world, you'd think it had all been discovered. However, there is more! Whether a spell has been long forgotten and rediscovered (by myself) or simply created (by myself), it is included in this tome for new generations to learn. Some of the magic presented here is extremely dangerous, and some of it is merely fun. Either way, both budding and experienced spellcasters will find something useful.

SPELL LIST

This tome presents magic from all manner of sources, for all manner of spellcasters. I have listed the spells here in a table organised by the level of expertise needed to cast each spell

(or "spell level"), have noted the school of magic the spell belongs to, have summarised the spell's function, and have even indicated who can cast these spells based on their "class". Unless stated otherwise in the Spell Summary column, the spells in the table take an Action to cast. I even decided to add magical text to the spell's name, so that you can merely press it to be taken to its page! I call it a "hyperlink", as it links you to the spell quickly.

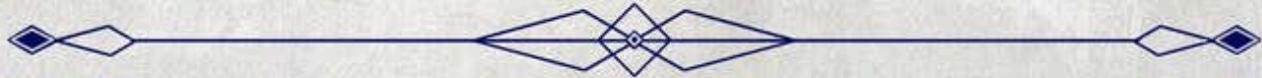
Beneath this table, the spells are organised alphabetically. I have even provided separate supplements for practical use, with spells organised by class and by "spell level" to make the experience of finding relevant spells easier. These should be included in the bundle of documents you received when you purchased this book.

Spell List

Level	Spell Name	School	Spell Summary	Class
0	Backup Performers	Illusion	You create backup performers that give you Advantage on the next Performance check you make.	Bard
0	Bounce Back	Abjuration	As a Reaction when a creature gains the Prone condition, you allow the target to use its Reaction to bounce back to its feet and not be Prone.	Bard, Cleric
0	Claws of the Beast	Transmutation	As a Bonus Action, your hands become claws that deal 1d6 Slashing damage each.	Druid
0	Crushing Thought	Evocation	A creature takes 1d8 Psychic damage and has the Deafened condition on a failed Wisdom save.	Warlock
0	Divine Nudge	Divination	You touch a creature and can use your Reaction to grant it a +1 to any ability check, attack roll, or saving throw it makes for the next minute. The spell ends if the nudge causes the target to succeed.	Cleric
0	Frame Image	Illusion	You take a magical "photograph", which is captured in a frame.	Bard, Wizard
0	Electric Jolt	Evocation	A ranged spell attack that deals 1d8 Lightning damage, and deals 1d4 Lightning damage to another creature nearby.	Artificer, Sorcerer, Wizard
0	Hunter's Arrow	Transmutation	As a Bonus Action, you touch an arrow. The arrow then ignores half cover and three-quarters cover.	Sorcerer, Warlock, Wizard
0	Infect	Evocation	A ranged spell attack deals 1d4 Poison damage, and gives the target the Poisoned condition.	Druid, Sorcerer, Warlock, Wizard
0	Jagged Shards	Conjuration	Sharp shards fly out in a line, dealing 1d4 Piercing damage to any creature that fails a Dexterity saving throw.	Sorcerer, Warlock, Wizard
0	Launch Missile	Transmutation	A ranged spell attack flings one bolt or arrow at a creature and deals 1d8 Piercing damage.	Artificer, Sorcerer, Wizard
0	Liar Liar	Illusion	A creature must succeed on a Wisdom save, or an unsettling illusion appears on the creature whenever it lies over the course of 1 minute.	Bard, Sorcerer, Wizard

Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
0	<u>Minor Curse</u>	Necromancy	You curse a creature with a minor inconvenience.	Bard, Cleric, Wizard
0	<u>Mirror</u>	Transmutation	You turn a small part of a surface into a reflective mirror for a short period.	Bard
0	<u>Resize</u>	Transmutation	You adjust the size of nonmagical clothing and change its size by one category larger or smaller.	Bard, Cleric, Druid, Wizard
0	<u>Slapping Hand</u>	Evocation	A ranged spell attack conjures a spectral hand that deals 1 Bludgeoning damage. If the creature is concentrating, it makes the Concentration check with Disadvantage.	Bard
0	<u>Snowball</u>	Evocation	A ranged spell attack deals 1d4 Cold damage, and if the target takes Cold damage within a turn, it takes more damage.	Druid, Sorcerer, Wizard
0	<u>Sonic Snap</u>	Evocation	A ranged spell attack deals 1d8 Thunder damage.	Bard
0	<u>Trip</u>	Enchantment	On a failed Dexterity save, a creature takes 1d4 Bludgeoning damage and has the Prone condition.	Bard, Sorcerer, Wizard
0	<u>Water Blast</u>	Evocation	A ranged spell attack deals 1d8 Bludgeoning damage and pushes the target away.	Druid, Sorcerer
0	<u>Water Whip</u>	Conjuration	A melee spell attack deals Cold damage equal to 1d4 + your spellcasting modifier. It is stronger against creatures vulnerable to water.	Druid, Sorcerer
0	<u>Zap Trap</u>	Conjuration	You create a small rune that deals 1d4 Lightning damage to any creature that touches it. You can use it as a melee attack.	Artificer, Bard, Wizard
1	<u>Arcane Dash</u>	Transmutation	You move up to 60 feet in a line instantly. Any creature in that line takes 1d6 Bludgeoning damage and has the Prone condition on a failed Strength saving throw.	Artificer, Bard, Ranger, Sorcerer, Wizard
1	<u>Burning Hate</u>	Divination	A ranged spell attack deals 2d6 Fire damage. You deal 1d8 Radiant damage against the target when you hit it with an attack.	Cleric, Paladin
1	<u>Burrow</u>	Transmutation	You give the target a burrowing speed for 10 minutes.	Druid, Ranger, Wizard
1	<u>Distant Empathy</u>	Divination	If a creature on the same plane as you fails on a Wisdom save, you can sense its emotional state.	Cleric
1	<u>Disturb Mount</u>	Enchantment	You disturb a mounted Beast within range. It must succeed on a Wisdom save or it tries to buck its rider. At higher levels, you can target Monstrosities and Dragons.	Druid, Ranger
1	<u>Dull Senses</u>	Illusion	On a failed Wisdom save, a creature has Disadvantage on Perception checks for 1 hour.	Sorcerer, Warlock, Wizard
1	<u>Endure Cold/Heat</u>	Abjuration	You give a creature Advantage on saving throws against either extreme cold or extreme heat for 8 hours.	Druid, Ranger
1	<u>Fists of Stone</u>	Transmutation	You turn your fists to stone as a Bonus Action. For the duration, your Unarmed Strikes deal 1d8 Bludgeoning damage.	Druid, Sorcerer, Wizard
1	<u>Hesitate</u>	Enchantment	As a Reaction, you lower a creature's initiative roll by 1d8.	Bard, Cleric, Paladin, Wizard
1	<u>Hopelessness</u>	Enchantment	You target one creature. On a failed Wisdom save, it gains Disadvantage on saves against the Frightened condition, and must subtract a d4 from ability checks for the duration of the spell.	Bard, Cleric
1	<u>Instil Courage</u>	Enchantment	You touch a creature and for the duration of the spell, the creature can't have the Frightened condition, its speed increases by 5 feet, and it can reroll one attack roll each turn.	Bard, Cleric, Paladin
1	<u>Lawful Force</u>	Evocation	A ranged spell attack deals Force damage equal to 1d10 + your spellcasting modifier. The attack roll has Advantage against a creature with a chaotic alignment.	Wizard



Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
1	<u>Leaf into Dagger</u>		Transmutation You turn a leaf into a +1 dagger for 1 hour.	Druid, Ranger
1	<u>Listen In (Ritual)</u>	Divination	You take 1 minute turning an object into a listening device. You can use your Action to cause the object to start recording all sound it can hear for up to 8 hours. Afterward, you can listen to the recorded sound at any point.	Artificer, Bard, Wizard
1	<u>Mind Stab</u>	Evocation	On a failed Intelligence saving throw, the target takes 2d8 Psychic damage (halved damage on a success). If it is concentrating, it makes the Concentration check with Disadvantage.	Warlock, Wizard
1	<u>Moon Blade</u>	Evocation	As a Bonus Action, you create a sword of moonlight that can be used for Attack Actions on subsequent turns as a melee spell attack that deals 1d12 Radiant damage, or 3d12 if the target is Undead.	Cleric, Druid, Paladin
1	<u>Nauseating Breath</u>	Conjuration	You breathe poison in a cone. A creature takes 2d6 Poison damage on a failed save and has the Poisoned condition (half as much damage on a success, and still has the Poisoned condition).	Bard, Sorcerer, Wizard
1	<u>Plush Guardian</u>	Transmutation	You turn a stuffed toy into a watchful sentinel through which you can observe.	Artificer, Wizard
1	<u>Predict Weather (Ritual)</u>	Divination	You take 1 minute to divine the weather of an area on the same plane as you. It can't take into consideration magical alterations.	Cleric, Druid
1	<u>Ray of Clumsiness</u>	Necromancy	A ranged spell attack deals 2d6 Thunder damage and forces the creature to drop whatever it is carrying. The target must succeed on a Dexterity check to pick any object up.	Bard, Warlock, Wizard
1	<u>Razor Leaves</u>	Transmutation	You create sharp leaves that slice everything in a line, dealing 4d4 Slashing damage (halved damage on a success).	Druid, Ranger
1	<u>Reckless Rush</u>	Transmutation	Your speed is doubled until the end of your turn. You can also make a melee spell attack to deal 2d10 Bludgeoning damage and shove the creature away. The shove deals 1d6 Bludgeoning damage if the target is shoved into something.	Paladin, Ranger, Warlock
1	<u>Saltry</u>	Evocation	A ranged spell attack deals 2d6 Necrotic damage and gives the target the Stunned condition on a failed Constitution save.	Druid
1	<u>Sand Bullet</u>	Evocation	Three ranged spell attacks each deal 1d8 Bludgeoning damage and give the Blinded condition on a hit.	Druid, Wizard
1	<u>Stench</u>	Illusion	You make one creature emit a foul stench. If it's unwilling, it must succeed on a Constitution save to resist the spell. Other creatures that start their turns within 5 feet of the target must also succeed on Constitution saves or have the Poisoned condition.	Bard, Druid, Sorcerer, Warlock, Wizard
1	<u>Tarterian Chains</u>	Conjuration	A ranged spell attack deals 2d6 Piercing damage and gives the target the Grappled condition. You can pull a Grappled creature closer to you.	Warlock, Wizard
1	<u>Wall of Ectoplasm</u>	Conjuration	You create a wall of ectoplasm. Attack rolls and Wisdom (Perception) checks that use sight are made with Disadvantage if the wall is in the way. Incorporeal creatures can't move through the wall.	Cleric, Wizard
1	<u>Watchful Mark</u>	Illusion	You place an identifying mark on a creature or object that only select creatures are able to see.	Cleric, Paladin, Wizard
1	<u>Wind Tunnel</u>	Evocation	You use a Reaction to grant a missed ranged weapon attack (and any other ranged weapon attacks on this turn) a bonus to the attack roll based on your spellcasting modifier.	Druid, Ranger
2	<u>Black Heart</u>	Necromancy	You create a sphere of darkness that harms the living for 2d6 Necrotic damage and heals Undead for 2d6.	Cleric, Warlock, Wizard

Spel I List (Cont.)

Level	Spell Name	School	Spell Summary	Class
2	<u>Blood Shroud</u>	Necromancy	You deal 1d6 Slashing damage to yourself to create a dome of blood around you. It blocks you from sight, you can see through it, and any creature that walks through the blood has the Blinded condition for a turn.	Sorcerer, Wizard
2	<u>Bolt of Glory</u>	Evocation	A ranged spell attack deals 3d12 Radiant damage, and an extra 2d12 if the target is a Fiend or Undead.	Paladin
2	<u>Bothersome Babble</u>	Enchantment	On a failed Wisdom save, a target can only babble. If the target tries to cast a spell that has verbal components, it takes 1d8 Psychic damage.	Bard, Sorcerer, Warlock, Wizard
2	<u>Burning Blood</u>	Necromancy	You touch a creature and turn its blood corrosive and hot, dealing 1d8 Acid and 1d8 Fire Damage on a failed Constitution saving throw (halved damage on a success). For 1 minute, the target takes 1d8 Acid and Fire Damage each turn.	Sorcerer, Warlock, Wizard
2	<u>Claws of Darkness</u>	Transmutation	Your arms elongate and your hands become claws, allowing you to make melee spell attacks with a reach of 10 feet that deal 2d8 Cold damage on a hit. If you grapple a creature, you also deal Cold damage each turn .	Sorcerer, Warlock, Wizard
2	<u>Crawling Darkness</u>	Conjuration	You conjure dark tentacles around you that give you a climbing speed, and have Advantage on ability checks to grapple, escape a grapple, or climb. You can also use a Reaction when hit by a close creature to deal 1d12 Bludgeoning damage to the attacker.	Warlock
2	<u>Creeping Cold</u>	Transmutation	You freeze a creature's moisture, dealing 2d6 Cold damage on a failed Constitution save (halved damage on a success). For 1 minute, the target has the Stunned condition and takes 2d6 Cold damage at the start of each turn.	Druid, Sorcerer
2	<u>Darkbolt</u>	Evocation	Two ranged spell attacks deal 2d8 Necrotic damage on a hit. The target(s) also gain the Stunned condition on a failed Constitution saving throw.	Sorcerer, Warlock, Wizard
2	<u>Daze</u>	Enchantment	A creature loses the bonus that Dexterity would grant to its AC. On a failed Wisdom saving throw, it may fall over if it moves its full speed on a turn within the next 1 minute.	Bard, Druid, Sorcerer, Wizard
2	<u>Desiccating Bubble</u>	Necromancy	You create a 5-foot-radius globe of dry air that deals 3d4 Necrotic damage to a creature that enters its space. Oozes and water-based creatures take an extra 3d4 Necrotic damage. You can move the globe with a Bonus Action.	Sorcerer, Wizard
2	<u>Exorcism</u>	Abjuration	You touch a creature and stop it from being possessed.	Cleric, Paladin
2	<u>Fallen Star</u>	Evocation	You call down a falling star that deals 3d6 Fire damage and gives creatures the Prone condition on a failed Dexterity save (halved damage on a success).	Druid, Sorcerer, Warlock, Wizard
2	<u>Force of Body</u>	Transmutation	As a Bonus Action, you push your body to its limit for the next 1 minute. Once per turn you can take 10 Necrotic damage to have a weapon attack deal 5d6 extra damage.	Paladin, Ranger
2	<u>Freezing Fog</u>	Conjuration	You create a 20-foot-radius fog cloud that deals 2d8 Cold damage. Creatures that start their turn in it must succeed on a Constitution saving throw or have their speed reduced.	Druid, Ranger, Sorcerer, Wizard
2	<u>Gem Bomb</u>	Evocation	You throw a gem that explodes in a small radius. On a failed Dexterity save, each creature near it takes 2d10 Force damage (halved damage on a success) and has the Blinded condition.	Artificer, Druid, Ranger
2	<u>Geyser</u>	Evocation	You create a geyser in a small area. The geyser blocks sight and deals 3d6 Bludgeoning damage to a creature on a failed Dexterity saving throw (halved damage on a success).	Druid, Sorcerer, Wizard



Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
2	<u>Grease Fire</u>	Conjuration	You create a flammable, slippery surface in a small area and ignite it. A creature in the area when the spell is cast must make a Dexterity save or take 4d4 Fire Damage and have the Prone condition. A creature that moves into the space may slip and take a small amount of damage.	Artificer, Sorcerer, Wizard
2	<u>Guiding Star</u>	Divination	You create a star that guides you to a location with which you're familiar. The star also sheds light.	Cleric, Druid, Paladin, Ranger
2	<u>Hail of Stone</u>	Conjuration	You create a tall cylinder of falling rocks. On a failed Dexterity saving throw, a creature takes 6d4 Bludgeoning damage (halved on a success).	Druid, Ranger
2	<u>Halo of Sand</u>	Conjuration	You create swirling sand around yourself. Attack rolls against you have Disadvantage, and you can use a Reaction to cause ranged attacks that would hit you to miss you instead.	Druid, Wizard
2	<u>Heat Leech</u>	Necromancy	A creature must make a Constitution saving throw or take 2d8 Cold damage, which you then heal yourself with. You can use a Bonus Action on subsequent turns to deal 1d8 Cold damage and heal yourself.	Sorcerer, Warlock, Wizard
2	<u>Heavy Heart</u>	Necromancy	You fill a creature with regret. On a failed Wisdom saving throw, the creature takes 3d8 Necrotic damage (halved on a success) and its speed reduced to 0 for a turn.	Cleric, Warlock
2	<u>Lava Missile</u>	Evocation	Four ranged spell attacks deal Fire Damage equal to $1d4 + \text{your spellcasting modifier}$. The attacks heal a creature with Immunity to Fire Damage.	Druid, Sorcerer, Wizard
2	<u>Lightning Loop</u>	Evocation	You create hoops of lightning. On a failed Dexterity saving throw, a creature close to the lightning takes 3d8 Lightning damage (halved on a success) and its speed is halved.	Artificer, Sorcerer, Wizard
2	<u>Lost</u>	Enchantment	On a failed Wisdom saving throw, a Humanoid becomes so lost that it can't even find the exit of the room for 1 hour.	Bard, Wizard
2	<u>Lulling Melody</u>	Enchantment	While this spell is active, creatures near you have Disadvantage on saves against the Charmed condition and are more easily put to sleep.	Bard
2	<u>Mass Blade Ward</u>	Abjuration	Up to six creatures gain Resistance to Bludgeoning, Piercing, and Slashing damage for one round.	Bard, Sorcerer, Warlock, Wizard
2	<u>Mob</u>	Illusion	You create an illusory mob around a creature that fails a Wisdom saving throw. The target has the Restrained condition and subtracts 1d4 from Wisdom saves. The target can take the Hide action in the mob.	Bard, Sorcerer, Wizard
2	<u>Moon Bolt</u>	Evocation	A ranged spell attack deals 4d8 Radiant damage on a hit, or 6d8 Radiant damage to a creature with lycanthropy.	Druid
2	<u>Moon Lust</u>	Illusion	A creature that fails a Wisdom saving throw becomes fixated on the real or an illusory moon, and has the Stunned condition for the duration. A lycanthrope transforms if it fails the save.	Druid, Wizard
2	<u>Oil Coating</u>	Evocation	If a creature fails a Dexterity saving throw, you coat it in oil. While coated, it has Disadvantage on Dexterity saves and attack rolls. If the target takes Fire damage, it takes extra Fire damage equal to your spellcasting modifier and is also set on fire and takes 1d6 Fire damage each turn.	Artificer, Wizard
2	<u>Prying Eyes</u>	Divination	You create up to four floating eyeballs that you can move individually for a short time. When the eyes are destroyed or when the spell ends, you receive visions of what they saw.	Warlock, Wizard
2	<u>Quiet as a Mouse</u>	Illusion	Any number of creatures you can see have their voices hushed to near silence to any creature not targeted by the spell.	Bard, Cleric, Ranger
2	<u>Research Aid</u>	Divination	For the duration of the spell, you read and write twice as fast.	Bard, Wizard

Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
2	<u>Sanctity of Mind</u>	Abjuration	A creature you touch can't have the Charmed or Frightened conditions and can't have its mind read or be telepathically spoken to for 1 hour.	Bard, Cleric
2	<u>Scarab Swarm</u>	Conjuration	You summon a swarm of insects that deal 6d4 Piercing damage on a failed Dexterity save (halved damage on a success). They don't linger.	Druid, Wizard
2	<u>Share Memory (Ritual)</u>	Divination	You send a visual message to a creature with which you are familiar. The message contains one of your memories, or, if you want to deceive a creature, a fake memory.	Bard, Wizard
2	<u>Stone Tell (Ritual)</u>	Divination	You touch stone and learn what creatures have been near it, if the stone is Druid, covering something hidden, or who crafted it.	Druid, Ranger
2	<u>Summon Ooze</u>	Conjuration	You summon an ooze to aid you in battle for 1 minute. It can be Corrosive, Gelatinous, or Psychic.	Wizard
2	<u>Thundercloud</u>	Conjuration	You create a thundercloud around a creature's head, deal 2d8 Thunder damage, and give it the Blinded condition on a failed Constitution save (halved damage on a success). If the creature fails the save, the cloud lingers for 1 minute, and you can use a Bonus Action to deal 1d8 Thunder damage.	Bard, Druid, Sorcerer, Wizard
2	<u>Time Pool (Ritual)</u>	Divination	You touch a pool of water and can see a vision of an event from the past. You can see up to 10 minutes of the event.	Cleric, Druid, Paladin
2	<u>Urchin's Spines</u>	Transmutation	You touch a creature and grant it the ability to grow spines. A creature that attacks the target or is grappling the target takes 1d4 Piercing damage and 1d8 Poison damage.	Druid, Ranger, Sorcerer, Wizard
2	<u>Wall of Gloom</u>	Illusion	You create a wall of shadow. Attacks that go through the wall are made with Disadvantage, and a creature more than 5 feet from the wall can't be seen from the other side. The wall may halt unwanted creatures that fail a Wisdom saving throw.	Sorcerer, Warlock, Wizard
2	<u>Warp Wood</u>	Transmutation	You change the shape of nonmagical wood to deal 2d10 Necrotic damage to structures or vehicles, or to decrease the effectiveness of armour and weapons.	Druid, Ranger
2	<u>Water to Poison</u>	Transmutation	You touch a container of water and turn it into colourless poison. If the poison is consumed, the creature must succeed on a Constitution saving throw or have the Poisoned condition for 1 hour.	Artificer, Druid, Wizard
2	<u>Watery Double</u>	Conjuration	You create a clone of yourself made from water. You can move this double, cast spells through it, and see through its eyes. If the double is next to you, it can take a hit for you.	Druid, Sorcerer, Wizard
2	<u>Woe is Me</u>	Enchantment	On a failed Wisdom saving throw, a creature is convinced that you're too pitiful to kill. It will try to capture you or attack you non-lethally instead of killing you.	Bard, Cleric
2	<u>Wood Wose</u>	Conjuration	You create a spirit that can perform simple survival tasks for you such as creating campfires, gathering herbs, or catching fish. The spirit remains for 1 hour.	Druid, Ranger
3	<u>Arcane Fortitude</u>	Abjuration	You touch a creature and give it protection from Force damage. For 1 minute, Force damage taken by the creature is reduced by 10 points.	Sorcerer, Warlock, Wizard
3	<u>Arcane Launch</u>	Evocation	You leap up to 60 feet and infuse your movement with magic. Creatures in the spaces adjacent to the start and end of your leap take 3d8 damage (of almost any type) on a failed Dexterity save (halved damage on a success). Alternatively, you can charge at one creature to deal 6d8 damage and give it the Prone condition.	Sorcerer, Wizard
3	<u>Ball of Spikes</u>	Conjuration	You create a ball of spikes that you can move as a Bonus Action. Creatures in the ball's path take 3d8 Piercing damage on a failed Dexterity save (halved damage on a success) and have the Prone condition.	Artificer, Bard, Wizard

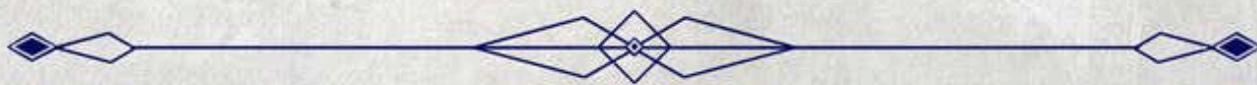


Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class	
3	<u>Battlefate</u>	Divination	You give yourself bonuses at the start of each turn for the duration of the spell. Roll a d12 and receive a bonus to your AC, your speed, your attack rolls, your damage rolls, or your saving throws. If you're lucky, you can gain another action.	Paladin	
3	<u>Become Bones</u>	Illusion	You make a willing creature invisible except for its bones. The target can pretend to be a skeleton and also won't get attacked by Undead.	Bard, Cleric	
3	<u>Broadcast Thoughts</u>	Divination	You target a creature. On a failed Wisdom save, all of its thoughts are mentally broadcast to creatures of your choice within 30 feet of it.	Bard, Sorcerer, Wizard	
3	<u>Bodily Fortitude</u>	Abjuration	You touch a creature and give it protection from either Bludgeoning, Piercing, Poison, or Slashing damage. For 1 minute, the chosen damage type taken by the creature is reduced by 10 points.	Paladin, Ranger	
3	<u>Chalk Trick</u>	Transmutation	You use chalk to draw on a surface and create a portal to an extradimensional space that exists for 4 hours.	Artificer, Wizard	
3	<u>Charming Return</u>	Enchantment	You give a willing creature the Charmed condition. For the duration, if another creature tries to charm the target, that creature must instead make the saving throw against its own charming effect.	Bard, Cleric	
3		<u>Coat of Arms</u>	Conjuration	You conjure spinning blades around you that grant you +1 AC and deal 1d6 Force damage to any creature that attacks you with melee attacks. You can use a Bonus Action to send a blade flying at a target, dealing 2d6 Force damage on a successful melee spell attack. Creatures also take 2d6 Force damage if they grapple you.	Bard, Sorcerer, Warlock, Wizard
3	<u>Comfortable Sleep</u>	Enchantment	You allow one creature to sleep in almost any surroundings, and feel as if it has eaten or drunk enough even if it hasn't. Unfortunately, the target's body still grows exhausted.	Cleric, Druid, Paladin	
3	<u>Corrode</u>	Transmutation	You corrode nonmagical metal, which deals 6d6 Acid damage to structures or vehicles, or reduces the effectiveness of metal armour or weapons.	Artificer, Druid	
3	<u>Countermoon</u>	Abjuration	A lycanthrope must succeed on a Constitution saving throw or revert back into its Humanoid form. It can't change its shape again for 12 hours.	Druid	
3	<u>Crystalline Memories</u>	Transmutation	If you maintain Concentration on a creature's surface thoughts for 1 minute, you create a crystal that stores any thoughts during that minute. When the spell ends, the crystal deals 2d8 Slashing damage and reduces the creature's Intelligence by 1. Any creature can then use an Action to look into the crystal and see the thoughts.	Bard, Warlock, Wizard	
3	<u>Defenestrating Sphere</u>	Evocation	You create a ball of wind that flies forward in a line. On a failed Strength saving throw, each creature in the line takes 3d6 Bludgeoning damage and has the Prone condition (halved damage on a success). If a creature fails the save by 5 or more, it is flung 30 feet away and may take 1d6 Bludgeoning damage per 10 feet it is flung.	Druid, Sorcerer, Wizard	
3	<u>Devil Eyes</u>	Transmutation	You touch a creature and give it the ability to see through magical and nonmagical darkness out to 30 feet.	Artificer, Wizard	
3	<u>Divine Fortitude</u>	Abjuration	You touch a creature and give it protection from either Necrotic or Radiant damage. For 1 minute, the chosen damage type taken by the creature is reduced by 10 points.	Cleric, Paladin	
3	<u>Divine Judgement</u>	Divination	You target a creature. It must succeed on a Charisma saving throw or take Radiant damage equal to half as much damage as it deals while the spell is active.	Cleric, Paladin	
3	<u>Elemental Fortitude</u>	Abjuration	You touch a creature and give it protection from either Acid, Cold, Fire, Lightning, or Thunder damage. For 1 minute, the chosen damage type taken by the creature is reduced by 10 points.	Druid, Ranger, Sorcerer	

Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
3	<u>Flensing</u>	Necromancy	You strip the flesh from a creature and deal 4d8 Necrotic damage if the target fails a failed Constitution saving throw (halved on a success). On a failure, the target also takes 2d8 Necrotic damage on each turn for 1 minute.	Warlock, Wizard
3	<u>Glean Weakness</u>	Divination	If your target fails a Charisma saving throw, you learn its Resistances, Immunities, and Vulnerabilities.	Ranger
3	<u>Heatstroke</u>	Transmutation	You target a creature. On a failed Constitution saving throw, it takes 5d6 Fire Damage and gains one level of exhaustion. This damage doesn't kill a creature and doesn't affect creatures with Resistance or Immunity to Fire Damage.	Druid
3	<u>Holy Rain</u>	Conjuration	You cause divine rain to fall. Whenever a Fiend or Undead starts in or moves into the cylindrical area, it takes 5d6 Radiant damage.	Cleric
3	<u>Hypothermia</u>	Transmutation	You target a creature. On a failed Constitution saving throw, it takes 4d8 Cold damage and gains one level of exhaustion. This doesn't affect creatures with Resistance or Immunity to Cold damage.	Druid
3	<u>Illusory Pit</u>	Illusion	You create an illusion of a pit. If a creature walks over the pit, it thinks that it has fallen into the pit and has the Prone condition on a failed Wisdom saving throw. If the creature takes damage while it is "in the pit", the spell ends but the creature gains the Stunned condition.	Bard, Warlock, Wizard
3	<u>Impeding Permission</u>	Enchantment	You target a creature. On a failed Wisdom saving throw, it must ask your permission before taking an Action. As a Reaction, you can deny the creature from doing its desired act, but it can repeat the save.	Bard, Cleric, Paladin, Warlock
3	<u>Lamentable Belaborment</u>	Enchantment	You debate up to three creatures. On a failed Intelligence saving throw, each creature has the Charmed condition and suffers from a different effect depending on how long you keep the debate going. You can confuse it and stop it from moving closer to you, or enrage it and cause it to attack other creatures involved in the debate.	Bard, Wizard
3	<u>Locate Remains (Ritual)</u>	Divination	You can locate the remains of a dead creature as long as you are familiar with the creature or have a body part of it.	Cleric, Wizard
3	<u>Mail Escort</u>	Transmutation	You animate two sets of armour for an hour. During this time, you can have them fight for you, and you can use a Reaction to have the armour protect you when you're hit by an attack.	Artificer, Wizard
3	<u>Mental Fortitude</u>	Abjuration	You touch a creature and give it protection from Psychic damage. For 1 minute, Psychic damage taken by the creature is reduced by 10 points.	Bard, Warlock, Wizard
3	<u>Mind Fog</u>	Enchantment	You target a creature. On a failed Intelligence saving throw, the target has Disadvantage on saving throws against the Charmed and Frightened conditions, and will also take an extra 2d8 Psychic damage whenever it takes Psychic damage.	Warlock, Wizard
3	<u>Miser's Envy</u>	Enchantment	The target must succeed on a Wisdom saving throw or become overcome with greed for one object you specify. For up to 1 hour, the creature tries to obtain the object and will guard it possessively if it succeeds in acquiring it. Dragons have Disadvantage on the saving throw, while creatures with an Intelligence of 6 or below are immune to it.	Bard, Sorcerer, Warlock, Wizard
3	<u>Nature's Rampart</u>	Transmutation	You take 10 minutes to turn the land around you into a defensive position. Effects vary based on the terrain, and are permanent.	Ranger
3	<u>Nimbus of Light</u>	Evocation	You create sunlight that illuminates the area within 30 feet of you. At any point over the 1 minute duration, you can fire a bolt of sunlight and end the spell, which forces a Dexterity save and deals 4d6 Radiant damage plus 1d6 Radiant damage for every turn the nimbus has been active (halved damage on a success).	Cleric, Druid, Sorcerer



Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
3	<u>Oakheart</u>	Conjuration	A tree sprouts near you. When you're near the tree, you can use your Reaction to have the tree take damage instead of you. When the tree is reduced to 0 Hit Points, it falls in a direction of your choice, dealing 4d8 Bludgeoning damage on a failed Dexterity save.	Druid, Ranger
3	<u>Painful Echoes</u>	Evocation	The target must succeed on a Constitution saving throw or vibrate for 1 minute. At the start of each turn, it takes 2d4 Thunder damage and has a -2 penalty to ability checks, attack rolls, and saving throws. Additionally, if it takes Thunder damage through the duration, the target takes an extra 2d4 Thunder damage.	Bard
3	<u>Remove Fatigue</u>	Abjuration	You touch a creature and remove two levels of exhaustion.	Artificer, Bard, Cleric, Druid, Paladin, Ranger
3	<u>Rockburst</u>	Evocation	You cause stone to explode and fling shards at creatures within 15 feet of the area. A creature takes 2d6 Bludgeoning, 2d6 Piercing, and 2d6 Slashing damage on a failed Dexterity saving throw (halved damage on a success).	Artificer, Druid, Ranger
3	<u>Safe Clearing (Ritual)</u>	Abjuration	You spend 10 minutes creating a 30-foot radius of safety for 8 hours. A creature that attempts to attack a creature in the area must first succeed on a Wisdom saving throw to do so (and can't enter the area on a failed save if it was outside of the area). A creature inside the area that attacks another creature loses the protection of the area.	Ranger
3	<u>Sensory Deprivation</u>	Illusion	The target must succeed on a Wisdom saving throw or have all of its senses blocked for up to 1 minute. It doesn't affect Constructs, Plants, or Undead.	Bard, Sorcerer, Wizard
3	<u>Serpent's Arrow</u>	Transmutation	As a Bonus Action, you turn an arrow into a snake. The snake-arrow deals normal arrow damage plus 4d10 Poison damage, and then joins the battle as your ally.	Ranger
3	<u>Shadow Shield</u>	Illusion	You are surrounded by shadows and gain Resistance to Necrotic damage for the duration of the spell. When a creature deals damage to you, it must succeed on a Wisdom saving throw or have the Blinded condition.	Sorcerer, Warlock, Wizard
3	<u>Shadowbind</u>	Illusion	You link your shadow to up to four creatures around you. On a failed Dexterity saving throw, a target has the Restrained condition. When you move, any restrained creatures also move in the same direction. If a creature is moved more than 30 feet away from you, you take 2d6 Necrotic damage and the creature is no longer restrained. You can use an Action on subsequent turns to deal 2d6 Necrotic damage to all restrained creatures.	Sorcerer, Warlock, Wizard
3	<u>Shrieking Walls</u>	Illusion	You make the walls of a room, hallway, or similar space shriek when a creature gets too close. A creature that enters or starts its turn near the walls must make a Constitution save or take 3d6 Psychic damage. If the creature has less than 30 Hit Points, it also gains the Deafened and Stunned conditions.	Bard, Warlock, Wizard
3	<u>Sworn Sentinel</u>	Divination	You choose up to three creatures to protect. To ensure their protection, you're given 300 feet of darkvision, know if a creature with the Invisible condition comes within 60 feet of you, can't gain the Charmed condition, and can't be put to sleep. If you choose to sleep and a creature comes near a creature you're protecting, you wake and can stand up.	Ranger, Paladin
3	<u>Unearthly Choir</u>	Evocation	You sing. On a failed Constitution saving throw, a creature takes 3d8 Radiant and 3d8 Thunder damage (halved on a success), and has the Deafened condition. The spell can also be cast as a Reaction if another creature casts this spell, and the effects are amplified when more creatures join in casting this spell.	Bard, Cleric, Paladin

Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
3	<u>Whirling Weapon</u>	Transmutation	You hurl a weapon that hits all creatures in a 60-foot line. On a failed Dexterity saving throw, a target takes the regular weapon damage plus your spellcasting modifier (halved damage on a success). Magic weapons also use any benefits they have on the first target hit in the line only.	Artificer, Paladin, Warlock, Wizard
4	<u>Acid Blast</u>	Evocation	You create a cone that deals 6d8 Acid damage on a failed Dexterity saving throw (halved damage on a success). The target then takes an extra 2d8 Acid damage on its next turn.	Artificer, Sorcerer, Wizard
4	<u>Aegis of the Heavens</u>	Abjuration	As a Reaction when you're hit by a melee attack, you gain +5 AC and roll 6d10. If the attack misses, you gain Temporary Hit Points equal to your roll, and the attacker takes Radiant damage equal to your roll.	Paladin.
4	<u>Always Equipped</u>	Conjuration	You magically pay gold and summon any mundane piece of equipment of your choice.	Artificer, Bard, Wizard
4	<u>Battle Premonition</u>	Divination	As a Bonus Action, you can ask the DM a question about your current fight, which can be determined. You can use it to find out weaknesses or to plan.	Cleric, Paladin
4	<u>Borrow Luck</u>	Divination	As a Reaction, you steal luck from your future self and automatically succeed on a failed ability check or saving throw, but then you will automatically fail on your next saving throw.	Bard, Cleric, Warlock, Wizard
4	<u>Celebration</u>	Enchantment	You create a cube that forces any creature in the area to grow intoxicated on a failed Wisdom saving throw, and to take a penalty to Dexterity, Intelligence, and Wisdom ability checks and saving throws. The creature can also gain the Poisoned condition, and eventually may gain the Unconscious condition.	Bard
4	<u>Choking Sand</u>	Conjuration	You touch a creature. On a failed Constitution saving throw, your target's lungs fill with sand. The creature starts to suffocate.	Druid, Wizard
4	<u>Column of Ice</u>	Conjuration	You create a column of ice that lifts any creature in the area up to 20 feet high. You can crush a creature against the ceiling, dealing 4d6 Bludgeoning damage. The creature then falls and takes fall damage as well.	Druid, Sorcerer, Wizard
4	<u>Conjure Bridge</u>	Conjuration	You take a minute to create a magical bridge that's up to 100 feet long.	Artificer, Cleric, Druid, Wizard
4	<u>Dimensional Anchor</u>	Abjuration	You make a ranged spell attack and on a hit, prevent the target from teleporting.	Bard, Cleric, Druid, Wizard
4	<u>Distant Crier</u>	Enchantment	You send a message to a familiar creature, and it repeats your message out loud. The target may or may not realize it said the words, depending on whether it succeeds on a Wisdom saving throw.	Bard, Cleric, Wizard
4	<u>Echoes of the Past</u>	Divination	You take 10 minutes to replay a spectral version of events that took place in the location from a specific moment or prior set amount of time. The scene plays out around you.	Cleric, Paladin
4	<u>Enclosing Walls</u>	Illusion	You create the illusion that walls are closing in. Humanoid creatures must succeed on a Wisdom saving throw to avoid being affected by the illusion. While affected, a creature takes 3d8 Psychic damage and must make an Athletics check to be able to move.	Bard, Sorcerer, Wizard
4	<u>Fiendform</u>	Transmutation	You transform into one Fiend that has a CR equal to or lower than the level of the spell slot used to cast the spell.	Warlock, Wizard
4	<u>Great Worm of the Earth</u>	Conjuration	You create a worm-like maw under a creature. If the target fails on a Dexterity saving throw, it takes 6d6 Piercing damage, has the Restrained condition, is pulled underground, and takes 2d6 Acid damage at the start of each turn that it's submerged.	Druid



Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
4	<u>Ice Weapon</u>	Evocation	As a Bonus Action, you create an icy weapon for 10 minutes. On each turn, you can use an Action to make a melee spell attack that deals 4d8 Bludgeoning, Piercing, or Slashing damage and 4d8 Cold damage. The target must succeed on a Constitution save or have Vulnerability to the next Cold damage it takes.	Druid, Sorcerer, Warlock, Wizard
4	<u>Interrogate</u>	Enchantment	On a failed Wisdom saving throw, your target is affected by the spell for 10 minutes. It takes 6d10 Psychic damage whenever it speaks a lie.	Bard, Paladin
4	<u>Mind Infiltration</u>	Divination	You can read the mind of a creature and learn its surface thoughts. You can probe deeper with an Action, and if the target fails on a Wisdom saving throw, you can plant an idea in the target's mind.	Bard, Sorcerer, Wizard
4	<u>Personality Shift</u>	Enchantment	If your target fails a Wisdom saving throw, you change its personality for an hour.	Bard, Sorcerer, Wizard
4	<u>Portal Alarm (Ritual)</u>	Abjuration	Using a 1 minute ritual, you cause a portal to trigger an alarm if any creature passes through it.	Artificer, Bard, Wizard
4	<u>Rain of Spines</u>	Conjuration	You create a storm of shards that fall in a cylinder. On a failed Dexterity saving throw, a creature takes 6d6 Piercing damage and has the Prone and Restrained conditions (halved damage on a success).	Druid, Ranger, Wizard
4	<u>Rain of Terror</u>	Conjuration	You cause it to rain acidic water, ash, dead bats, jagged icicles, bones, spectral motes, blood, or toads in an area. Creatures in the area take 2d6 damage (the damage type depends on what is raining), and must succeed on a Wisdom saving throw or have the Frightened condition.	Warlock, Wizard
4	<u>Redirect Spell</u>	Abjuration	As a Reaction when you are the target of a spell that targets only yourself and deals damage (unless it is Psychic damage), you halve the damage and make a ranged spell attack at a different creature. On a hit, you deal 1d8 Force damage plus 2d8 damage of the spell's damage.	Bard, Sorcerer, Wizard
4	<u>Slumber Arrows</u>	Evocation	All ammunition from a quiver you touch will pur targets to sleep if they fail a Wisdom saving throw. Even if a target succeeds, it has Disadvantage on ability checks and attack rolls it makes on its next turn.	Ranger, Wizard
4	<u>Sound Lance</u>	Evocation	A ranged spell attack deals 8d10 Thunder damage on a hit.	Bard
4	<u>Steam Cloud</u>	Conjuration	You create a heavily obscuring cloud of steam. A creature that enters the cloud or starts its turn there takes 4d6 Fire Damage on a failed Constitution saving throw (halved damage on a success). A target takes an extra 2d6 Fire Damage if it's wearing metal armour, and must make another Constitution saving throw to keep hold of its weapon. Upon leaving the steam, the creature has the Blinded condition for a turn.	Artificer, Druid, Ranger, Sorcerer, Wizard
4	<u>Stench of Evil</u>	Necromancy	You create a cloud of stinky darkness around you. Other creatures that start their turn in the darkness must succeed on a Constitution saving throw or take 3d6 Acid damage and have the Poisoned condition.	Cleric, Sorcerer, Wizard
4	<u>Unseen Squire (Ritual)</u>	Conjuration	You create an invisible entity that can perform tasks, carry equipment for you, or take the Help action for you.	Bard, Warlock, Wizard
4	<u>Venom Bolt</u>	Conjuration	On a failed Constitution saving throw, your target takes 8d10 Poison damage and has its movement halved (halved damage on a success).	Druid, Sorcerer, Wizard
4	<u>Water to Dust</u>	Transmutation	You turn an area of water into dust or sand. If a creature is in the area of water when it's transformed, it has the Restrained condition.	Artificer, Druid, Wizard
5	<u>Acidic Breeze</u>	Evocation	Each creature in the line of acidic breeze takes 8d8 Acid damage and has the Blinded condition for 1 minute on a failed Constitution saving throw (halved damage on a success).	Artificer, Druid, Sorcerer, Wizard

Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
5	False Vision	Divination	As a Reaction when you succeed on a saving throw against being divined, you can create a fake image that the diviner sees instead.	Bard, Ranger, Wizard
5	Grave Sense (Ritual)	Divination	You touch a corpse and can see and hear through it for an hour. Additionally, you can control the corpse during that time.	Cleric, Warlock, Wizard
5	Greymantle	Necromancy	If your target fails a Constitution saving throw, you prevent it from regaining Hit Points.	Warlock, Wizard
5	Heroic Tale	Abjuration	You tell an inspirational story over 10 minutes. For the next 8 hours, up to five creatures of your choice can reroll one saving throw for each ability.	Bard
5	Kinetic Retaliation	Abjuration	You halve Bludgeoning, Piercing, and Slashing damage for up to 1 minute. At any point during that time, you can use an Action to unleash the stored damage as a melee spell attack. On a hit, you deal Force damage equal to the amount of absorbed damage and the target is pushed 20 feet away.	Paladin, Sorcerer, Warlock, Wizard
5	Liferot	Necromancy	You cause fungal growths to sprout from a creature. On a failed Constitution saving throw, the target takes 6d8 Necrotic damage and it can't regain Hit Points (halved damage on a success). You can use your Action on subsequent turns to keep dealing 3d8 Necrotic damage automatically.	Druid
5	Lightning Leap	Transmutation	You turn into lightning and can move up to 60 feet. If you pass through a creature's space, it takes 8d6 Lightning damage on a failed Dexterity saving throw (halved damage on a success).	Druid, Sorcerer, Wizard
5	Martyr	Abjuration	If you die within 8 hours of casting the spell, you can't be revived but you can make a wish.	Paladin
5	Maw of Chaos	Conjuration	Your mouth becomes large and filled with chaos for 1 minute. As a Bonus Action on subsequent turns, you can spew chaos energy in a small cone and deal 2d10 Psychic damage to creatures that fail a Wisdom saving throw (halved damage on a success). The damage causes any Concentration check to be made with Disadvantage.	Warlock, Wizard
5	Mend Soul	Necromancy	You target a corpse. If the target's soul was destroyed or captured, you restore or free it.	Cleric
5	Paint Trick	Transmutation	After a minute of painting a doorway or tunnel on a surface, you can step through the surface as if it were a passage. There are alternate uses of the spell that can be agreed upon with the DM.	Artificer, Wizard
5	Protection from Natural Disasters	Abjuration	You protect an area from avalanches, blizzards, earthquakes, extreme temperature, floods, lightning storms, volcanic eruptions, and windstorms, as well as from spells that create those effects.	Druid
5	Purge Soul	Necromancy	A target takes 8d8 Necrotic damage on a failed Charisma saving throw (halved damage on a success). If the damage kills the target, its soul is destroyed.	Cleric, Warlock
5	Quill Blast	Conjuration	You shoot quills out in a radius around you. On a failed Dexterity saving throw a creature takes 6d6 Piercing damage (halved damage on a success), and is stuck with a quill. While the quill remains lodged in the creature, the creature subtracts a d4 from all d20 rolls. A creature can make a Medicine check to remove the quill, which deals 1d6 Piercing damage upon removal.	Druid, Ranger
5	Righteous Aura	Abjuration	You surround yourself in a heavenly aura for 1 minute. If you are reduced to 0 Hit Points while the spell is active, you explode with radiant energy. The explosion deals 5d10 Radiant damage (or half as much on a successful Dexterity saving throw) to creatures of your choice, heals creatures of your choice by 5d10 Hit Points, and you fail one death saving throw automatically.	Paladin
5	Shadow Well	Illusion	A creature must succeed on a Charisma saving throw or the target's shadow drags the target to the Shadowfell for 1 minute. When the target returns, it has the Frightened condition.	Sorcerer, Warlock, Wizard



Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
5	<u>Shockwave</u>	Evocation	Electrical energy erupts from you. On a failed Constitution saving throw, creatures near you take 8d8 Lightning damage and have the Stunned condition (halved damage on a success). The damage is nonlethal.	Artificer, Druid, Sorcerer, Wizard
5	<u>Soul Worm</u>	Necromancy	Your target must succeed on a Charisma saving throw or its soul decays and the target takes 6d10 Necrotic damage. At the start of each subsequent turn, the target takes 4d10 Necrotic damage.	Warlock, Wizard
5	<u>Spectral Weapon</u>	Necromancy	You touch a weapon and turn it ethereal for 1 hour. The weapon deals Cold or Necrotic damage instead of its normal damage type, and ignores the AC bonus armour (though not natural armour). On a hit, the wielder of this weapon gains Temporary Hit Points equal to the damage dealt by the weapon.	Cleric, Paladin, Warlock, Wizard
5	<u>Supreme Images</u>	Illusion	You can create illusions that fit a 100-foot cube.	Bard, Sorcerer, Warlock, Wizard
5	<u>Vorpal Blast</u>	Evocation	A ranged spell attack deals 10d10 Slashing damage. If you roll a 20 on the attack roll, your target is decapitated and may die.	Sorcerer, Warlock, Wizard
5	<u>Wall of Wonder</u>	Evocation	You create a wall of music. A creature that walks through the wall may either gain the Stunned condition or be enraged (DM determines), and also Bard takes 4d6 Thunder damage.	
5	<u>Wrath of the Faithful</u>	Enchantment	Nearby creatures of your choice have Advantage on saves against the Charmed condition and deal extra Radiant damage on attacks (equal to your spellcasting modifier). If a creature is a cleric or paladin, it can make one extra attack with its Attack actions.	Cleric, Paladin
6	<u>Binding Contract</u>	Divination	You spend 1 minute turning a mundane contract into a magical contract that calls upon a planar creature to hunt down either party if the party doesn't uphold its side of the contract.	Warlock, Wizard
6	<u>Body Outside Body</u>	Conjuration	You create four duplicates of yourself, each with half your Maximum Hit Points. The duplicates last for 1 minute and follow any command you give. They can attack, but can't cast spells. If one is reduced to 0 Hit Points, you take some damage.	Wizard
6	<u>Clutch of Orcus</u>	Necromancy	You grip the target's heart with magic. On a failed Constitution saving throw, the target has the Paralysed condition and takes 4d10 Necrotic damage at the start of each turn for 1 minute. If the target dies, its heart appears in your hand.	Cleric, Warlock, Wizard
6	<u>Demand</u>	Enchantment	You make a magical suggestion to any creature with which you are familiar on the same plane as you. If it fails a Wisdom saving throw, it must perform the suggested action.	Bard, Cleric, Warlock, Wizard
6	<u>Forget</u>	Enchantment	You target a creature. If it fails a Wisdom saving throw, it forgets how to use one of its abilities or attacks. For the duration of the spell, you can use an Action to swap what ability it has forgotten.	Bard, Wizard
6	<u>Ice Flowers</u>	Transmutation	You cause the ground's moisture to freeze and burst, dealing 4d8 Bludgeoning damage and 4d8 Cold damage to targets that fail a Dexterity saving throw (halved damage on a success).	Druid, Wizard
6	<u>Illusory Artillery</u>	Illusion	You make a creature think that an artillery barrage is incoming. You target four points. Creatures near each point that fail a Wisdom saving throw take 5d8 Psychic damage, are pushed away, and have the Prone condition (halved damage on a success).	Bard, Wizard
6	<u>Mass Fog Cloud</u>	Conjuration	You create up to seven different 20-foot-radius spheres of fog (as per the <i>fog cloud</i> spell). These clouds can be conjured separate from each other.	Druid, Sorcerer, Wizard

Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
6	<u>Power Word Sleep</u>	Enchantment	You make one creature with 75 or fewer Hit Points fall asleep.	Bard, Sorcerer, Wizard
6	<u>Purify</u>	Abjuration	You create a cylinder that deals 8d8 Radiant damage to Aberrations, Fiends, or Undead that fail a Charisma saving throw (halved damage on a success). Any ally within the area has curses, diseases, or poisons removed from it.	Cleric
6	<u>Sand Blast</u>	Evocation	You create a cone of abrasive sand that deals 10d6 Slashing damage to targets that fail a Dexterity saving throw (halved damage on a success), and pushes Medium or smaller creatures away from you and gives them the Prone condition.	Druid, Wizard
6	<u>Slicing Wind</u>	Evocation	You create a cone of violent wind that deals 11d6 Slashing damage to targets that fail a Strength saving throw (halved damage on a success) and pushes creatures away from you and gives them the Prone condition.	Druid
6	<u>Wall of Limbs</u>	Necromancy	You create a wall made of limbs. A creature that enters the wall's space or starts near it and fails a Dexterity saving throw takes 10d6 Bludgeoning damage (halved damage on a success).	Sorcerer, Warlock, Wizard
7	<u>Ability Rip</u>	Necromancy	You target a creature. If it fails a Charisma saving throw, you steal the class feature, Action, or trait from that creature for 1 minute.	Sorcerer, Warlock, Wizard
7	<u>Bone Javelin</u>	Transmutation	You create a small javelin that floats near you for 1 minute. As a Bonus Action on subsequent turns, you can make a ranged spell attack that deals 3d6 Piercing damage on a hit. The attack ignores half and three-quarters cover.	Cleric, Sorcerer, Warlock, Wizard
7	<u>Chain of Command</u>	Enchantment	You give yourself the ability to cast the <i>command</i> spell as an Action on each of your turns for a minute. In addition, when a creature fails on a Wisdom saving throw, you can also force creatures of your choice within 10 feet of the target to make the Wisdom saving throw or also have to follow that command.	Cleric
7	<u>Curse of Spilt Water</u>	Transmutation	You turn a creature that fails a Constitution saving throw into a puddle of water. It can't do anything for the duration that it is a puddle of water. It can repeat the saving throw to revert to its true form, but if it doesn't revert back for the entire duration of the spell, it becomes a puddle until the spell is dispelled.	Druid, Sorcerer, Wizard
7	<u>Deadly Lahar</u>	Conjuration	You create lava in a cone. On a failed Dexterity saving throw, creatures take 10d6 Fire Damage and are coated in lava (halved damage on a success). While coated in lava, a creature takes 4d6 Fire Damage at the end of each turn and may gain the Restrained condition if the lava isn't cleared within 1 minute.	Druid, Sorcerer, Wizard
7	<u>Disc of Destruction</u>	Evocation	You create a sharp disc of energy that flies in a line. Each creature in the line takes 6d10 Slashing damage on a failed Dexterity saving throw (halved damage on a success). If the damage reduces a creature to 0 Hit Points, the creature loses a randomly determined limb.	Sorcerer, Wizard
7	<u>Dream Sight</u>	Divination	You put yourself to sleep, and then your spirit leaves your body. You can fly around as a spirit for up to 8 hours.	Sorcerer, Wizard
7	<u>Finger of Expulsion</u>	Conjuration	You send a creature that fails a Charisma saving throw to the Far Realm (dealing 5d10 Force damage instead on a successful saving throw). While in the Far Realm, the creature must make a Wisdom saving throw at the start of each turn, taking 4d10 Psychic damage on a failed save or half as much on a success. At the end of each turn, it can repeat the Charisma saving throw, returning on a success.	Warlock, Wizard
7	<u>Healing Field</u>	Abjuration	You create a healing area that you can move as a Bonus Action. As an Action on subsequent turns, you can distribute 8d8 worth of Hit Points to creatures within the area.	Cleric



Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
7	<u>Hellfire Storm</u>	Evocation	You create a cylinder of hellfire that deals 10d6 Fire Damage to creatures that fail a Dexterity saving throw (halved damage on a success). This damage ignores Resistance and Immunity to Fire Damage.	Sorcerer, Wizard
7	<u>Icy Entombment</u>	Conjuration	If your target fails a Constitution saving throw, it begins to freeze (if it succeeds, it takes 4d8 Cold damage instead). The creature repeats the Constitution saving throw at the start of each turn. On a failed save, the freezing creature takes damage, has its speed halved, and can only take an Action or Bonus action (not both) on its turn. If it succeeds three saves during the spell's duration, the spell ends. If it is reduced to 0 Hit Points or fails three saves during the spell's duration, it has the Petrified condition and is in stasis.	Druid, Sorcerer
7	<u>Moonfire</u>	Evocation	You create a cone of moonlight that deals 6d10 Radiant damage to creatures that fail a Dexterity saving throw (halved damage on a success), plus 4d10 Radiant damage if a target is a Shapechanger or Undead. It stops creatures from gaining the Invisible condition for 1 minute, and on a failed Wisdom saving throw, it may also make a disguised or shapechanged creature's true form become visible.	Druid
7	<u>Poisonous Winds</u>	Necromancy	You unleash a cone of poison that deals 10d10 Poison damage to creatures that fail a Constitution saving throw (halved damage on a success). Additionally, a creature that fails the save loses its Resistance to Poison damage and has Disadvantage on saves against the Poisoned condition.	Druid, Sorcerer, Warlock, Wizard
7	<u>Power Word Banish</u>	Abjuration	A creature with 150 Hit Points or fewer is banished.	Cleric, Sorcerer, Warlock, Wizard
7	<u>Power Word Blind</u>	Transmutation	A creature with 100 Hit Points or fewer gains the Blinded condition permanently, or takes 8d8 Necrotic damage if it has more than 100 Hit Points.	Bard, Sorcerer, Warlock, Wizard
7	<u>Revenance</u>	Necromancy	As a Reaction when a nearby Humanoid is killed, you turn the creature into an Undead revenant who seeks revenge (and deals an extra 4d6 damage on each hit) against its killer.	Cleric, Warlock, Wizard
7	<u>Touch of Ageing</u>	Necromancy	You make a melee spell attack. On a hit, you deal 2d8 Necrotic damage and can use your Action on subsequent turns to deal 1d8 Necrotic damage. The damage may not be high, but when the spell ends, the target ages by a number of years equal to the Necrotic damage dealt and may die if that ageing exceeds its natural lifespan.	Warlock, Wizard
7	<u>Visions of Doom</u>	Divination	You target a creature. On a failed Wisdom saving throw, it has the Frightened condition. While Frightened, the target can't move, attack rolls against it are made with Advantage, and it takes 4d8 Psychic damage at the start of each turn. If it remains Frightened for the full duration of the spell, it must succeed on a Constitution saving throw or drop to 0 Hit Points.	Cleric, Warlock
8	<u>Bombardment</u>	Conjuration	You create a cylinder of falling rocks. On a failed Dexterity saving throw, creatures take 10d8 Bludgeoning damage and are buried (halved damage on a success). A buried creature has the Prone and Restrained conditions until freed.	Druid
8	<u>Cloak of Chaos</u>	Abjuration	Up to four creatures gain a shield of chaotic energy granting them a +2 bonus to all saves, a +1 bonus to AC, and Immunities to the Charmed or Frightened conditions for the spell's duration. If a spellcaster with a lawful alignment targets any of the shielded creatures, the target has Advantage on the saving throw. If a lawful creature makes an attack roll targeting a shielded creature, the attacker has Disadvantage on the attack roll.	Cleric, Sorcerer, Warlock, Wizard
8	<u>Cold of the Grave</u>	Necromancy	You send a ray of death energy at a target. On a failed Constitution saving throw, it takes 5d8 Cold damage and 11d8 Necrotic damage (halved damage on a success). If a Humanoid target is killed by the spell, it rises as a spectre under your command for 24 hours.	Wizard

Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
8	<u>Exiled from the Heavens</u>	Conjuration	If the target fails a Charisma saving throw, you fling it up to 1,000 feet into the sky, where it is then punched down to the ground by a divine fist. The target has the Restrained condition, takes 50 Radiant damage, and plummets to the ground. Unless the creature escapes via a teleportation effect, it will take falling damage as well. On a successful save, a creature only takes 5d6 Bludgeoning damage from falling only unless it can fly.	Cleric
8	<u>Field of Icy Razors</u>	Evocation	Sharp ice erupts from the ground in an area. On a failed Dexterity saving throw, each creature in the area takes 6d8 Cold damage and 6d8 Slashing damage and its speed is halved for 1 minute (halved damage on a success).	Druid, Sorcerer, Wizard
8	<u>Grasp of the Underworld</u>	Necromancy	Living creatures in the area must succeed on a Dexterity saving throw or have the Prone condition. Prone creatures that start their turn in the spell's area take 10d8 Cold or Necrotic damage on a failed Constitution saving throw (halved damage on a success). If a Prone creature rolls a 1 on the saving throw or is killed by the spell, it is dragged to Hades.	Cleric, Warlock, Wizard
8	<u>Heart of Ice</u>	Necromancy	A creature must succeed on a Constitution saving throw or its heart freezes and may shatter if you maintain Concentration for the full duration of the spell. If the spell fails or you lose Concentration, you deal 6d6 Cold damage and 6d6 Necrotic damage to the target, and it gains the Prone condition.	Warlock, Wizard
8	<u>Leave Your Mark</u>	Transmutation	As a Reaction immediately before you die, you explode. You either deal 12d8 Force damage to nearby creatures that fail a Dexterity saving throw (halved damage on a success), or you grant creatures Temporary Hit Points equal to the Force damage rolled. This spell destroys your body.	Sorcerer, Wizard
8	<u>Light of the Heavens</u>	Evocation	You shed light for the duration of the spell, and can use an Action on subsequent turns to make a ranged spell attack that deals 3d6 Radiant damage on a hit. The attack has advantage against Fiends and Undead. Additionally, you can use an Action to give the Blinded condition, remove the Invisible condition, or deal up to 12d6 Radiant damage to creatures nearby.	Cleric
8	<u>Prison of Amber</u>	Evocation	If your target fails a Dexterity saving throw, you encase it in amber. While encased, it has the Restrained condition and is preserved. The amber can be broken.	Wizard
8	<u>Soul Cyclone</u>	Necromancy	You create a tornado of souls for 1 minute. You can move it as an Action or allow it to move randomly around the area. Any creature that starts its turn in the cyclone and fails a Dexterity saving throw is pulled into it and takes 10d8 Necrotic damage while having the Restrained condition (halved damage on a success).	Warlock, Wizard
9	<u>Abyssal Rift</u>	Conjuration	You open a rift containing demons that reach out and pull nearby creatures into it. Each creature that fails a Dexterity saving throw takes 6d6 Bludgeoning damage. When a creature starts its turn in the rift, it takes 6d6 Necrotic and 6d6 Psychic damage on a failed Constitution saving throw (halved damage on a success). You can use a Bonus Action to pull other creatures closer to the rift, and if it gets pulled into the rift's space, the creature is pulled into the rift. Anything trapped in the rift and unable to escape is stuck in the Abyss.	Warlock, Wizard
9	<u>Arboreal Transformation</u>	Transmutation	On a failed Constitution saving throw, your target is transformed into a tree. The target becomes an awakened tree and obeys your commands for 24 hours. After 24 hours, the tree becomes a normal oak tree.	Druid
9	<u>Avalanche</u>	Evocation	You create a giant block of ice that drops from the sky. The closer a creature is to the ice when it drops, the more damage it takes, making a Dexterity saving throw (halved damage on a success). The damage can be 20d8 Bludgeoning damage, 7d8 Bludgeoning and 7d8 Cold damage, or 10d6 Piercing damage. A creature can gain the Restrained condition as well, depending on how far it is from the ice.	Druid, Sorcerer, Wizard



Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
9	<u>Crown of Vermin</u>	Conjuration	You conjure hundreds of different types of vermin. The swarm can deal 300 Piercing damage, and subtracts Hit Points from the creatures with the lowest Hit Points first.	Druid, Sorcerer, Wizard
9	<u>Genius Loci</u>	Conjuration	You spend 1 hour creating four elemental guardians to protect a specific location. The guardians take the forms of elemental myrmidons and remain until dispelled.	Druid
9	<u>Hellball</u>	Evocation	You create a massive ball of energy that deals 10d6 Acid, 10d6 Cold, 10d6 Fire, 10d6 Lightning, and 10d6 Thunder damage to creatures that fail a Dexterity saving throw (halved damage on a success).	Sorcerer, Wizard
9	<u>Immortality</u>	Necromancy	You touch a creature and make it immortal. If the spell is dispelled, the target could age rapidly and die on a failed Constitution saving throw.	Wizard
9	<u>Lash of Force</u>	Evocation	You create an invisible tendril for up to 1 minute. On subsequent turns you can use a Bonus Action to automatically hit a creature within 10 feet of you and deal 3d6 Force damage. While the spell is active, you can use your Action to hit all creatures in line, dealing 15d6 Force damage; creatures that fail a Strength saving throw have the Prone condition. Using this Action ends the spell.	Warlock, Wizard
9	<u>Lord of Nightmares</u>	Conjuration	You allow yourself to be possessed for 1 minute by a creature of nightmares called a dream larva. Your body changes into the creature's body and the creature controls you fully. This may end badly, but you don't take damage during the spell.	Warlock, Wizard
9	<u>Plague</u>	Necromancy	On a failed Constitution save, your target has Disadvantage on attack rolls and Strength, Dexterity, and Charisma ability checks and saving throws. Additionally, its Maximum Hit Points reduce by 4d6 each day. Creatures that end their turns next to a plagued creature must also make the saving throw or be infected. Only <i>greater restoration</i> or a wish can stop the plague.	Cleric, Druid, Wizard
9	<u>Reality Maelstrom</u>	Evocation	You create a vortex that pulls creatures closer to it if they fail a Strength saving throw. A creature pulled into the vortex is teleported to a random plane.	Sorcerer, Warlock, Wizard
9	<u>Righteous Exile</u>	Abjuration	You explode with divine energy and deal 20d6 Radiant damage, banishing any creature that fails a Wisdom saving throw (halved damage on a success).	Cleric
9	<u>Shadow Landscape</u>	Illusion	You infuse the land within 1 mile of you with energy from the Shadowfell. Different landscape features are affected uniquely (though all are made more sinister and gloomy) for the next 24 hours.	Druid, Warlock, Wizard
9	<u>Sphere of Ultimate Destruction</u>	Evocation	You conjure a destructive sphere for 1 minute. As a Bonus Action on subsequent turns, you can make a ranged spell attack against a target that deals 5d10 Force damage on a hit, and also deals 3d10 Force damage to each creature that fails a Dexterity saving throw in the sphere's path. Creatures reduced to 0 Hit Points by this spell's damage are turned to dust.	Bard, Wizard
9	<u>Transmute Rock to Lava</u>	Transmutation	You turn rock into lava for 12 hours. A creature that starts its turn in the lava takes 10d10 Fire damage. If a creature ends its turn there, it submerges and instead takes 18d10 Fire damage at the start of each turn. You can also cause a rocky ceiling to transmute, which drips lava on anything below and deals 4d10 Fire damage.	Druid, Sorcerer, Wizard
9	<u>Unname</u>	Necromancy	You alter reality to erase a creature. On a failed Charisma saving throw, the target takes 20d8 Force damage (halved damage on a success). If the target is reduced to 0 Hit Points by the damage, it no longer exists.	Warlock, Wizard
9	<u>Verdant Tsunami</u>	Conjuration	Plants overwhelm an area, dealing 10d8 Bludgeoning damage and giving the Restrained condition to creatures that fail a Dexterity saving throw (halved damage on a success). This automatically deals damage to objects and structures.	Druid

Spell List (Cont.)

Level	Spell Name	School	Spell Summary	Class
9	Welcome the Amoebic Sea	Conjuration	You bring a part of the Far Realm to an area you can see. On a failed Wisdom saving throw, creatures in the area take 20d8 Necrotic damage and 20d8 Psychic damage. On a success, a creature takes 5d8 Necrotic and 5d8 Psychic damage and has the Frightened condition. This damage can dissolve a creature's body.	Wizard
9	Word of Genesis	Conjuration	You create an expanding demiplane made in the image of your choice. It remains permanently.	Warlock, Wizard

SPELL DESCRIPTIONS

The spells below are listed in alphabetical order.

ABILITY RIP

7th Level Necromancy

Casting Time: Action

Range: 30 feet

Components: V, S, M (a caterpillar in a cocoon)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Choose a creature that you can see within range. The target must succeed on a Charisma saving throw or you steal one class feature, trait, reaction, bonus action, or action (this can't be Multiattack, weapon attacks, or Spellcasting). Until the spell ends, you can use the class feature, trait, or action, and the target cannot use it. At the end of each of its turns, the target can make another Charisma saving throw. On a success, the spell ends.

For example, you could steal a troll's Regeneration trait, or red dragon's Fire Breath.

The spell ends immediately if you lack the body parts, size, or other criteria needed to use the stolen aspect.

ABYSSAL RIFT

9th Level Conjuration

Casting Time: Action

Range: 150 feet

Components: V, S, M (a miniature adamantine and gem-studded pickaxe worth at least 1,000 gp)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You call upon abyssal forces to tear through a rift that opens in a 60-foot cube centred on a point you can see within range. Each creature in the area when the rift opens up must make a Dexterity saving throw. On a failure, a creature falls into the rift and takes 6d6 Bludgeoning damage. On a successful save, a target takes half as much damage. Loose objects wholly within the space of the opened rift fall into the rift and take the same damage.

As a Bonus Action on subsequent turns, you can cause tentacles to reach out from the rift and target one creature you can see within 60 feet of the rift. You make a melee spell attack. On a hit, you pull the target 30 feet closer to the rift. If the target ends its turn in the rift's space, the target is pulled into the rift.

When a creature starts its turn inside the rift, it must make a Constitution saving throw taking 6d6 Necrotic damage and 6d6 Psychic damage on a failed save, or half as much damage on a successful one.

As an Action, a creature in the rift can attempt a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, the creature escapes from the rift and enters an unoccupied space adjacent to the rift.

At the end of the spell's duration, the rift closes. Anything still trapped inside the rift when it closes is teleported to a random layer in the Abyss. All that remains of the rift is a permanent scar on the ground where it formed. If the spell ends early, all creatures and objects in the rift are expelled in the nearest unoccupied spaces around the rift, landing with the Prone condition.

ACID BLAST

4th Level Evocation

Casting Time: Action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

A blast of caustic acid erupts from your fingers. Every creature in a 30-foot cone must make a Dexterity saving throw taking 6d8 Acid damage on a failed save, or half as much damage on a successful one. A creature that fails its saving throw also takes an extra 2d8 Acid damage at the end of its next turn.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage (both initial and later) increases by 1d8 for each slot level above 4th.

ACIDIC BREEZE

5th Level Evocation

Casting Time: Action

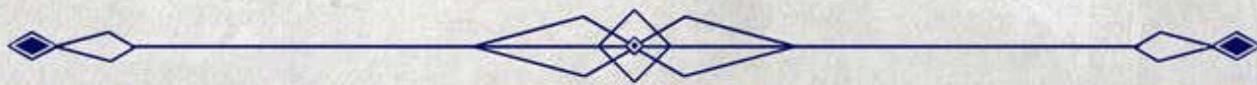
Range: Self (60-foot line)

Components: V, S, M (a lemon peel or a vial of lemon juice)

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Wizard

Blowing into the air, you create a stinging gust of acidic wind in a line 60 feet long and 5 feet wide in a direction you choose. Each creature in the line must make a Constitution saving throw. A creature takes 8d8 Acid damage on a failed save and has the Blinded condition for 1 minute. On a successful save, the creature takes half as much damage only. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.



At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

AEGIS OF THE HEAVENS

4th Level Abjuration

Casting Time: Reaction, which you take when you are hit by a melee attack

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Paladin

A barrier of radiant energy appears to protect you. You gain a +5 bonus to AC against the triggering attack. Roll 6d10. If this bonus causes the attack to miss you, you gain Temporary Hit Points equal to the dice rolled. If the attack still hits you, the attacking creature takes Radiant damage equal to the dice rolled.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the Temporary Hit Points or the damage increases by 1d10 for each slot level above 4th.

ALWAYS EQUIPPED

4th Level Conjunction

Casting Time: Action

Range: Self

Components: V, S, M (enough cp, sp, or gp to cover the cost of the summoned item plus 10 gp, which is consumed by the spell)

Duration: Instantaneous

Classes: Artificer, Bard, Wizard

You can conjure any mundane item and exchange coins on your person. The item appears in your hand and works just as that piece of item should. It's unclear how this trade takes place, but when an item is summoned, coins equal to the value of the item + 10 gp are taken from you. If you do not have enough money for the item you summon, the spell fails and no money is taken.

ARBOREAL TRANSFORMATION

9th Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S

Duration: Special

Classes: Druid

You touch a creature and force it to make a Constitution saving throw. On a success, the target has the Restrained condition until the end of its next turn as its body stiffens and fights off the bark that starts to grow on it. On a failed save, the target's skin begins to split open to reveal bark and wood as the target turns into a 15-foot-tall oak tree. For 24 hours, it becomes an awakened tree and obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, the creature defends itself from hostile creatures, but otherwise takes no actions.

When the 24 hours ends, the awakened tree becomes a standard oak tree and takes root where it stands if it's able to do so (otherwise, it collapses). The target can only be returned to its original form by means of a *wish* spell. Constructs automatically succeed on the saving throw.

AWAKENED TREE

Huge Plant, Unaligned

Armor Class: 13 (natural armour)

Hit Points: 59 (7d12 + 14)

Speed: 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities: Fire

Damage Resistances: Bludgeoning, Piercing

Senses: passive Perception 10

Languages: one language known by its creator

Challenge: 2 (450 XP) **Proficiency Bonus:** +2

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) Bludgeoning damage.

ARCANE DASH

1st Level Transmutation

Casting Time: Action

Range: Self

Components: S, M (a coffee bean)

Duration: Instantaneous

Classes: Artificer, Bard, Ranger, Sorcerer, Wizard

You are able to travel in a horizontal straight line for 60 feet in an instant. You can travel over gaps, but remain on the same level as when you cast the spell. If your line ends above the ground you fall. You can't end the dash before 60 feet unless an obstacle is in your path, at which point your movement stops. Any creature in your path must succeed on a Strength saving throw or take 1d6 Bludgeoning damage and has the Prone condition.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the movement increases by 60 feet and the damage increases by 1d6 for each slot level above 1st.



ARCANE FORTITUDE

3rdLevel Abjuration

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You touch a willing creature and imbue it with protection from pure arcane force. For the duration, the target gains a shield that dampens magic and absorbs up to 10 points of Force damage each turn, protecting the target from that damage. Any excess damage over 10 is carried over to the creature.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the amount of damage that is absorbed increases by 5 for each slot level above 3rd.

ARCANE LAUNCH

3rdLevel Evocation

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

Pick one of the following damage types: Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Radiant, or Thunder. You wreath yourself in the energy of your chosen damage type and use it to launch yourself and inflict damage. You can use this energy to either leap into the air or propel yourself at ground level. Your movement caused by this spell doesn't provoke opportunity attacks.

If you choose to leap, you leap to a space within 60 feet of you, also reaching a height of up to 30 feet. Each creature within 5 feet of the space you leave and/or your destination space must make a Dexterity saving throw, taking $3d8$ damage on a failed save, or half as much damage on a successful one. You don't take any damage from falling.

If you choose to propel yourself at ground level, you target one creature within 90 feet and almost instantly move to an unoccupied space adjacent to it. Make a melee spell attack against the target. On a hit, the target takes $6d8$ damage and has the Prone condition. This movement doesn't allow you to walk on air or liquid, so if you move across an area that isn't ground, the movement ends early.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, increase the damage by $1d8$ for each slot level above 3rd.



AVALANCHE

9th Level Evocation

Casting Time: Action

Range: 300 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

When you cast this spell you create a single 20-foot-radius, 100-foot-high block of ice and rock that drops from the sky onto a point you can see within range. The ice shatters if it encounters a solid surface. Elephant-sized blocks of ice and rock scatter in all directions within a radius of 100 feet beyond the central point of the ice. The shattering ice affects a creature differently depending on how far it is from the centre of the area. If the ice does not land on a solid surface, it does not shatter, and only creatures within 20 feet of the point are affected.

Distance Effect

Within 20 feet of the point	Each creature or object directly beneath the ice must make a Dexterity saving throw. On a failed save, a target takes 20d8 Bludgeoning damage, and has the Restrained condition as it is buried under snow and rock. On a successful save, the creature takes half as much damage only. A Restrained creature can be freed if it or another creature uses an Action to make a DC 15 Strength check and succeeds.
Between 21 feet and 60 feet from the point	Each creature and object within this range of the impact must make a Dexterity saving throw. On a failed save, a target takes 7d8 Bludgeoning damage and 7d8 Cold damage, and has the Restrained condition as it is buried under snow. On a successful save, the target takes half as much damage only. A Restrained creature can be freed if it or another creature uses an Action to make a DC 10 Strength check and succeeds.
Between 61 feet and 100 feet from the point	Each creature within this range of the impact must make a Dexterity saving throw to dodge the sharp debris. On a failed save, the target takes 10d6 Piercing damage. On a successful save, the target takes half as much damage.

You have Advantage on the next Performance check that you make. You can choose to have the performers remain for the duration of the spell, even after rolling the Performance check, though you cannot benefit from this spell again until you cast the spell again.

BALL OF SPIKES

3rd Level Conjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a metallic marble or ball bearing)

Duration: Concentration, up to 1 minute

Classes: Artificer, Bard, Wizard

You call into existence a four-foot sphere of metal covered in 6-inch spikes in any unoccupied area within range. As a Bonus Action on subsequent turns, you can have the sphere move 10 feet in any horizontal direction. Any creature in the sphere's path must make a Dexterity saving throw or take 3d8 Piercing damage and has the Prone condition.

On a successful save, the target takes half damage only. The same target cannot be attacked twice by the sphere in the same turn. The sphere can also be commanded to smash into doors or roll over objects, inflicting the same amount of damage.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

BATTLE PREMONITION

4th Level Divination

Casting Time: Bonus Action

Range: Self

Components: V, S, M (powdered lapis lazuli worth at least 50 gp, which the spell consumes)

Duration: Instantaneous

Classes: Cleric, Paladin

You can ask one question about your current fight. The question must be precise, such as "will allies respond if our enemy yells?" or "will the enemy be hurt if we use fire?". You don't get an answer if the outcome can't be determined (such as if you ask, "will the dragon breathe fire again in the next few rounds?" when there is a chance that the dragon can't recharge its breath attack). The DM answers with a truthful reply.

BACKUP PERFORMERS

Illusion Cantrip

Casting Time: Action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard

You create an illusion of a small group of up to three performers who can aid your performance in some way. The illusions can perform a synchronised dance with you, musically harmonise with you, or something similar. These illusory performers appear in a space within 5 feet of you.

BATTLEFATE

3rd Level Divination

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Paladin

Your faith and determination bend fate while you're in the battlefield. At the start of each of your turns for the duration of the spell, roll a d12 to determine which benefit you receive until the start of your next turn (at which point, the new bonus supersedes the previous one):

d12 Effect

1-3 **Lunge.** Your speed increases by 10 feet until the start of your next turn.

4-5 **Defence.** Your AC increases by 1 until the start of your next turn.

6-7 **Luck.** You gain a +1 to your saving throws until the start of your next turn.

8-9 **Accuracy.** You gain a +1 to your attack rolls until the start of your next turn.

10- **Damage.** You gain a +1 to your damage rolls until the start of your next turn.

12 **Hasted.** You can make an additional Action this turn (if you choose to take the Attack action, you can make only one attack only).



At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the speed granted by Lunge increases by 10 feet or the bonus to Accuracy, Damage, Defence, and Luck increases by +1 (to a maximum of +3) for each slot level above 3rd.

BECOME BONES

3rd Level Illusion

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric

You target one willing creature you can see within range and use an illusion to turn its flesh, organs, and everything it's carrying and wearing invisible. Only the target's skeleton remains visible. For the duration of the spell, any Undead with a CR equal to or less than the spell slot used to cast this spell will ignore the target. If the target takes an aggressive action, the Undead will no longer ignore it.

If the target remains motionless while the illusion is active, a creature must succeed on an Intelligence (Investigation) check against your spell save DC to discern that the target isn't an inanimate skeleton.

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

BINDING CONTRACT

6th Level Divination

Casting Time: 1 minute

Range: Touch

Components: V, S, M (gold-infused ink worth at least 100 gp per each name on the contract, which the spell consumes)

Duration: Permanent

Classes: Warlock, Wizard

You touch a paper contract that has been written out, but not yet signed. The contract must clearly state a period in which the contract must be fulfilled, and whether breaking the contract should be punished by imprisonment or death. The paper on which the contract is written changes to a sheet of gold. All parties must consent (without coercion or magical influence) to the contact, and each creature's name appears on the contract. The contract then disappears and is transported to the Hall of Concordance in the city of Sigil. The exact letter of the contract is the only thing that matters for this spell, not the spirit or intent.

Until the contract is fulfilled, a marut (see the Appendix for stats) will search for any party that fails to uphold its side of the contract within the contract's specified time. The marut will only resort to lethal force if the contract calls for it, if a party fully breaks their side of the contract, or if the marut is attacked. Otherwise, it brings the party that has failed to uphold the contract to the wronged party/parties.



BLACK HEART

2nd Level Necromancy

Casting Time: Action

Range: Touch

Components: V, S, M (a 2-inch diameter sphere of obsidian, jet, or black onyx)

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock, Wizard

You touch the spell's material component and cause it to cast a dimming aura out to a 20-foot-radius sphere from it. If the area is in bright light, it becomes dim light. If it is in dim light, the area becomes darkness.

Each creature, apart from yourself, in the area suffers 2d6 Necrotic damage at the start of your turn. Undead in the area are healed by the darkness, regaining 2d6 Hit Points at the start of your turn.

BLOOD SHROUD

2nd Level Necromancy

Casting Time: Action, or Reaction, which you take when you take Piercing or Slashing damage

Range: Self (5-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You use your own blood to form a dome in a 5-foot-radius surrounding you. The dome is opaque to all creatures other than yourself. If you use your Action to cast this, you take 1d6 Slashing damage (that cannot be reduced) to create the dome.

A creature that passes through the blood or that is in the area when the dome is created, has the Blinded condition until the end of its next turn.

BODILY FORTITUDE

3rd Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Paladin, Ranger

You touch a willing creature and imbue it with protection from physical harm or poisons. Choose one of the following damage types: Bludgeoning, Piercing, Poison, or Slashing. For the duration, the target's body hardens and absorbs up to 10 points of the chosen damage type each turn, protecting the target from that damage. Any excess damage over 10 is carried over to the creature.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the amount of damage that is absorbed increases by 5 for each slot level above 3rd.

BODY OUTSIDE BODY

6th Level Conjuration

Casting Time: Action

Range: 10 feet

Components: (a few of your hairs, fingernail cuttings, or flakes of skin; and powdered sapphire worth at least 100 gp per the number of duplicates you create, which are consumed by the spell)

Duration: 1 minute

Classes: Wizard

You create up to four indistinguishable duplicates of you, all of which share your ability scores, personality, skills, class features, feats, and memories. Each carries the same weapon(s), armour, and equipment as you do (each copy has a mundane replica of any magic item you have), but it cannot cast spells. Each duplicate has half of your Maximum Hit Points and cannot regain Hit Points.

Each duplicate is friendly towards each other and any creatures you designate as friendly, and a duplicate will follow any order you give it (even actions that you wouldn't normally do yourself, such as charging a dragon or jumping off a cliff).

If a duplicate is slain, it disappears and you take 10 Necrotic damage. At the end of the spell's duration or if you cast this spell again, all remaining duplicates (and any equipment created with them) disappear without dealing damage to you.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the duration increases to 1 hour with a 7th Level slot, to 8 hours with an 8th Level slot, and to 24 hours with a 9th Level spell slot.

BOLT OF GLORY

2nd Level Evocation

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Paladin

You call energy from the Upper Planes and project it as a bolt of hissing energy at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 3d12 Radiant damage. If the target is a Fiend or Undead, it takes an extra 2d12 Radiant damage.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

BOMBARDMENT

8th Level Conjuration

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Classes: Druid

You conjure a 40-foot high cylinder that has a 15-foot radius full of falling boulders that tumble down from the air centred on a point you can see within range. All creatures in the area must make a Dexterity saving throw. On a failed save, a creature takes 10d8 Bludgeoning damage and is buried by the rocks. A creature takes half as much damage on a success and is not buried.

A buried creature has the Prone and Restrained condition and is buried under rocks. On its turn, a creature can use its Action to make a Strength check against your spell DC to free itself or another creature.

The area is considered difficult terrain until it is cleared.

BONE JAVELIN

7th Level Transmutation

Casting Time: Action

Range: 300 feet

Components: V, S, M (a tiny replica of a javelin carved from bone)

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

You create a magical javelin that hovers above your head until the spell ends. When you cast the spell—and as a Bonus Action on subsequent turns—you can make a ranged spell attack at a target within range. The javelin ignores up to three-quarters cover as it turns in flight to avoid obstacles. On a hit, the target takes 3d6 Piercing damage. Regardless of whether you hit or not, the javelin reappears above your head.

BORROW LUCK

4th Level Divination

Casting Time: Reaction, which you take when you fail an ability check or saving throw

Range: Self

Components: V, S,

Duration: Instantaneous

Classes: Bard, Cleric, Warlock, Wizard

To avoid impending failure, you steal success from your future self. You automatically turn a failed ability check or saving throw into a success, but the next saving throw you make is an automatic failure. You cannot cast this spell again to avert the automatic failure.

BOTHERSOME BABBLE

2nd Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You target one creature that you can see within range. The target must make a Wisdom saving throw. On a failure, the creature can't be understood through verbal communication until the spell ends. It cannot speak a language, and can instead only utter nonsense sounds.

While affected by the spell, the targeted creature must succeed on a Wisdom saving throw to form the correct syllables to cast a spell with a verbal component.

If the creature attempts to speak (including casting a spell with verbal components) while the spell is affecting it, it takes 1d8 Psychic damage.

Offalon may deny it, but this spell probably stemmed from a nightmare where no one could hear him rant on and on and on like he tends to do.

Actually, you were the inspiration for this spell - OV

BOUNCE BACK

Abjuration Cantrip

Casting Time: Reaction, which you take when a creature you can see within range gains the Prone condition

Range: 30 feet

Components: V, S, M (a spring)

Duration: Instantaneous

Classes: Bard, Cleric

You target a creature that is falling and allow it to use its Reaction to bounce back to its feet and avoid the Prone condition.

BROADCAST THOUGHTS

3rd Level Divination

Casting Time: Action

Range: 30 feet

Components: V, S, M (a ceramic foot of any size)

Duration: Concentration, up to 10 minutes

Classes: Bard, Sorcerer, Wizard

You attempt to make one creature that you can see in range blurt out any thought that comes to its mind. The target must make a Wisdom saving throw. On a failed save, the target's



thoughts mentally broadcast to each creature of your choice within 30 feet of the target for the duration. The broadcast thoughts are just the surface thoughts of the creature—what is most on its mind in that moment. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

If the target succeeds on the Wisdom saving throw or when the spell ends, the target knows that you just broadcast its thoughts.

BURNING BLOOD

2nd Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S, M (a drop of blood and a pinch of saltpetre)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You taint the blood of one creature you can see within range, infusing it with a burning, corrosive power. The target must make a Constitution saving throw, taking 1d8 Acid damage and 1d8 Fire damage on a failed save, or half as much damage on a successful one.

On a failed save, the target's blood continues to boil for the spell's duration. At the start of each of its turns, the target repeats the saving throw. It takes 1d8 Acid damage and 1d8 Fire damage on a failed save, and the spell ends on a successful one.

If the damage from this spell kills a target, the blood boils through and melts its skin, leaving a puddle of blood.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the initial Acid and Fire damage increases by 1d8 each for each slot level above 2nd.

BURNING HATE

1st Level Divination

Casting Time: Action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You send a bolt of flame at a creature within range. Make a ranged spell attack. On a hit, the target takes 2d6 Fire damage, and a thin halo of flames hovers over the target's head for the duration of the spell. Until the spell ends, you deal an extra 1d8 Radiant damage to the target the first time you hit it with an attack roll on any turn.

If the target drops to 0 Hit Points before this spell ends, you can use a Reaction to make a ranged attack roll against another creature within range to keep the spell active.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the Fire damage increases by 1d6 for each slot level above 1st and the Radiant damage increases by 1d8 for every two slot levels above 1st.



BURROW

1st Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (a sliver of a badger's claw)

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger, Wizard

You touch a willing creature. The target gains a burrowing speed of 30 feet for the duration of the spell.

At Higher Levels If cast using a spell slot of 2nd level or higher, the duration of the spell increases by 10 minutes for each slot level above first.

CELEBRATION

4th Level Enchantment

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard

With a few slurred words and fumbling motions, you prepare to perform. You cause each creature in a 15-foot cube within range to make a Wisdom saving throw. On a failure, a creature becomes intoxicated. You can choose to use your Action on subsequent turns to increase the effects of the spell while the spell is active.

A target that fails its initial saving throw takes a -2 penalty to Dexterity, Intelligence, and Wisdom ability checks and saving throws for the duration of the spell.

If you use an Action to continue performing the song for a second turn, each affected creature must succeed on a second Wisdom saving throw or become nauseated, suffering from the effects of the Poisoned condition as well as the previous effects of this spell. Succeeding on this saving throw prevents the nausea, and the creature is immune to further effects of this spell, but the previous effects remain in place.

If you use an Action to perform for a third turn, any affected creatures must succeed on a Wisdom saving throw or pass out, gaining the Unconscious condition until the spell ends.

If a creature is attacked while affected by this spell, the effects end on it.

CHAIN OF COMMAND

7th Level Enchantment

Casting Time: Action

Range: Self

Components: V, M (a chain)

Duration: Concentration, up to 1 minute

Classes: Cleric

For the duration of the spell, your voice is laced with a supernatural authority. When you first cast the spell, and as an Action on subsequent turns, you can speak a one-word command to a single creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw

or follow the command on its next turn. The spell has no effect if the target is Undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command that is not described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, it can take its turn as normal.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Gravel. The target has the Prone condition and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

Additionally, if it fails the saving throw, each creature of your choice within 10 feet of the target must also make the save or follow the command as well.

CHALK TRICK

3rd Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (a piece of chalk worth at least 1 cp, which the spell consumes)

Duration: 4 hours

Classes: Artificer, Wizard

Using a piece of chalk, the caster draws a door on a flat surface, creating an invisible portal to an extradimensional space that lasts until the spell ends. The doorway can be any size up to that of a normal doorway (approximately 3 feet by 8 feet), though in order to be useful, it should be large enough for the caster to pass through. The extradimensional space is accessed by simply walking through the chalk doorway.

The space within is roughly 400 square feet, and can hold as many as 10 Medium creatures. The space can appear however the caster desires, though any fixtures are illusory and have no physical form. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out through the doorway. Since this is an extradimensional space, anyone inside is considered to be on a different plane with regard to spells. Anything inside the extradimensional space is expelled when the spell ends.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the spell's duration increases by 2 hours for each slot level above 3rd.



CHARMING RETURN

3rd Level Enchantment

Casting Time: Action

Range: Touch

Components: V, S, M (a broken hand mirror)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric

Sometimes the best offence is a good defence. You give one willing creature the Charmed condition until the spell ends. For the duration of the spell, if another creature attempts to inflict an effect involving the Charmed condition on the target of this spell, the effect is reflected back onto the creature. The creature must succeed on the saving throw against its own DC or be affected by the spell or effect instead. If the creature succeeds on the save, or is immune to the Charmed condition, the spell or effect does nothing.

CHOKING SANDS

4th Level Conjuration

Casting Time: Action

Range: Touch

Components: (a tiny stuffed animal filled with sand)

Duration: Instantaneous

Classes: Druid, Wizard

You touch a target and force it to make a Constitution saving throw. On a failure, the target's lungs are coated with dust and sand. While the creature's lungs are coated, it can't speak or cast any spells that require verbal components. It also starts to suffocate.

The target can use its Action to attempt to cough up the sand by making another Constitution saving throw. On a success, the sand is coughed up and no longer chokes the target.

This spell only affects creatures that have lungs and need to breathe to survive.

CLAWS OF DARKNESS

2nd Level Transmutation

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You draw forth material from the Shadowfell. Your hands and your forearms elongate and change shape into featureless claws of unholy blackness. On subsequent turns, you can use the claws when you take the Attack action. You make a melee spell attack with a reach of 10 feet, dealing 2d8 Cold damage on a hit. If you grapple a creature while the spell is active, the target takes 1d8 Cold damage at the start of each of its turns while it has the Grappled condition.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

CLAWS OF THE BEAST

Transmutation Cantrip

Casting Time: Bonus Action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

Classes: Druid

You grow a set of menacing bestial claws with which to damage your foes. For the duration, your unarmed attacks deal 1d6 Slashing damage, and you can use your spellcasting modifier for the attack and damage rolls. The claws have the Light property for the purpose of two-handed fighting.

Cantrip Upgrade This spell's damage increases by 1d6 when you reach 5th Level (2d6), 11th Level (3d6), and 17th Level (4d6).

CLOAK OF CHAOS

8th Level Abjuration

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Warlock, Wizard

You select up to four willing creatures within range and coat them in a multi-coloured aura that protects them with chaotic energy. Each target gains a +2 bonus to all saving throws, gains a +1 bonus to Armour Class, and cannot gain the Charmed or Frightened for the duration of the spell (if the target already had either condition, that condition ends for the target).

Additionally, when a cloaked creature is targeted by a spell cast by a lawfully-aligned foe, the cloaked creature has Advantage on the saving throw. If a lawfully-aligned creature targets a cloaked creature with a weapon or spell attack, the attack roll is made with Disadvantage.

CLUTCH OF ORCUS

6th Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock, Wizard

You target one creature you can see within range and magical force grips the target's heart (or similar vital organ) and begins crushing it. The target must succeed on a Constitution saving throw or have the Paralysed condition for 1 minute. While Paralysed in this way, the target takes 4d10 Necrotic damage at the start of each of its turns.

The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one. If the target dies as a result of the damage caused by this spell, its smoking organ appears in your hand.

A Construct, Ooze, or Undead is immune to this spell, and so are creatures that do not require vital organs to survive.

COAT OF ARMS

3rd Level Conjuration

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

You surround yourself with a ring of spinning blades made of arcane force. You gain a +1 bonus to your AC, and when a creature within 5 feet of you hits you with a melee attack or touches you, it takes 1d6 Force damage.

You can use your Bonus Action on subsequent turns to direct one of the blades to fly at a creature within 30 feet. Make a melee spell attack against the target. On a hit, the creature takes 2d6 Force damage.

Any creature that grapples you takes 2d6 Force damage at the start of its turn.

COLD OF THE GRAVE

8th Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Wizard

You send a ray of death energy at a target you can see within range. The target must succeed on a Constitution saving throw or take 5d8 Cold damage and 11d8 Necrotic damage. The target takes half as much damage on a successful save.

A Humanoid killed by this spell rises at the start of your next turn as a spectre under your command that follows your verbal orders to the best of its ability. The spectre remains for 24 hours, and then disappears.

At Higher Levels When you cast this spell using a spell slot of 9th level, both damage rolls increase by 2d8.

COLUMN OF ICE

4th Level Conjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a 2-inch rod of ice)

Duration: 1 hour

Classes: Druid, Sorcerer, Wizard

A 15-foot radius column of ice rises from the ground centred on a point you can see within range, lifting into the air any object or creature standing in the area. The column reaches up to 20 feet in height. Creatures in the area as it rises must make a Dexterity saving throw. On a failure, or if there are no nearby unoccupied spaces, the target is raised on top of the column and has the Prone condition. On a success, a creature can choose to avoid the column and be moved to the nearest unoccupied square outside of the spell's area.

Moving atop the ice column requires a Dexterity (Acrobatics) check to avoid gaining the Prone condition, and attack rolls are made at Disadvantage. If a creature fails the Dexterity (Acrobatics) check, it must then succeed on a subsequent Dexterity saving throw or fall off the column, taking damage from falling (if applicable).

If the column reaches a ceiling when it rises, any creatures atop the column take 4d6 Bludgeoning damage and then fall from the column. A creature that falls takes damage from falling and lands with the Prone condition in an unoccupied space next to the column.

At Higher Levels When you cast this spell using a spell slot of 5th or higher, the height of the column increases by 10 feet, and the damage it deals when it appears (if it crushes the creature) increases by 2d6 for each slot above 4th.

SPECTRE

Medium Undead, Typically Chaotic Evil

Armor Class: 12

Hit Points: 22 (5d8)

Speed: 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances: Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities: Necrotic, Poison

Condition Immunities: Charmed, Exhausted, Grappled, Paralysed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: understands all languages it knew in life but can't speak

Challenge: 1 (200 XP)

Proficiency Bonus: +2

Incorporeal Movement. The spectre can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the spectre has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) Necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



COMFORTABLE SLEEP

3rd Level Enchantment

Casting Time: Action

Range: Touch

Components: V, S

Duration: 24 hours

Classes: Cleric, Druid, Paladin

You touch one willing creature that you can see within range and trick its brain into thinking that the target is in a more comfortable setting than it is. For the duration of the spell, the target's mind is convinced that the hard ground is a soft bed, that paltry food is tasty and filling, and that the temperature is comfortable (unless the area is considered to have extreme heat or extreme cold; see the Appendix for more information).

While this spell doesn't directly put the target to sleep, it does allow the target to rest and allows it to fall asleep regardless of its surroundings. If the target chooses to rest, it wakes up feeling refreshed, nourished, and clean. If the target doesn't actually eat or drink enough for the day, it doesn't suffer the negative effects of the Exhausted condition for 24 hours after this spell has been cast, though it still gains levels of exhaustion, and can still die if those levels reach the highest level of exhaustion while the spell is in effect.

If the target chooses to rest, its rest is refreshing. It wakes up feeling nourished (regardless of whether it ate or drank enough), and it feels clean.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature for each slot level above 3rd. The creatures must be within 15 feet of each other when you target them.

CONJURE BRIDGE

4th Level Conjuration

Casting Time: 1 minute

Range: 10 feet

Components: V, S, M (a tiny model of a bridge)

Duration: Concentration, up to 1 hour

Classes: Artificer, Cleric, Druid, Wizard

You summon a bridge originating at a point that is touching the ground within range. The bridge extends from that point, reaching another surface within 100 feet of the origin point. It has a width of 10 feet and a depth of 5 feet.

The bridge cannot be damaged except with a **disintegrate** spell.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the length of the bridge increases to up to 200 feet and lasts for 8 hours. When cast with an 8th Level spell slot, the bridge increases in length by up to 500 feet and lasts for 24 hours. When cast with a 9th Level spell slot, the bridge increases in length by up to 1,000 feet and lasts until it's dispelled.

CORRODE

3rd Level Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S, M (a vial of rust)

Duration: Instantaneous

Classes: Artificer, Druid

You target one nonmagical metal object that you can see within range, attempting to severely weaken it with rust. If the object is being carried or worn by a creature, the creature must succeed on a Dexterity saving throw to avoid the effect.

If you target a metal weapon, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

If you target a shield or armour, the item takes a permanent and cumulative -1 penalty to its AC. Armour reduced to an Armour Class of 10 is destroyed, and a shield that offers an AC bonus of 0 is destroyed.

If you target a structure or vehicle, this spell causes damage. If the target has ability scores (such as a ship), it can make a Constitution saving throw. On a failed save, the target takes $6d6$ Acid damage, which bypasses any damage threshold. On a successful save, the target takes half as much damage.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage to a structure or vehicle increases by $2d6$ for each slot level above 3rd. Alternatively, when you cast this spell using a spell slot of 4th level or higher, you increase the weapon's damage penalty or the AC reduction of armour by 1 for every two slot levels above 3rd.

COUNTERMOON

3rd Level Abjuration

Casting Time: Action

Range: 30 feet

Components: V, S, M (a hair from a lycanthrope's animal form)

Duration: 12 hours

Classes: Druid

You point your finger at one creature within range that you can see. If the creature is a lycanthrope, it must make a Constitution saving throw. On a failure, the target instantly reverts back to its Humanoid form, is unable to transform for the duration of the spell, and cannot have its form changed by any other means.

At Higher Levels When you cast this spell using a spell slot of 5th or 6th Level, the duration is 24 hours. When you cast this spell using a spell slot of 7th or 8th Level, the duration is 30 days. When you cast this spell using a spell slot of 9th Level, the duration is 1 year.

The bridge can be a bridge of shimmering moonlight, branches, bones, arcane force, or something appropriate to each person. - OV

CRAWLING DARKNESS

2nd Level Conjuration

Casting Time: Action

Range: Self

Components: V, S

Duration: 10 minutes

Classes: Warlock

You conjure dark tentacles that surround you. For the duration, you gain a climbing speed equal to your walking speed, and you have Advantage on any check you make to grapple, escape a grapple, or climb.

Additionally, you can use your Reaction to retaliate with a tentacle when you are attacked by a creature within 10 feet of you. Make a melee spell attack against the target. On a hit, the creature takes 1d12 Bludgeoning damage.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the duration of the spell is doubled for each slot level above 1st (to 20 minutes at 2nd Level, 40 minutes at 3rd Level, 80 minutes at 4th Level, and so on).

CREEPING COLD

2nd Level Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer

You target one creature you can see within range, and turn its sweat to ice, creating blisters as the ice forms on and inside the skin. The target must make a Constitution saving throw. On a failed save, it takes 2d6 Cold damage and becomes frozen for the spell's duration. A frozen creature has the Stunned condition. It can repeat the save at the end of each of its turns, taking 2d6 Cold damage on a failed save, and ending the spell on a successful one.

On a successful initial save, the target takes half as much damage only.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

CROWN OF VERMIN

9th Level Conjuration

Casting Time: Action

Range: Self (10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

You conjure a massive swarm of three hundred arachnids, arthropods, insects, and rats that bite and sting creatures near you. They follow you in a living aura with a 10 foot radius. If you cast the spell on land, the vermin die if you end your turn in water. If you cast the spell in water, the vermin die if you end your turn out of water.

At the start of each of your turns, the vermin will bite any creatures in the aura. This deals Piercing damage, and for each point of damage dealt, a vermin dies (allowing for 300 damage altogether). The spell ends early if all the vermin die.

The vermin attack, starting with the creature that has the lowest current Hit Points. Subtract the Hit Points from the total before moving onto the creature with the next lowest Hit Points. A creature with Resistance to Piercing damage takes two vermin to deal 1 point of damage.

The vermin can be destroyed if the majority of your aura is in an area of a damaging spell or effect (for example if they are in the area of a *fireball* spell). The damage dealt by the spell or effect determines how many die, with a number of vermin dying equal to the damage of the spell. They cannot be targeted by single attacks.

So long as there are 150 or more vermin, the area is considered heavily obscured. While there are 50 or more vermin, the area is considered lightly obscured. However, you can see out of the area without issue.

CRUSHING THOUGHT

Evocation Cantrip

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Warlock

You speak a word that penetrates the mind of a creature you can see within range. If the target can hear you, it must succeed on a Wisdom saving throw or take 1d8 Psychic damage and have the Deafened condition until the start of your next turn.

Cantrip Upgrade This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th Level (3d8), and 17th Level (4d8).

CRYSTALLINE MEMORIES

3rd Level Transmutation

Casting Time: Action

Range: 60 feet

Components: V, S, M (quartz worth at least 10 gp that is consumed by the spell)

Duration: Concentration, up to 1 minute

Classes: Bard, Warlock, Wizard

You reach into the mind of one creature that you can see in range. The target must succeed on an Intelligence saving throw or you start to collect its surface thoughts. You must maintain Concentration for the duration of the spell for it to take effect. When the duration is up, the thoughts congeal into a crystal that erupts from the target's head, causing 2d8 Slashing damage, and its Intelligence score is reduced by 1 (the target's Intelligence returns to its original score after a long rest).

The crystal flies into your hands. Once you have the crystal, you or another creature are able to use an Action to look into it and view the thoughts that were stolen. The memories remain in the crystal until the crystal is broken or until the crystal loses its magic (with a *dispel magic* spell, for example).

At Higher Levels If you cast this spell at 5th level or higher, you can probe deeper into the mind of the creature and force the crystal to take memories from something that looms large in its mind (such as something it worries over, loves, or hates). However, as soon as the creature makes the saving throw (regardless of whether it fails or succeeds), it is



aware that you are probing into its mind. The creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

CURSE OF SPILT WATER

7th Level Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S, M (a rag doll soaked in seawater)

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer, Wizard

You try to liquify the body of one creature you can see within range. The target must succeed on a Constitution saving throw or be transformed into a puddle of water for the duration of the spell. The amount of water is equal in volume to the creature's volume.

While transformed, the target is no longer considered a creature, is unaware of its surroundings, and can't be damaged. At the end of each of its turns, it can repeat the saving throw and transform back into its original form on a successful one. It also reverts to its true form if the spell ends before 1 minute has passed. If the water is separated before the target reverts back to its true form, the target reforms as a creature in the space of the largest quantity of water (or the nearest unoccupied space if there isn't enough room for its original form).

If you maintain your Concentration on this spell for the entire possible duration, the target remains a pool of water until the magic is dispelled with a **dispel magic** or **remove curse** spell.

DARKBOLT

2nd Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You hurl two rays of shadow at targets within range. You can hurl them at the same or separate targets. Make a ranged spell attack for each ray. On a hit, the target takes 2d8 Necrotic damage and must make a Wisdom saving throw. On a failure, the target has the Stunned condition until the end of its next turn.

If the target is Undead, it takes no damage but must still make the Wisdom saving throw to prevent it from gaining the Stunned condition.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

DAZE

2nd Level Enchantment

Casting Time: Action

Range: 90 feet

Components: V, S, M (a pinch of wool or similar substance)

Duration: Concentration, up to 1 minute

Classes: Bard, Druid, Sorcerer, Wizard

This spell dazes one Humanoid you can see within range. On a failed Wisdom saving throw, the creature loses any bonus to its Armour Class that it would get from its Dexterity modifier. Additionally, if it uses all of its speed in a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or gain the Prone condition.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

DEADLY LAHAR

7th Level Conjuration

Casting Time: Action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You create a liquid landslide of molten hot volcanic rock and lava. All creatures in a 60-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 10d6 Fire damage and is coated in solidifying magma.

A creature coated in this way has its movement halved and takes 4d6 Fire damage at the start of each of its turns. A creature can use its Action to make a Strength check to try and break the coating off of the target. If the stone is not removed within 1 minute, the creature has the Restrained condition. Another creature can make a Strength check against your spell save DC, breaking the stone on a success.

On a successful Dexterity saving throw, the creature takes half as much damage and is not coated in lava.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, both the cone's damage and the secondary damage increase by 1d6 for each slot level above 2nd.

DEFENESTRATING SPHERE

3rd Level Evocation

Casting Time: Action

Range: Self (60-foot line)

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You conjure a 5-foot radius cloudy grey sphere of whirling air and howling wind that flies out from you in a line that is 60 feet long. Each creature in the area must make a Strength saving throw. On a failed save, a creature takes 3d6 Bludgeoning damage, and Medium or smaller creatures have the Prone condition. If a creature fails the save by 5 or more, it is swept up by the sphere and flung 30 feet (or until it hits something) in a random direction. A creature flung in this

way takes 1d6 Bludgeoning damage per every 10 feet that it is flung (taking 1d6 minimum damage). If the creature succeeds the saving throw it takes half the damage only.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

DEMAND

4th Level Enchantment

Casting Time: Action

Range: Unlimited

Components: V, S, M (a short piece of fine copper wire)

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Warlock, Wizard

You send a message with a suggested course of activity to a creature with which you are familiar. The suggestion must be no longer than one or two sentences. Creatures that can't be Charmed are immune to this spell. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to harm itself or perform a harmful act ends the spell.

The creature hears the message in its mind and recognises you as the sender. If the creature can understand you, it must make a Wisdom saving throw. If you have a body part, a lock of hair, a bit of nail, or something similar from the target, it makes the save with Disadvantage. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration of the spell. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

DESICCATING BUBBLE

2nd Level Necromancy

Casting Time: Action

Range: 120 feet

Components: S, M (a tiny bag filled with air and a sprinkle of dust)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

A 5-foot-radius globe of supernaturally dry air appears from your hand like a soap bubble, and speeds to a point you can see within range. When a creature enters the area for the first time on a turn (including if the bubble is moved through its space) or starts its turn within the bubble's area, it must succeed on Constitution saving throw or take 3d4 Necrotic damage.

Oozes and creatures composed of water (such as a water elemental) take an extra 3d4 Necrotic damage on a failed save.

As a Bonus Action on subsequent turns, you can move the bubble up to 30 feet and you can direct it over barriers up to 5 feet tall, and jump it across pits up to 10 feet wide. The bubble pops if it is out of the spell's range at the end of your turn.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

DEVIL EYES

3rd Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (an eye of a devil)

Duration: 10 minutes

Classes: Artificer, Wizard

You touch one creature and give it the sight of a devil out to 30 feet. The target can see in darkness both magical and non-magical.

DIMENSIONAL ANCHOR

4th Level Abjuration

Casting Time: Action

Range: 120 feet

Components: V, S, M (a small silvered ship's anchor worth at least 25 gp)

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Druid, Wizard

A green ray springs from your outstretched hand at one creature or object within range. Make a ranged spell attack against the target. A willing creature can choose to let the ray hit it. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra dimensional travel. Forms of movement barred by a dimensional anchor include **astral projection**, **blink**, **dimension door**, **ethereality**, **gate**, **maze**, **planeshift**, **teleport**, and similar spells or effects. The spell can also target a portal or teleportation circle to prevent its use for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in an ethereal form (such as from the **ethereality** spell) or astral form (such as the **astral projection** spell) when the spell is cast, and it doesn't prevent summoned creatures from disappearing.

If you cast this spell every day for a year, targeting the same object or creature, the effects of this spell become permanent on the target.



DISC OF DESTRUCTION

7th Level Evocation

Casting Time: Action
Range: Self (100-foot line)
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Wizard

You create a 5-foot wide razor sharp disc of golden energy and throw it in a 100-foot long line. Each creature in that line must make a Dexterity saving throw. The target takes $6d10$ Slashing damage on a failed save, or half as much damage on a successful one. If a creature fails the saving throw and the damage reduces it to 0 Hit Points, the creature is bisected. If the creature succeeds on the saving throw but is still reduced to 0 Hit Points, the target loses a random appendage. Roll a d20 (rerolling if the creature doesn't have that appendage):

d20	Appendage
1	Head.
2-5	Arm.
6-10	Leg.
11-16	Tail.
17-20	Wing.

If a creature can't survive without the limb that was cut off, the creature dies. The exact effect the loss of a limb has on a creature is determined by the DM, but a few examples could include: losing an arm may render a spellcaster useless, losing a leg may reduce the creature's speed, and losing a wing could prevent a creature from flying. **At Higher Levels** When you cast this spell using a spell slot of 8th level or higher, the base damage increases by $1d10$ for each slot level above 7th.

DISTANT CRIER

4th Level Enchantment

Casting Time: Action
Range: Unlimited
Components: V, S, M (a handbell)
Duration: Instantaneous
Classes: Bard, Cleric, Wizard

You send a short message of twenty-five words or less to a creature with which you are familiar. The recipient immediately enters a trance-like state and recites the message word for word, even if it doesn't understand the language of the message. After delivering the message, the target must make a Wisdom saving throw. On a failed save, it has no memory of having heard or delivered the message. On a success, it recalls receiving the message, and knows that you are the sender.

DISTANT EMPATHY

1st Level Divination

Casting Time: Action
Range: Unlimited
Components: V, S, M (a smoky quartz worth at least 50 gp)
Duration: Instantaneous
Classes: Cleric

You can sense the emotional state of a chosen creature that is on the same plane as you. The target must make a Wisdom saving throw which is modified by how well you know the target and whether you have a physical connection to it. If a target knows you're casting this spell and wishes to be observed, it can fail the saving throw voluntarily.

Knowledge of Target

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	+0
Familiar (you know the target well)	-5

Connection to Target

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-1

On a successful save, the target isn't affected and you can't use this spell again against it for 24 hours.

On a failed save, you can sense exactly what the target is feeling at the time. This spell only discerns the emotional state, and doesn't provide a reason why the target would feel that way.

What if you cast it and the target is in the middle of doing... you know... The Horror.

While this spell is meant to be a comforting way to check up on loved ones, I suppose I have also changed the landscape of long distance dating. - OV

DISTURB MOUNT

1st Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a riding crop)

Duration: Instantaneous

Classes: Druid, Ranger

You target a Beast you can see within range that is acting as a mount for another creature. The target must succeed on a Wisdom saving throw or become provoked and attempt to buck its rider. The rider must succeed on a Dexterity saving throw against your spell save DC or fall off the mount and have the Prone condition in an unoccupied space within 5 feet of the mount.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, you can target additional types of creatures. If you cast this spell at 3rd level or higher, you can target Monstrosities. If you cast this spell at 5th level or higher, you can target Dragons. If you cast this spell at 6th level or higher, you can target any creature, regardless of its type.

Animals should not be disturbed, which is why I prefer to refer to this spell as disturb rider.

If you recall, I reminded you that almost any spell can actually, by definition, disturb a rider. - OV

DIVINE FORTITUDE

3rd Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

You touch a willing creature and imbue it with protection from positive or negative energy. Choose Necrotic or Radiant damage. For the duration, the target gains a divine shield that absorbs up to 10 points of the chosen damage type each turn, protecting the target from that damage. Any excess damage over 10 is carried over to the creature.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the amount of damage that is absorbed increases by 5 for each slot level above 3rd.

DIVINE JUDGEMENT

3rd Level Divination

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute.

Classes: Cleric, Paladin

You target a creature that you can see within range and attempt to make it face justice. The target must succeed on a Charisma saving throw or be affected by divine judgement for the duration of the spell. Whenever an affected target deals damage, it takes Radiant damage equal to half the amount of damage it dealt. Each time the target takes this damage, it can repeat the saving throw, ending the effect on itself on a successful one.

DIVINE NUDGE

Divination Cantrip

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric

You touch one creature and watch over it for the duration of the spell. When the target makes an ability check, attack roll, or saving throw, you can use your Reaction to grant the target a +1 bonus to its roll. If the nudge causes the creature to succeed, the spell ends.

DREAM SIGHT

7th Level Divination

Casting Time: Action

Range: Self

Components: V, S, M (an onyx spinning top worth at least 50 gp)

Duration: Up to 8 hours

Classes: Sorcerer, Wizard

You fall into a deep sleep and your spirit leaves your body. You control the spirit, which is invisible and incorporeal (meaning it can move through objects as if they were difficult terrain). It has a flying speed of 100 feet, and you can see and hear through the spirit as if you are in its space. The spirit is unable to speak, attack, cast spells, or interact with the waking world.

The spirit can be seen as an ethereal version of yourself by any creature with truesight. The spirit has the same amount of Hit Points as you do and has Resistance to all damage types except Psychic.

If your body takes damage or another creature uses its Action to wake you, the spell ends immediately. At the end of the spell, your spirit instantaneously returns to your body and you wake up. You can also end the spell early as an Action. You can cast this spell over the course of a Long Rest and still gain the benefits of the Long Rest if you remain asleep for the full duration of the spell.



DULL SENSES

1st Level Illusion

Casting Time: Action

Range: 30 feet

Components: S

Duration: 1 hour

Classes: Sorcerer, Warlock, Wizard

You target a creature you can see within range. The target must succeed on a Wisdom saving throw or its senses start to fade. For the duration, the creature has Disadvantage on Wisdom (Perception) checks.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 15 feet of each other when you target them.

ECHOES OF THE PAST

4th Level Divination

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a vial of ectoplasm)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Paladin

You touch a point and create spectral visions that replay a past event that took place at that location. You can name an event, or specify a time for the visions to play back. The scene that replays is accurate to the event or specified time, has sound (though any voices that speak during the scene all sound ethereal), and any creature in the vision is featureless (though maintains its general body shape and size).

If you cast the spell two or more times before completing your next Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get an inaccurate vision. The DM makes this roll in secret.

ELECTRIC JOLT

Evocation Cantrip

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

A small stroke of lightning is released from your fingertips. Make a ranged spell attack against a creature or object within range. On a hit, the target takes 1d8 Lightning damage, and additional lightning jumps to a different creature of your choice within 10 feet of it. The second creature takes 1d4 Lightning damage.

Cantrip Upgrade This spell's damage increases by 1d8 to the first target and by 1d4 to the second target when you reach 5th Level (2d8 and 2d4), 11th Level (3d8 and 3d4), and 17th Level (4d8 and 4d4).

ELEMENTAL FORTITUDE

3rd Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer

You touch a willing creature and imbue it with protection from an element. You choose one of the following damage types: Acid, Cold, Fire, Lightning, or Thunder. For the duration, the creature gains an elemental shield that absorbs up to 10 points of the chosen damage type each turn, protecting the target of the spell from that damage. Any excess damage over 10 is carried over to the creature.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the amount of damage that is absorbed increases by 5 for each slot level above 3rd.

ENCLOSING WALLS

4th Level Illusion

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You create the illusion of walls closing in on up to four Humanoids of your choice that you can see within range. Each target must succeed on a Wisdom saving throw or fall for the illusion and believe that it's being slowly crushed by enclosing walls. At the start of each of its turns, a target takes 3d8 Psychic damage and must make a DC 10 Strength (Athletics) check. On a failed check, the target's speed is reduced to 0 until the start of its next turn. On a success, a target's speed is halved until the start of its next turn. If the target succeeds on the Strength (Athletics) check and also beats your spell save DC, the target realises that the walls are an illusion and the spell ends on that creature.

A target automatically succeeds on the save if it isn't in a room, a hallway, or another space between at least two walls.

ENDURE COLD/HEAT

1st Level Abjuration

Casting Time: Action

Range: 30 feet

Components: V, S, M (an aloe vera leaf for heat, or a tear of a thick blanket for cold)

Duration: 8 hours

Classes: Druid, Ranger

You target a creature that you can see in range. For the duration, the creature has Advantage on saving throws made to resist either extreme heat or extreme cold (your choice).

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, you can target two additional creatures for each slot level above 1st.

(See the Appendix for rules on Extreme Weather.)

EXILED FROM THE HEAVENS

8th Level Conjuration

Casting Time: Action

Range: Touch

Components: V, S, M (a cracked figurine of an angel worth 666 gp)

Duration: Instantaneous

Classes: Cleric

You touch a creature and it must make a Charisma saving throw. On a failure, the target is flung into the sky by a holy power from the Upper Planes. Choose any height in a 10-foot increment up to a maximum of 1,000 feet (the height can't exceed the height of a room, cavern, or similar space with a ceiling). At that chosen height, the creature is met by a fist of divine energy sent by your deity pushing it back to the ground. The target takes 50 Radiant damage upon initial impact with the fist, and is forced down at a speed of 200 feet per round.

While moved by the fist, the creature has the Restrained condition. It can only escape the fist's force if it has access to an ability or spell that allows it to teleport, such as *misty step* or *dimension door*. The target takes damage from falling when it hits the ground, landing in the space it was flung from (or the nearest unoccupied space) and following the rules of falling damage (creatures with Resistance or Immunity to Bludgeoning damage still take this damage).

On a successful save, the creature is flung 50 feet into the air and takes 5d6 Bludgeoning damage from falling, unless it has a flying speed.

EXORCISM

2nd Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S, M (a vial of holy water)

Duration: Instantaneous

Classes: Cleric, Paladin

You touch a creature or object that is being possessed, and remove the creature that is possessing it. The creature possessing the host is shunted to the nearest unoccupied space. The host can't be possessed again by the same creature for the next 24 hours.

FALLEN STAR

2nd Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S, M (a hunk of white rock and a small glass lens)

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You call down a falling star from the sky and cause it to hit the ground at a point you can see within range. Each creature within a 10-foot-radius sphere centred on the point you choose must make a Dexterity saving throw. On a failed save, a creature takes 3d6 Fire damage and has the Prone condition. On a successful save, a creature takes half as much damage only.

The spell can't be cast in an area where the sky isn't visible, and if you cast it indoors, the star will hit any surface above you in the building.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, you can call one additional star for each slot level above 3rd. Each new star must target a different point that you can see within range, and a creature in the area of more than one star is affected only once.

FALSE VISION

5th Level Divination

Casting Time: Reaction, which you take when you succeed on a saving throw against the *scrying* spell or a similar spell/effect

Range: 30 feet

Components: V, S, M (a warped mirror)

Duration: Special

Classes: Bard, Ranger, Wizard

When you detect that someone has tried to perceive you using the *scrying* spell or a similar magical effect, you create a false scene that plays to the creature attempting to divine you. The scene you create can include anything of your choice, and the diviner sees exactly what you choose for it to see.

If the scene is believable, the diviner believes it. However, if you create an abstract scene or a scene that is unrealistic, the diviner can make a Wisdom (Insight) check against your spell save DC to discern that its attempts to perceive you failed, and the vision is a deception.

FIELD OF ICY RAZORS

8th Level Evocation

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

Razor sharp shards of ice erupt in a 20-foot radius centred on a point on the ground that you can see within range. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 6d8 Cold damage and 6d8 Slashing damage, and has its movement halved for 1 minute. On a successful save, a creature takes half as much damage only.

FIENDFORM

4th Level Transmutation

Casting Time: Action

Range: Self

Components: V, S, M (a bone from a fiend)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You assume the form of any Fiend that has a challenge rating equal to the level of spell slot used or lower. You must have seen the sort of creature at least once. You transform into an average example of that creature without any class levels or the Spellcasting trait.



Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you, and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any of the Fiend's legendary actions or lair actions.

You assume the Hit Points and Hit Dice of the new form. When you revert to your normal form, you return to the number of Hit Points you had before you transformed. If you revert as a result of dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 Hit Points, you don't gain the Unconscious condition.

You retain your class (and other) features and can use them, provided that your new form is physically capable of doing so. You can't use any special sense (for example, darkvision) unless your new form also has that sense. You can only speak if the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

Any spells or effects that would affect fiends now affect you. If you are the target of the **banishment** spell, you are not sent to the fiend type's respective plane.

FINGER OF EXPULSION

7th Level Conjunction

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

Pointing with your finger, you roughly trace the silhouette of a creature that you can see within range and attempt to shunt the target into the Far Realm. The target must make a Charisma saving throw. On a failed save, the target is banished to the Far Realm for the duration of the spell. On a successful save, the target takes 5d10 Force damage as it resists being ripped through dimensions.

While banished, the target must make a Wisdom saving throw at the start of each of its turns, taking 4d10 Psychic damage on a failed save or half as much damage on a successful one. If this damage kills the creature, the creature's corpse doesn't return from the Far Realm when the spell ends.

At the end of each of its turns, the banished target can repeat the Charisma saving throw. On a success, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target reappears if the spell ends.

FISTS OF STONE

1st Level Transmutation

Casting Time: Bonus Action

Range: Self

Components: V, S, M (a small stone carved into a fist shape)

Duration: 1 minute

Classes: Druid, Sorcerer, Wizard

You transform one or more of your hands into a stone fist. For the duration, you can use your spellcasting ability modifier instead of Strength for the attack and damage rolls of your Unarmed Strikes, and the damage die becomes a d8. If you transform multiple hands, you can make off-hand attacks with your other fist, following off-hand attack rules.

If you turn all of your hands into fists, you can't manipulate objects with the hands and you can't cast spells that require somatic components.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

FLENSING

3rd Level Necromancy

Casting Time: Action

Range: 30 feet

Components: V, S, M (an onion)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

When you cast this spell, you start to strip the flesh from a creature's body, inflicting incredible pain and psychological trauma. You target one creature that you can see within range and it must make a Constitution saving throw taking 4d8 Necrotic damage on a failed save, or half as much damage on a successful one.

Additionally, on a failed save, the target continues to have its flesh peeled for the duration of the spell. At the start of each of its turns for the duration, the target takes 2d8 Necrotic damage. The target can repeat the saving throw at the end of each of its turns, ending the spell on a successful one. If the damage from this spell kills a target, the skin is completely ripped from its body.

Constructs, Elementals, and creatures without skin are immune to this spell.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the initial damage when the spell is cast increases by 1d8 for each slot level above 3rd.

FORCE OF BODY

2nd Level Transmutation

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Paladin, Ranger

You magically force your body to push itself harder at a cost. For the duration, you can make your first weapon attack that hits on a turn deal an extra 5d6 damage (the damage type is the same as the weapon), though you also take 10 Necrotic

damage. The Necrotic damage you take can't be reduced in any way, and does not force you to make a Concentration check.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage of your attack increases by 2d6 and the Necrotic damage you take is increased by 5 for each slot above 2nd.

FORGET

6th Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a sieve)

Duration: Concentration, up to 1 minute

Classes: Bard, Wizard

You attempt to make a creature forget one of its abilities. Your target must make a Wisdom saving throw. You name an action, bonus action, or reaction that the target can perform, and on a failed save, the target forgets how to do it. For example, you can make it forget a specific spell, a unique Action (such as a red dragon's Fire Breath attack), or even how to use one weapon. This can't affect legendary actions or passive traits, and if you want the target to forget how to cast a spell, you must specify which specific spell.

You can use your Action on subsequent turns to choose the same or a new action, bonus action, or reaction that the target forgets. The target can only forget one ability at a time.

At the end of each of its turns, the target can repeat the saving throw ending the effect on itself on a successful one.

FRAME IMAGE

Illusion Cantrip

Casting Time: Action

Range: Touch

Components: V, M (a frame worth at least 1 sp)

Duration: Instantaneous

Classes: Bard, Wizard

You hold a frame up and speak a chosen magic word (a commonly used magic word is "cheese"). The frame then captures the image in front of it, and the image is embedded in the frame until the spell is dispelled, the frame is broken, or you cast this spell again using the same frame. The image can't be removed from the frame.

FREEZING FOG

2nd Level Conjuration

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer, Wizard

You create a 20-foot-radius sphere of a chilled fog centred on a point you can see within range. When a creature starts its turn in the fog, it must succeed on a Constitution saving throw or take 2d8 Cold damage and have its movement reduced by 10 feet.

The fog also coats all surfaces in its area with an icy rime. A creature that uses its movement in the fog must succeed on a Dexterity saving throw or have the Prone condition.

The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

GEM BOMB

2nd Level Evocation

Casting Time: Action

Range: 60 feet

Components: V, S, M (one gem worth at least 1 gp that the spell consumes)

Duration: Instantaneous

Classes: Artificer, Druid, Ranger

You touch a gem and transform it into a large projectile infused with latent arcane energy that you can lob at enemies. You throw the gem at any point within range, and it explodes on impact.

It explodes in a 10-foot-radius sphere, damaging all creatures within that area and unleashing bright colours. Each creature in the area must make a Dexterity saving throw. On a failed save, the creature takes 2d10 Force damage and has the Blinded condition until the end of its next turn. On a successful save, the target takes half as much damage only.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

GENIUS LOCI

9th Level Conjuration

Casting Time: 1 hour

Range: 5 feet

Components: V, S, M (a paste made from silver, mithral, and holy water, collectively worth a total of 3,000 gp, which the spell consumes)

Duration: Until dispelled

Classes: Druid, Warlock, Wizard

You summon four elemental myrmidons as guardians of a particular building, location, or area of up to 1,000 feet centred around the point where it was summoned. You task the guardians with a specific purpose that can be explained in a sentence or two. The elemental myrmidons each manifest as one of the four main elements (an air elemental myrmidon, an earth elemental myrmidon, a fire elemental myrmidon, or a water elemental myrmidon), and immediately start to carry out their designated task. The guardians treat you and any creature present when they are summoned as an ally, but will attack any other creature that enters the warded area. You can designate a passphrase that other creatures can say to prevent the guardian from attacking it.

Once the spell is complete, you have no direct control over the guardians' actions. Otherwise, the guardians behave according to their nature, while never leaving the area they are guarding. If an elemental myrmidon is slain, it manifests again in the area after 24 hours.

The only way to prevent a guardian from remaining or reappearing in the area is with a *wish* spell.



AIR ELEMENTAL MYRMIDON

Medium Elemental, Typically Neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances Lightning, Thunder;
Bludgeoning, Piercing, and Slashing from
nonmagical attacks

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned,
Prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran, one language of its creator's
choice

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The myrmidon makes three Flail attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft.,
one target. *Hit:* 8 (1d8 + 4) Force damage.

Lightning Strike (Recharge 6). The myrmidon makes
one Flail attack. On a hit, the target takes an extra
18 (4d8) Lightning damage, and the target must
succeed on a DC 13 Constitution saving throw or
have the Stunned condition until the end of the
myrmidon's next turn.

FIRE ELEMENTAL MYRMIDON

Medium Elemental, Typically Neutral

Armor Class 18 (plate)

Hit Points 123 (19d8 + 38)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances Bludgeoning, Piercing, and
Slashing from nonmagical attacks

Damage Immunities Fire, Poison

Condition Immunities Paralysed, Petrified, Poisoned,
Prone

Senses darkvision 60 ft., passive Perception 10

EARTH ELEMENTAL MYRMIDON

Medium Elemental, Typically Neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances Bludgeoning, Piercing, and
Slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Paralysed, Petrified, Poisoned,
Prone

Senses darkvision 60 ft., passive Perception 10

Languages Terran, one language of its creator's
choice

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The myrmidon makes two Maul attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft.,
one target. *Hit:* 11 (2d6 + 4) Force damage.

Thunderous Strike (Recharge 6). The myrmidon
makes one Maul attack. On a hit, the target takes an
extra 22 (4d10) Thunder damage, and the target
must succeed on a DC 14 Strength saving throw or
gain the Prone condition.

Languages Ignan, one language of its creator's choice
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Illumination. The myrmidon sheds bright light in a 20-
foot radius and dim light in a 40-foot radius.

Water Susceptibility. For every 5 feet the myrmidon
moves in 1 foot or more of water, it takes 2 (1d4) Cold
damage.

Actions

Multiattack. The myrmidon makes three Scimitar
attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft.,
one target. *Hit:* 7 (1d6 + 4) Force damage.

Fiery Strikes (Recharge 6). The myrmidon uses
Multiattack. Each attack that hits deals an extra 7 (2d6)
Fire damage.

WATER ELEMENTAL MYRMIDON

Medium Elemental, Typically Neutral

Armor Class 18 (plate)
Hit Points 127 (17d8 + 51)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances Acid; Bludgeoning, Piercing, and Slashing from nonmagical attacks
Damage Immunities Poison
Condition Immunities Paralysed, Petrified, Poisoned, Prone
Senses darkvision 60 ft., passive Perception 10
Languages Ignan, one language of its creator's choice
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The myrmidon makes three Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) Force damage, or 8 (1d8 + 4) Force damage if used with two hands to make a melee attack.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) Cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

GEYSER

2nd Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: 1 round

Classes: Druid, Sorcerer, Wizard

You cause boiling water to jet upwards from a point you can see on the ground within range. The water forms a geyser with a 5-foot radius and a height of 10 feet. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 3d6 Bludgeoning damage and is carried to the top of the geyser.

On a success, the creature takes half as much damage and moves to an unoccupied space adjacent to the geyser.

The geyser heavily obscures creatures beyond it, atop it, or inside it. The water is considered difficult terrain.

At the end of your next turn, the geyser recedes. Any creature still at the top of the geyser when it recedes begins falling and will take damage from falling as normal.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage done by this spell increases by 1d6 and the height of the geyser increases by up to 10 feet for each slot level above 2nd.

GLEAN WEAKNESS

3rd Level Divination

Casting Time: Action

Range: 30 feet

Components: V, S,

Duration: Instantaneous

Classes: Ranger

You attempt to learn the strengths and weaknesses of a creature that you can see within range. The target must succeed on a Charisma saving throw or you gain knowledge of its Resistances, Immunities, and Vulnerabilities, including both damage types and conditions. You only know that this information applies to the individual target, not whether you can extrapolate that knowledge to other creatures of the same type or species.

GRASP OF THE UNDERWORLD

5th Level Necromancy

Casting Time: Action

Range: 500 feet

Components: V, S, M (one gold coin, which the spell consumes)

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock, Wizard

You cause fissures to spread from a point on the ground that you can see within range. Hands reach through these fissures and grab at any living creature within a 60-foot-radius circle centred on that point. The ground in that area becomes difficult terrain for the duration of the spell.

When you cast this spell and at the end of each turn while the spell is active, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, a creature has the Prone condition.

When a creature with the Prone condition starts its turn in the area, it must make a Charisma saving throw. On a failed save, a creature takes 10d8 Cold or Necrotic damage (your choice when you cast the spell). On a successful save, a creature takes half as much damage. If a creature rolls a 1 on the d20 for the saving throw or if the damage of this spell kills it, the creature is dragged to the plane of Hades and vanishes. Undead automatically succeed on the saving throw.

GRAVE SENSE

5th Level Divination (Ritual)

Casting Time: Action

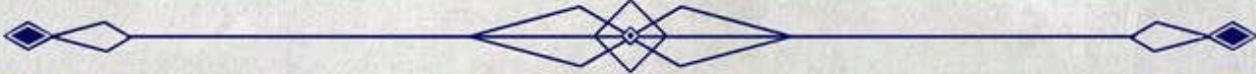
Range: Touch

Components: S, M (a black onyx stone worth at least 300 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Cleric, Warlock, Wizard

You touch a corpse. For the duration of the spell, you can use your Action to see through the corpse's eyes and hear through its ears, and continue to do so until you use your Action to return to your normal senses. While perceiving through the corpse's senses, you gain the benefits of any special senses.



possessed by that creature when it was living, though you have the Blinded and Deafened conditions regarding your own surroundings.

Additionally, you can choose to control the corpse. It uses the statistics of a skeleton or a zombie (or any other Undead deemed appropriate by the DM). The spell ends early if the corpse is reduced to 0 Hit Points.

GREASE FIRE

2nd Level Conjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a buttered frying pan worth 3 sp)

Duration: 1 minute

Classes: Artificer, Sorcerer, Wizard

Slick grease covers the ground in a 10-foot square centred on a point within range. The area becomes difficult terrain for the duration.

The grease catches fire when it appears, and each creature standing in its area when the grease appears must succeed on a Dexterity saving throw or have the Prone condition and take 4d4 Fire damage. A creature that enters the area or starts its turn there must also succeed on a Dexterity saving throw or have the Prone condition and take 2d4 Fire damage.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the size of the spell's area increases by 10 feet for each slot level above 2nd.

If the target succeeds on the saving throw, the maw disappears after dealing the damage. If the target fails the save, the creature takes the damage and is swallowed by the maw and dragged beneath the ground.

While swallowed, the creature has the Restrained condition, has total cover against attacks and other effects above and around the ground it's in, and takes 2d6 Acid damage at the start of each of its turns. The creature can only use its Action to try and escape with a Strength (Athletics) check against your spell save DC. If the check is successful, the creature escapes and appears with the Prone condition in its original space. Another creature can use its Action to make a Strength (Athletics) check against your spell save DC to pull the "swallowed" creature out.

GREYMANTLE

5th Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S, M (a skull)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

A skull-shaped cloud of dark energy coalesces around a creature that you can see within range. The target must succeed on a Constitution saving throw or it can't regain Hit Points or ability score reductions for the duration of the spell. It can still gain Temporary Hit Points.

This spell has no effect on Undead or Constructs.

GUIDING STAR

2nd Level Divination

Casting Time: Action

Range: Self

Components: V, S, M (a star-shaped opal)

Duration: 1 hour

Classes: Cleric, Druid, Paladin, Ranger

You call down a star-like mote of light from the sky that leads you to a destination that you specify when you cast the spell. You must have visited the location before or be familiar with the location, and the location must be on the same plane as you. The star always remains less than a foot in front of you and points like a compass in the direction of the location, not taking into account the distance or any obstructions or barriers.

The light sheds bright light out in a 10-foot radius and dim light for an additional 10 feet.

You can dismiss the light with a Bonus Action.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the spell's duration increases by 1 hour for each slot level above 2nd.

GREAT WORM OF THE EARTH

4th Level Conjuration

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid

You conjure a great worm-like maw from the ground beneath a creature you can see within range. The target must be standing on a surface that is at least 10 feet thick. The target must make a Dexterity saving throw, taking 6d6 Piercing damage on a failure or half as much damage on a success. If

HAIL OF STONE

2nd Level Conjuration

Casting Time: Action

Range: 90 feet

Components: V, S, M (a piece of jade worth at least 5 gp)

Duration: Instantaneous

Classes: Druid, Ranger

When you cast this spell, choose a spot within range. That spot is pummelled by falling rocks in a 10-foot radius by 40-foot high cylinder. Each creature caught within the cylinder must make a Dexterity saving throw taking $6d4$ Bludgeoning damage on a failed save, or half as much damage on a successful one.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $2d4$ for each slot level above 2nd.

HALO OF SAND

2nd Level Conjuration

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Wizard

Sand swirls around you, obscuring you from attacks. All attack rolls made against you are made with Disadvantage.

While concentrating on this spell, you can also use your Reaction to cause a hit from a ranged weapon attack targeting you to automatically miss instead.

The sand does not obstruct your vision.

HEALING FIELD

7th Level Abjuration

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric

You create a warm 20-feet sphere at a point within range. At the start of each of your turns, the field generates a pool of healing energy that you can disperse among up to eight creatures that aren't Constructs or Undead. As an Action, you roll $8d8$ and can restore Hit Points equal to the total. You can spread the d8s however you wish—you could allow one creature to regain Hit Points equal to the entire $8d8$ roll, or you could allow eight creatures to regain $1d8$ Hit Points each, or one creature could regain $3d8$ Hit Points and another regain $5d8$ Hit Points, and so on.

As a Bonus Action on your turn, you can move the field up to 30 feet.

HEART OF ICE

8th Level Necromancy

Casting Time: Action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You touch a creature and force it to make a Constitution saving throw. On a failure, the creature's skin blackens with necrotic decay and rimes with white frost. If you maintain Concentration for the duration (you do not need to remain touching the creature), the creature's heart or equivalent vital organ freezes and shatters, causing immediate death.

If the target succeeds on the saving throw or when your Concentration on the spell ends, the target still suffers a large amount of damage to its organs, taking $6d6$ Cold damage and $6d6$ Necrotic damage. It also has the Prone condition due to the pain, while yelling and shivering uncontrollably.

Any creature that does not require vital organs to survive, a creature with Immunity to Cold damage, Constructs, or Undead are immune to this spell and suffer no ill effects.

HEAT LEECH

2nd Level Necromancy

Casting Time: Action

Range: 30 feet

Components: V, S, M (a leech and a pinch of snow)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You target one creature you can see within range, sapping its vitality. The target must make a Constitution saving throw. On a failure, the target takes $2d8$ Cold damage and you regain Hit Points equal to the damage dealt. If the regained Hit Points take you over your Maximum Hit Points, you gain Temporary Hit Points with the remainder.

On each of your turns for the spell's duration, you can use your Bonus Action to deal $1d8$ Cold damage to the target and regain the Hit Points equal to the damage dealt (gaining Temporary Hit Points if it takes you over your Maximum Hit Points). The spell ends if the target starts its turn outside of the spell's range or if it has total cover from you.

HEATSTROKE

3rd Level Transmutation

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid

You target one creature you can see within range. That creature must succeed on a Constitution saving throw or take $5d6$ Fire damage and gain a level of exhaustion.

If the damage caused by this spell reduces the creature to 0 hit points, the damage does not kill it. Instead the creature gains the Unconscious condition and is stable. The target can still die from exhaustion.

This spell does not affect creatures with Resistance or Immunity to Fire damage.



HEAVY HEART

2nd Level Necromancy

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Cleric, Warlock

You target a creature you can see within range and fill that creature with regret. The target must make a Wisdom saving throw. On a failed save, the target takes 3d8 Necrotic damage and its movement is reduced to 0 until the end of its next turn. On a successful save, the target takes half as much damage only.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

HELLBALL

9th Level Evocation

Casting Time: Action

Range: 300 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You create a massive ball of energy that detonates with a thundering roar at a point you choose within range. Each creature in a 40-foot-radius sphere centred on that point must make a Dexterity saving throw. On a failed save, a target takes 10d6 Acid damage, 10d6 Cold damage, 10d6 Fire damage, 10d6 Lightning damage, and 10d6 Thunder damage. On a successful save, a creature takes half as much damage.

HELLFIRE STORM

7th Level Evocation

Casting Time: Action

Range: 300 feet

Components: V, S, M (a chunk of brimstone)

Duration: Instantaneous

Classes: Sorcerer, Wizard

You whip up a pillar of infernal flames from the Nine Hells centred on a point within range. The pillar is 20 ft wide and 40 ft high. Each creature in the space must make a Dexterity saving throw. A creature takes 10d6 Fire damage on a failed save, or half as much damage on a successful one. This Fire damage ignores a target's Resistance and Immunity to Fire damage.

At Higher Levels When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d6 for each slot level above 7th.

HEROIC TALE

5th Level Abjuration

Casting Time: 10 minutes

Range: 30 feet

Components: V

Duration: 8 hours

Classes: Bard

You regale others with a tall tale full of twists and inspirational characters. Choose up to five creatures within range that can hear you and understand the language in which you tell the tale. Each target is imbued with the heroism of the story's characters. For the duration, each creature is able to reroll one failed saving throw for each ability score. The creature must use the new roll.

Once a saving throw for each ability score has been rerolled, the spell ends on that target.

One day, people will tell tales about me to make them better people. It'd be nice if they were the heroic kind, but I'll keep my expectations realistic!

I don't know about that. You'll be seen as heroic if you're included in my tales! - OV

HESITATE

1st Level Enchantment

Casting Time: Reaction, which you take when a creature within range rolls initiative

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Paladin, Wizard

You cause a creature to hesitate before it charges into battle. When a creature you can see within range rolls Initiative, you use your Reaction to cast this spell and force it to make a Charisma saving throw. On a failure, you roll a d8 and subtract the number rolled from the target's initiative roll. If this would cause the target to share the same initiative score as another creature, it loses the initiative tie.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

HOLY RAIN

3rd Level Conjuration

Casting Time: Action

Range: 120 feet

Components: V, S, M (a vial of holy water, which the spell consumes)

Duration: 1 minute

Classes: Cleric

You select a point within range and cause drops of holy water to rain down continually in a 20-foot radius, 40-foot high cylinder centred on that point. When a Fiend or Undead starts its turn in the area, or moves into the area for the first time on its turn, it takes 5d8 Radiant damage.

On each of your turns after you cast this spell, you can use an Action to move the rain up to 60 feet in any direction. You can end the spell early with a Bonus Action on your turn.

HOPELESSNESS

1st Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric

You target a creature that you can see within range and attempt to fill it with hopelessness. The target must succeed on a Wisdom saving throw. On a failed save, the target has Disadvantage on saving throws against the Frightened condition for the duration of the spell, and also must roll a d4 when it makes an ability check and subtract the result from the roll.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

HUNTER'S ARROW

Transmutation Cantrip

Casting Time: Bonus Action

Range: Touch

Components: V

Duration: Up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You touch one arrow and infuse it with fortifying magic. When a creature makes an attack roll using the arrow, it can circumvent the target's bonuses to Armour Class granted by partial cover. The attack treats three-quarters cover as half cover, and treats half cover as no cover.

HYPOTHERMIA

3rd Level Transmutation

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid

You target one creature you can see within range and force it to make a Constitution saving throw. On a failed save, the target takes 4d8 Cold damage and gains a level of exhaustion. On a successful save, the target takes half as much damage only.

This spell does not affect creatures with Resistance or Immunity to Cold damage.

ICE FLOWERS

6th Level Transmutation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Wizard

You cause moisture in the ground at a point you can see within range to freeze into a mound of solid ice and burst violently. Each creature within 20 feet of the point must make a Dexterity saving throw. On a failed save, the target takes 4d8 Cold damage and 4d8 Bludgeoning damage. On a successful save, the target takes half as much damage.

The spell has no effect in desert terrain or on solid stone.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 Cold damage and 1d8 Bludgeoning damage for each slot above 6th.

ICE WEAPON

4th Level Evocation

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Druid, Sorcerer, Warlock, Wizard

You evoke a frosted weapon in your free hand. The ice can look like any weapon. If you let go of the weapon, it disappears, but so long as you maintain Concentration you can evoke it again as a Bonus Action. You can use your Action to make a melee spell attack with the frost weapon. On a hit, the target takes 4d8 Bludgeoning, Piercing or Slashing damage (depending on the form of weapon that the ice weapon assumes) and 4d8 Cold damage. The target must also succeed on a Constitution saving throw or it gains Vulnerability to the next Cold damage it receives within 1 minute.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the Cold damage increases by 1d8 for each slot level above 4th.

ICY ENTOMBMENT

7th Level Conjuration

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid, Sorcerer

You freeze one creature you can see within range. The target must make a Constitution saving throw. On a failed save, the target starts to freeze. If the target succeeds on the save, it takes 4d8 Cold damage and the spell ends.



At the start of each of the freezing creature's turns for the duration of the spell, it must make a Constitution saving throw. On a failed save, the creature takes 4d8 Cold damage, has its speed halved until the start of its next turn, and can take either its Action or its Bonus Action on its turn, but not both. On a successful save, the target takes half as much damage only.

If the target successfully saves against this spell three times, the spell ends. If the target fails the save three times, or is reduced to 0 Hit Points while affected by this spell, it is encased in ice and has the Petrified condition; Immunity to Cold damage; and Vulnerability to Bludgeoning, Fire, Piercing, and Thunder damage. If the ice was triggered by the target being reduced to 0 Hit Points, the target is stable until it is freed or takes damage. The encased creature can be freed if another creature uses its action to make a Strength check against your spell save DC, freeing the creature on a success. Additionally, if the ice encasing the target takes 30 or more Fire damage in one turn, it thaws and the creature is freed.

If the creature was dying before becoming encased in ice, it starts dying again and must make death saving throws as normal.

At Higher Levels When you cast this spell using a spell slot of 8th level or higher, the damage increases by 1d8 for each slot level above 7th.

ILLUSORY ARTILLERY

6th Level Illusion

Casting Time: Action

Range: 300 feet

Components: V, S, M (a brass cylinder)

Duration: Instantaneous

Classes: Bard, Wizard

You call in an illusory barrage of artillery aimed at four different points on the ground you can see within range. Each creature in a 10-foot-radius centred on each point must make a Wisdom saving throw. On a failed save, a creature takes 5d8 Psychic damage and is pushed up to 10 feet away from the point and has the Prone condition. On a successful save, a creature takes half as much damage and is not pushed away or knocked Prone.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

ILLUSORY PIT

3rd Level Illusion

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard, Warlock, Wizard

You place your hand on the ground and create the illusion of a pit on the ground in an area that you can see. The pit can be up to 10 feet in radius. When the pit appears, each creature on the ground in the area must make a Wisdom saving throw. On a failure, it believes that it is falling into a bottomless chasm and has the Prone condition.

For the duration, a "falling" creature cannot use its Action for anything except to claw desperately at the floor to stop its apparent fall. If an affected creature takes damage, the spell ends for it and it has the Stunned condition until the start of its next turn. At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

A creature that comes across the pit can use its Action to make an Intelligence (Investigation) check against your spell save DC, determining that it is an illusion on a success.

IMMORTALITY

9th Level Necromancy

Casting Time: 24 hours

Range: 10 feet

Components: V, S, M (a mercury-filled silver urn embedded with gems worth 15,000 gp, which the spell consumes)

Duration: Until dispelled

Classes: Wizard

You perform a ritual to grant eternal life to one creature within range. If the target remains within range for the 24 hours of the spell's casting, the target becomes immortal. The target doesn't age naturally, can't be aged by magic, and can't die of old age. The target can still die by other means (such as damage).

If the spell is dispelled, the target must succeed on a Constitution saving throw against the spell save DC of the creature attempting the dispel. On a failed save, the target ages rapidly to the age that it would have been without immortality, dying if this age would exceed its natural lifespan. On a successful save, the spell ends and the target ages normally from that point, as if its body had been in stasis.

IMPEDING PERMISSION

3rd Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Paladin, Warlock

You attempt to convince a creature you can see within range that it must get explicit permission from you before it can perform any action. The target must make a Wisdom saving throw. If the target has an Intelligence of 4 or lower or doesn't speak any language, the creature is unaffected.

On a failed save, the creature has the Charmed condition for the duration of the spell. While Charmed in this way, the target must ask you for permission before taking an Action, Bonus Action, or Reaction. You can use your Reaction to deny permission to the target, and the target does not take that specific Action, Bonus Action, or Reaction. Immediately after being denied permission, the target repeats the saving throw ending the spell on a successful one. If you allow the target to act how it wishes, it doesn't make the save.

The spell automatically ends if the target takes damage from you or one of your allies.

INFECT

Evocation Cantrip

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Warlock, Wizard

You send a small cloud of nauseating gas at a creature within range. Make a ranged spell attack. On a hit, the target takes 1d4 Poison damage and has the Poisoned condition until the end of its next turn.

Cantrip Upgrade This spell's damage increases by 1d4 when you reach 5th Level (2d4), 11th Level (3d4), and 17th Level (4d4).

INSTIL COURAGE

1st Level Enchantment

Casting Time: Action

Range: Touch

Components: V, S, M (a shot glass of gin)

Duration: Concentration, up to 1 minute

Classes: Bard, Cleric, Paladin

A creature you touch is imbued with bravery. If the target has the Frightened condition, the condition is removed. For the duration of the spell, the target has Advantage against gaining the Frightened condition for the duration of the spell, has its speed increased by 5 feet, and can reroll one attack roll on each of its turns (it must take the new roll). If the target rerolls an attack roll and hits with the new roll, your spellcasting modifier is added to the damage roll (minimum of 1).

The spell ends early if the target gains the Frightened condition.

INTERROGATE

4th Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Paladin

You target a Humanoid that you can see within range and attempt to affect its ability to speak lies. It must succeed on a Wisdom saving throw or be affected by the spell for the duration. If the target tells a deliberate lie while affected by the spell, it takes 6d10 Psychic damage. You can ask any questions, but the target doesn't have to answer your questions.

The target isn't aware of the spell, but when it takes damage from this spell, it can make a Wisdom (Insight) check against your spell save DC to realise that lies cause harm. Otherwise, the target is confused about the source of the harm unless it is explicitly told.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

JAGGED SHARDS

Conjuration Cantrip

Casting Time: Action

Range: Self (15-foot line)

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

Jagged shards fly at great speeds in a 15-foot line that is 5-feet wide. Each creature in that line must make a Dexterity saving throw or take 1d4 Piercing damage.

Cantrip Upgrade This spell's damage increases by 1d4 when you reach 5th Level (2d4), 11th Level (3d4), and 17th Level (4d4).

KINETIC RETALIATION

5th Level Abjuration

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Paladin, Sorcerer, Warlock, Wizard

When you cast this spell, you absorb, store, and redirect damage from physical strikes. Until the spell ends, you "store" Bludgeoning, Piercing, and Slashing damage you take, reducing it by half. As an Action, you can make a melee spell attack against a target. On a hit, the target takes Force damage equal to the amount of damage you've stored over the course of the spell and push the target 20 feet away from you. Once you have used the stored damage to make this attack, the spell ends.

If the spell ends before you can unleash the damage, the stored damage dissipates.

LAMENTABLE BELABORMENT

3rd Level Enchantment

Casting Time: Action

Range: 15 feet

Components: V

Duration: Concentration, up to 1 minute

Classes: Bard, Wizard

Up to three creatures of your choice that you can see within range must succeed on an Intelligence saving throw or have the Charmed condition. While Charmed in this way, a target is gripped with enthusiasm for the subject under discussion and is unable to stop talking with the group. You can move further than 10 feet away from the group at any point during the spell, and the target will continue the discussion as if you were still present. A creature that can't hear you or understand you automatically succeeds on the saving throw, and a creature that succeeds on the saving throw is aware that you attempted to charm them.



If a target takes damage while affected by the spell, it is no longer affected by the spell. When the spell ends, a target is affected differently depending on how long it was under the spell's influence:

Turn Number	Effect
1-3 Turns	When the spell ends, the target suffers no effects.
4-7 Turns	When the spell ends, the target is confused and wants to stay away from you for 1 minute. During this time, the target can't willingly move closer to you.
8-10 Turns	When the spell ends the target is enraged for 1 minute. While enraged in this way, the creature attacks any other creature that is or had been involved in the discussion (including you), even if they are not currently affected by the spell.

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

LASH OF FORCE

9th Level Evocation

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You create an invisible tendril that whips at creatures around you. As a Bonus Action on each of your turns for the duration, you can cause the tendril to lash out at a creature that you can see within 10 feet of you. The lash automatically hits the creature, dealing $3d6$ Force damage.

At any point while the spell is still active, you can use your Action to cause the tendril to whip all creatures in a 30-foot line. This automatically hits all of the creatures, which each suffer $15d6$ Force damage and must make a Strength saving throw or have the Prone condition. Using the spell like this ends the spell.

LAUNCH MISSILE

Transmutation Cantrip

Casting Time: Action

Range: 150 feet

Components: S

Duration: Instantaneous

Classes: Artificer, Sorcerer, Wizard

You can fling one bolt or arrow that you're holding at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes $1d8$ Piercing damage.



Cantrip Upgrade This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th Level (3d8), and 17th Level (4d8).

LAVA MISSILE

2nd Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You create four orbs of magma and fire them at one or several targets within range. Make a ranged spell attack for each orb. On a hit, the target takes $1d4 + \text{your spellcasting modifier}$ Fire damage.

If you target a creature with immunity to Fire damage, the spell attack automatically hits and the target regains a number of Hit Points equal to the Fire damage.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, you create one additional orb for each slot above 2nd.

LAWFUL FORCE

1st Level Evocation

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Wizard

The lawful forces of the multiverse are released from your hands in a beam of pure arcane force. Make a ranged spell attack against a target. If the target has a chaotic alignment, you make the attack roll with Advantage. On a hit, the target takes Force damage equal to $10 + \text{your spellcasting modifier}$.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 10 for each slot level above 1st.

LEAF INTO DAGGER

1st Level Transmutation

Casting Time: Bonus Action

Range: Touch

Components: V, S

Duration: 1 hour

Classes: Druid, Ranger

This spell turns one leaf into a dagger. For the duration, the dagger becomes a magic weapon with a +1 bonus to attack rolls and damage rolls, and you can use your spellcasting ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using this weapon.

LEAVE YOUR MARK

8th Level Transmutation

Casting Time: Reaction, which you take when you die (immediately before dying)

Range: Self (60-foot radius)

Components: V

Duration: Instantaneous

Classes: Sorcerer, Wizard

You transform your body into pure arcane force and then explode. Each creature of your choice within 60 feet of you must make a Dexterity saving throw, taking $12d8$ Force damage on a failed save, or half as much damage on a successful one.

Additionally, any creature of your choice in the area gains Temporary Hit Points equal to the damage rolled on the damage dice.

Your body is destroyed in activation of this spell, and you can be restored to life only by means of a *true resurrection* or a *wish* spell.

LIAR LIAR

Illusion Cantrip

Casting Time: Action

Range: 30 feet

Components: V, S, M (a candlestick)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You attempt to scare a creature within range when it lies to you. The target must succeed on a Wisdom saving throw or it believes that, if it lies, its pants are on fire, or that its nose is growing or any other chosen effect that's relevant. When this happens, the target must make a Charisma (Deception) check against your spell save DC to hide its reaction.

The target can use its Action to examine the effect with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realises that the effect is an illusion, and the spell ends.

I also suggest: hair growing from the palms, face turning blue, hearing a fairy cry... I could go on. Get creative!



LIFEROT

5th Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Druid

You cause fungal growths to sprout from orifices and fresh wounds in the body of a creature you can see within range. The target must make a Constitution saving throw. The target takes $6d8$ Necrotic damage on a failed save, or half as much on a successful one. On a failed save, the fungal growths keep expanding throughout the spell's duration, during which the target can't regain Hit Points, and you can use your Action on subsequent turns to deal $3d8$ Necrotic damage to the target automatically.

At the end of each of its turns, the target can repeat the saving throw and end the spell on a success. The spell can't be dispelled with the likes of a *dispel magic* spell, but can be ended if the target has a *lesser restoration* spell or similar magic that can remove disease cast on it.

This spell has no effect on Construct or Oozes.

LIGHT OF THE HEAVENS

8th Level Evocation

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric

You invoke the power of Mount Celestia, and now emanate a radiance through which you can channel any of the Seven Heavens. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. The light can be silver, gold, silver-gold, or pearly-white in colour (your choice when you cast the spell).

When you cast the spell—and as an Action on each of your turns thereafter—you can fire a bolt of light at a target within 120 feet. Make a ranged spell attack against a target, with Advantage if the target is a Fiend or Undead. On a hit, the target takes $3d6$ Radiant damage. Each time you fire a bolt, the radius of the light you emit reduces by 5 feet, with 5 feet of bright light becoming dim light. Once there is no bright light left, you can fire one last bolt that deals $2d6$ Radiant damage with your Action and the spell ends.

While the spell is active, you can use your Action to use one of the effects below. Each can only affect creatures in the area of bright light created by this spell. You can cause the light of this spell to blind, glitter, or illuminate:

Blind The light becomes a platinum hue, and one creature of your choice within the bright light of this spell must succeed on a Constitution saving throw or have the Blinded condition for 1 minute. A creature Blinded in this way can repeat the Constitution saving throw at the end of each turn. If it succeeds, this effect ends for that target. Once used, the bright light of the spell reduces by 5 feet.

Glitter. Glitter appears and floats in the area, coalescing near invisible creatures. A creature with the Invisible condition in the bright light of this spell must succeed on a Dexterity saving throw or be coated in glitter and no longer benefit from invisibility. The glitter remains on the creature for 1 hour, or until it uses its Action to clean the glitter from itself. Once used, the bright light of the spell reduces by 5 feet.

Illuminate. The dim light created by this spell turns to bright light, and sears creatures within the area. Each creature of your choice inside the area of bright light must make a Dexterity saving throw. On a failed save, a creature takes $1d6$ Radiant damage per 5 feet of bright light (up to $12d6$) that remains, or half as much damage on a successful one. The spell then ends.

LIGHTNING LEAP

5th Level Transmutation

Casting Time: Action

Range: Self

Components: V

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You transform yourself into a 5-foot wide line of lightning that can be between 10 feet and 60 feet long. The line doesn't have to be a straight line, and its direction can be changed every 5 feet it travels. Any creature that the lightning passes through must make a Dexterity saving throw. A creature takes $8d6$ Lightning damage on a failed save, or half as much damage on a successful one. You reappear in the space where the line ends. If the line ends in an occupied space, you take $1d10$ Force damage and have the Prone condition in the nearest unoccupied space.

At Higher Levels. When you cast this spell using a spell slot of 6th or higher, the damage increases by $1d6$ for each slot above 5th.

LIGHTNING LOOP

2nd Level Evocation

Casting Time: Action

Range: 60 feet

Components: V, S, M (a loop of copper wire and a magnet)

Duration: Concentration, up to 1 minute

Classes: Artificer, Sorcerer, Wizard

You cause lightning to strike a point you can see within range. The lightning creates a hovering loop of electrical energy that has a 5-foot radius, which remains for the duration of the spell. When a creature passes through the lightning loop's space for the first time on a turn or ends its turn within 5 feet of the loop, it must make a Dexterity saving throw. On a failed save, the creature takes $3d8$ Lightning damage and has its movement halved until the start of its next turn. On a successful one, the creature takes half as much damage only.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $1d8$ for each slot level above 2nd.

LISTEN IN

1st Level Divination (Ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Special

Classes: Artificer, Bard, Wizard

You touch an object and imbue it with divination magic over the course of 1 minute. Once the spell is completed, you can use your Action to cause the object to start recording sounds for up to 8 hours. You can stop the recording early as an Action. You must be within 100 feet of the object to start or stop the recording. For the duration, the object records any sound made within 20 feet of it. It cannot magnify or improve the clarity of sound, so if creatures are whispering 20 feet away, the object may record the sound of the whispering but not what was said.

Once the recording has finished, you can use an Action to make the object replay its recording, which replays in real time. You can use an Action at any point during this replay to create points in time that you can easily replay without having to sit through the recording again. The recording remains on the object until the object is dispelled or if you recast this spell on the same object.

LOCATE REMAINS

3rd Level Divination (Ritual)

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Cleric, Wizard

You think of a creature with which you are familiar, or a creature from which you have a part of its skeleton or corpse. You learn the direction and distance to the rest of the creature's remains, if those remains are within 5 miles of you. If the remains are scattered, you learn of all the locations that are within 5 miles.

At Higher Levels If you cast this spell using a spell slot of 4th level or higher, you can increase the area of detection by 5 miles for each slot level above 3rd.

LORD OF NIGHTMARES

9th Level Conjunction

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 minute

Classes: Warlock, Wizard

You open up a mental gateway and allow yourself to be possessed by a creature of nightmare—a dream larva. For the duration of the spell, your body morphs into that of a dream larva which takes control of you, able to use its own powers and abilities or the equipment you have. Your consciousness is suppressed for the duration of the possession, and you have no way to dismiss the spell, communicate, or otherwise maintain awareness once possessed.



The dream larva will attack any creature it can see or find, whether it is your ally or not. It will try to kill all creatures in the immediate area before (if there is time) turning its attention to its own goals, which can consist of unknown terrible mischief and malice.

As the spell comes to an end, the dream larva may attempt to place itself in a dangerous or precarious situation prior to the end of the spell, leaving you in a situation from which you may have to extricate yourself.

If the dream larva is slain during the duration of the spell, your consciousness returns instantly and the body reverts to yours. You do not take any excess damage from the attack.



DREAM LARVA

Large Aberration, Typically Chaotic Evil

Armor Class 16 (natural armour)

Hit Points 287 (25d10 + 150)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+9)	12 (+1)	22 (+6)	11 (+0)	19 (+4)	26 (+8)

Saving Throws Dex +8, Wis +11, Cha +15

Skills Perception +11, Stealth +8

Damage Resistances Cold, Fire; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities Poison, Psychic, Thunder

Condition Immunities Charmed, Frightened, Petrified

Senses blindsight 120 ft., truesight 120 ft., passive Perception 21

Languages Deep Speech, telepathy 1,000 ft.

Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Form of the Abomination. The dream larva is immune to any spell or effect that would alter its form.

Magic Resistance. The dream larva has Advantage saving throws against spells and other magical effects.

Regeneration. The dream larva regains 15 Hit Points at the start of its turn if it has at least 1 Hit Point.

Worst Nightmare. When a creature starts its turn within 30 feet of the dream larva, or first sees it through a scrying spell or similar magic, the creature sees the image of the most fearsome creature it can imagine. This will appear differently to each creature that sees it. The creature must make a DC 23 Wisdom saving throw. If the creature fails the saving throw by 5 or more, it is reduced to 0 Hit Points. Otherwise, the creature takes 33 (6d10) Psychic damage.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has Disadvantage on attack rolls against the dream larva until the start of its next turn. If the creature looks at the dream larva in the meantime, it must immediately make the saving throw.

Creatures immune to the Frightened condition automatically succeed on the saving throw. On a successful save, the creature is immune to this dream larva's Worst Nightmare for 24 hours.

Actions

Multiaction The dream larva makes one Bite attack and four Pincer attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 27 (4d8 + 9) Piercing damage.

Pincer. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) Bludgeoning damage and the creature has the Grappled condition (escape DC 24). Until the grapple ends, the dream larva can't attack another creature with that pincer. The dream larva has eight pincers.

Spellcasting. The dream larva casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 23):

At will: *dream* (as an Action), *fly*, *haste*

1/day: *prismatic spray*

Legendary Actions

The dream larva can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dream larva regains spent legendary actions at the start of its turn.

Bite. The dream larva makes one Bite attack.

Dream Wave (Costs 2 Actions). The dream larva emits a droning screech that affects any creature within 15 feet of it that can hear it. Each creature within the area must succeed on a DC 23 Wisdom saving throw or it has the Unconscious condition until it takes damage, or a creature uses an Action to shake or slap the creature awake.

Nightmare (Costs 3 Actions). The dream larva targets one creature that it's grappling. The creature must make a DC 21 Strength saving throw. On a failure, the creature is dragged into the dream larva's body and transported to demiplane with a nightmarish landscape for 1 minute, or until the dream larva's Concentration is broken (as if concentrating on a spell). For the duration, the target has the Incapacitated condition. When the target returns, its Wisdom score is reduced by 1d6, which lasts until the target has a *greater restoration* or *wish* spell cast on it.

LOST

2nd Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 hour

Classes: Bard, Wizard

You target a humanoid within range and force it to make a Wisdom saving throw. On a failure, the target becomes unexplainably lost and can't even find its way out of a simple, single-door room. The target is incapable of fathoming how to get where it needs to go. It can use its Action to make an Intelligence (Investigation) or Wisdom (Survival) check against your spell DC to see if it can figure out how to go where it wants. After 10 minutes, it gets lost again and must repeat the check.

It can repeat the saving throw at the end of 10 minutes, ending the spell on a successful one.

ULLING MELODY

2nd Level Enchantment

Casting Time: Action

Range: Self

Components: V or S (see below), M (a musical instrument, if using an instrument)

Duration: Concentration, up to 1 minute.

Classes: Bard

You use an instrument or your voice to play or sing a melody that dulls the minds of creatures around you. For the duration of the spell, any creature within 30 feet of you that can hear you has Disadvantage on any saving throw to resist the Charmed condition or to resist being put to sleep.

Additionally, if the *sleep* spell is cast on a point within this spell's area, the caster can roll one additional d8 for the spell. While this spell is active, you can't cast spells that have a verbal component if you're using your voice to cast this spell, or spells that have a somatic component if you're using an instrument to cast this spell.

MAIL ESCORT

3rd Level Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Artificer, Wizard

You target up to two sets of armour you can see within range that aren't being worn by a living creature and imbue them with sentience. The sets of armour don't have to be fully intact, but must contain enough pieces within 5 feet of each other to assemble together and function. The set(s) of armour can move and take actions for the duration of the spell, and becomes inanimate when it drops to 0 Hit Points or when the spell ends.

For the duration of the spell, the armour acts an ally to you and your companions, and uses the animated armour stat block except that its Armour Class is equal to its armour type (so for example, a set of leather armour would have 11 AC and a set of plate armour would have 18 AC) and its speed is 30 feet. In combat, the armour shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any commands, it takes the Dodge action and uses its move to avoid danger. When you are hit by an attack and you are within 5 feet of one of these sets of armour, you can use your Reaction to have the armour take the damage instead.

The magical sentience on the sets of armour can't be dispelled unless you use your Action to end the spell or if your Concentration is broken, however, the armour is still susceptible to its Antimagic Susceptibility trait.

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

ANIMATED ARMOUR

Medium Construct, Unaligned

Armor Class The same AC as the armour the spell is cast on

Hit Points 33 (6d8 + 6)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhausted, Frightened, Paralysed, Petrified, Poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages understands the languages you speak but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Antimagic Susceptibility. The armour has the Incapacitated condition while in the area of an antimagic field. If targeted by *dispel magic*, the armour must succeed on a Constitution saving throw against the caster's spell save DC or have the Unconscious condition for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiaction The armour makes two Slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) Bludgeoning damage.



MARTYR

5th Level Abjuration

Casting Time: Action
Range: Self
Components: V, S
Duration: 8 hours
Classes: Paladin

You imbue your body with divine power. If you die while the spell is active, you may make a wish, as per the *wish* spell. This effect cannot bring you back to life, though it can bring back other fallen comrades by mimicking *raise dead* or other similar spells. You cannot ask for any items, gold, or material gain.

Other options for your wish include: preventing damage to your allies (granting each creature of your choice Resistance to all damage for 1 minute); restoring each target to its Maximum Hit Points; preventing a single spell in a way that is specific ("the next *fireball* spell fails") or vague ("the next spell above 7th level fails"); or something else that you can confirm with your DM.

Only a *true resurrection* or a *wish* spell can bring you back to life.

MASS BLADE WARD

2nd Level Abjuration

Casting Time: Action
Range: 30 feet
Components: V, S
Duration: 1 round
Classes: Bard, Sorcerer, Warlock, Wizard

You choose a point you can see within range. Choose up to six creatures in a 30-foot-radius sphere centred on that point. The targets have Resistance against Bludgeoning, Piercing, and Slashing damage dealt by weapon attacks until the end of your next turn.

MASS FOG CLOUD

6th Level Conjuration

Casting Time: Action
Range: 300 feet
Components: V, S
Duration: Concentration, up to 1 hour
Classes: Druid, Sorcerer, Wizard

You create up to seven 20-foot-radius spheres of fog on points within range. They do not have to be adjacent. The spheres spread around corners, and each area is heavily obscured. The clouds last for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses them.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, you can create an additional sphere of fog for each slot level above 6th.

MAW OF CHAOS

5th Level Conjuration

Casting Time: Action
Range: Self
Components: V, S, M (a jawbone with teeth)
Duration: Concentration, up to 1 minute
Classes: Warlock, Wizard

Your mouth opens wide and spews roiling chaotic energy. For the duration, you can use your Bonus Action on your turn to spew chaotic energy in a 15-foot cone. Each creature in the area must make a Wisdom saving throw taking 2d10 Psychic damage on a failed save, or half as much damage on a successful one.

If the damage causes the creature to make a Concentration check, it does so at Disadvantage.

While this spell is active, you cannot cast another spell that has a vocal component.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

MEND SOUL

5th Level Necromancy

Casting Time: 1 Hour
Range: 10 feet
Components: V, S, M (a needle made of tin, thread, oils, and incense worth at least 500 gp, which the spell consumes if successful)
Duration: Instantaneous
Classes: Cleric

You target the corpse of a creature. If the soul of the target has been destroyed or isn't free, the soul is restored or freed. This spell allows the soul to pass on to the afterlife, or allows the creature to be brought back to life with any spell that can return a creature to life.

If the creature's soul isn't destroyed or captured, the spell has no effect. You still expend the spell slot, but the material components aren't consumed and can be reused.

MENTAL FORTITUDE

3rd Level Abjuration

Casting Time: Action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Bard, Warlock, Wizard

You touch a willing creature and imbue it with protection from mental harm. For the duration, the target gains a psionic shield that absorbs up to 10 points of Psychic damage each turn, protecting the target from that damage. Any excess damage over 10 is carried over to the creature.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the amount of damage that is absorbed increases by 5 for each slot level above 3rd.

MIND FOG

3rd Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You attempt to weaken the mind of one creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, the target has Disadvantage on saving throws to resist the Charmed or Frightened conditions for the duration of the spell. Additionally, when the target takes Psychic damage, it takes an extra 2d8 Psychic damage.

The target can repeat the saving throw at the end of each turn, ending the effect on itself on a successful one.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage the target takes if it takes Psychic damage is increased by 1d8 for each slot level above 3rd

MIND INFILTRATION

4th Level Divination

Casting Time: Action

Range: 60 feet

Components: V, S, M (a spinning top)

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Wizard

You read the thoughts of a known creature within range. You learn the surface thoughts of the creature—what is most on its mind in that moment. As an Action, you can probe deeper into the creature's mind. If you probe deeper, the target must succeed on a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). Once you finish your probing, you can implant one idea in the creature's mind, which it will believe is its own self-generated idea. This idea can't alter the target's memory or force the creature to act, but can be used to sow doubt or sway its behaviour.

If it succeeds on the Wisdom saving throw, you take 1d8 Psychic damage, but can attempt to probe again.

If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

MIND STAB

1st Level Evocation

Casting Time: Action

Range: 60 feet

Components: S

Duration: Instantaneous

Classes: Warlock, Wizard

You unleash a sharp pain into the mind of a creature you can see within range. The target must make an Intelligence saving throw. On a failed save, the target takes 2d8 Psychic damage and if it has to make a Concentration check due to this damage, it makes the check with Disadvantage. The target takes half as much damage on a successful save.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage done by this spell increases by 1d8 for each slot level above 1st.

MINOR CURSE

Necromancy Cantrip

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Wizard

You curse one creature you can see within range...but only a little. The target must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, you choose the nature of the curse. The effect doesn't affect the target mechanically, but would cause an inconvenience. Some ideas for the curse you cast:

- A persistent cough.
- A stone gets stuck in the target's shoe.
- The target forgets one minor detail about its day.
- The target trips over its words.

Other suggestions: the pain of a paper-cut on the hands, ticklish itchy nostrils, a splinter beneath the fingernail, a sneeze that won't quite come out.

Trust you to come up with more ways to torture people. - OV

MIRROR

Transmutation Cantrip

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard

You touch a flat surface and transform an area of that surface into a reflective mirror for the duration of the spell. The mirror must be no larger than 5-feet in diameter. If the mirror is shattered, the spell ends.



MISER'S ENVY

3rd Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a silver piece, which is consumed by the spell)

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Warlock, Wizard

One creature you can see within range must succeed on a Wisdom saving throw or become consumed by a powerful desire for an object. You specify an object within the spell's range when you cast this spell. For the duration, the creature seeks to obtain the object, and will go as far as attacking anyone holding or wearing it.

When the target gains possession of the object, it will protect the item and attack any creature within 30 feet of it, or that otherwise appears to be trying to take the object. The target acts normally if no one approaches or appears to be attempting to take the object.

Dragons, due to their greedy nature, have Disadvantage on the saving throw against this spell. Creatures with an Intelligence of 6 or lower are immune to this spell. If a creature cannot be Charmed, it has Advantage on the saving throw against this spell.

When a creature is damaged, it can repeat the saving throw. If it succeeds, this effect ends for that target.

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. You can choose whether each creature sees another affected creature as an ally that it can trust (in which case, the creatures work together to protect the item), or as another creature trying to take the item (which means the spell acts as it does above).

MOB

2nd Level Illusion

Casting Time: Action

Range: 15 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You create an illusory heckling mob that surrounds one creature that you can see within range. The crowd appears in a 10-foot radius around the target's space (but not in the target's space). The target must succeed on a Wisdom saving throw (made with Advantage if there are six or fewer other creatures nearby or with Disadvantage if the target is already in an area with seven or more creatures nearby). On a failed save, the target believes the mob exists, becomes overwhelmed by the mob's jeers, and has the Restrained condition for the duration of the spell. While Restrained in this way, the target must roll a d4 and subtract the number rolled from any Wisdom saving throw. On a successful save against this spell, the creature is unfazed by the mob, knowing that it's an illusion (though it still sees the mob).

At the end of each of its turns, the target can repeat the saving throw ending the effect on itself on a successful save.

The mob illusion can't be moved, but creatures can move through it. A creature inside of the mob's area can take the Hide action. If the target has failed the save and is moved into the space of the mob, it realizes that the mob is fake.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, you can affect one additional creature for each slot level above 2nd. The creatures must be within 15 feet of each other when you target them, and a mob forms around each one.

Moon Blade

1st Level Evocation

Casting Time: Bonus Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Paladin

A 3-foot long beam of moonlight forms in your hand into a swordlike weapon that lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a Bonus Action.

You can use your Action to make a melee spell attack with the moon blade. On a hit, the target takes $1d12$ Radiant damage. The blade leaves no visible wounds on living creatures, but starts to boil and melt Undead creatures. An Undead creature hit by this blade takes an extra $2d12$ Radiant damage.

The blade sheds dim light in a 5-foot radius.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by $1d12$ for every slot level above 1st.

Moon Bolt

2nd Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid

You fire a beam of radiant moonlight at one target within range. Make a ranged spell attack. On a hit, the target takes $4d8$ Radiant damage, or $6d8$ Radiant damage if the target is inflicted with lycanthropy.

The attack roll has Advantage if cast in moonlight.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage increases by $1d8$ for each slot level above 2nd.

MOON LUST

2nd Level Illusion

Casting Time: Action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

Classes: Druid, Wizard

You instil a creature within range with an obsessive fascination with the moon. The target must make a Wisdom saving throw. On a failure, it fixates on the moon and stares up at it (or at one that it sees in its mind due to your illusion, if the real moon isn't visible). The creature has the Stunned condition until the spell ends. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.

If the target is a lycanthrope and fails its saving throw, it immediately changes into its hybrid form but remains Stunned by the spell until the spell ends or it succeeds on a saving throw.

MOONFIRE

7th Level Evocation

Casting Time: Action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Druid

Searing moonlight springs from your hand. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes $6d10$ Radiant damage on a failed save, or half as much damage on a successful one. If a creature is a Shapechanger or Undead, it takes an additional $4d10$ Radiant damage.

If a creature or object in the cone is being affected by a spell or other magic effect, it glows with a blue aura for 1 minute and cannot benefit from the Invisible condition. Disguised polymorphed, or shapechanged creatures must also succeed on a Wisdom saving throw immediately after failing the initial Dexterity saving throw or be surrounded with a white aura that outlines their true form around them for 1 minute.

For 1 minute after the spell is cast, the area of the cone glows silver-white and is considered bright light.

At Higher Levels When you cast this spell using a spell slot of 8th level or higher, the base damage increases by $1d10$ for each slot level above 7th.

NATURE'S RAMPART

3rd Level Transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a piece of stone or wood carved to resemble a small castle)

Duration: Until dispelled

Classes: Ranger

You place your hands on the ground or the wall of a cave. You shape the natural landscape around you into a defensive position. Artificial structures or features can't be affected, but you can form defences around them (such as barricading an unpaved road). The effect of the spell depends on the terrain.

Marsh or Tundra Walls cannot be raised in this terrain, but a water-filled ditch is created instead. A 10 feet wide, 5 feet deep ditch surrounds you out to a radius of 10 feet. Creatures wading through the water must spend 4 feet of movement for every 1 foot traversed.

Open Outdoor Site A rampart of dirt, sand, or stone rises out of the ground, and a ditch is cut out around it. The rampart has a 5-foot radius and is 5 feet high. The ditch forms in the adjacent spaces around the rampart, and is 5 feet wide and 5 feet deep. The rampart provides three-quarters cover to a creature behind it, and any creature that tries to climb up the ditch to it must succeed on a DC 10 Strength (Athletics) check to do so.

Rough Outdoor Site or Caern Loose rocks, stones, dead wood, or patches of dense briars rearrange to form a defensible wall that stands 5 feet high and 2 feet thick. The wall forms in a 5-foot-radius from you. The walls provide half cover to those manning them.

NAUSEATING BREATH

1st Level Conjuration

Casting Time: Action

Range: Self (15-foot cone)

Components: V, S, M (a piece of fish at least one day old)

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You belch out nauseating vapours from your mouth in a 15-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes $2d6$ Poison damage and has the Poisoned condition for 1 minute. On a successful save, a creature takes half as much damage and has the Poisoned condition until the end of its next turn.

At the end of a Poisoned creature's turn, it can repeat the saving throw, ending the effect on itself on a success.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by $1d6$ for every slot level above 1st.



NIMBUS OF LIGHT

3rd Level Evocation

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Druid, Sorcerer

Sunlight coalesces around your body as a luminous nimbus. For the duration of the spell, you glow bright light out to a 15-foot radius and dim light for an additional 15 feet.

You can use your Action to fling the nimbus at a point that you can see within 30 feet. The spell's base damage is 4d6, increasing by 1d6 at the end of each turn that it has not been dispelled or flung. Each creature within a 5-foot radius of the targeted point must make a Dexterity saving throw. A creature takes Radiant damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. Once the nimbus is flung, the spell ends. **At Higher Levels** When you cast this spell using a spell slot of 4th level or higher, the base damage increases by 1d6 for every slot level above 3rd.

OAKHEART

3rd Level Conjunction

Casting Time: Action

Range: 30 feet

Components: V, S, M (an acorn)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger

A tree magically sprouts 20 feet high and 5 feet wide in an unoccupied space of your choice that you can see within range. The tree has Armour Class 14 and 50 Hit Points, and has Vulnerability to Fire damage. When you are targeted by a ranged spell attack or ranged weapon attack while you're within 30 feet of the tree, you can use your Reaction to make the attack target the tree instead. When the tree is reduced to 0 Hit Points, the tree falls in one direction of your choice. The fallen tree hits an area that is 20 feet long and 5 feet wide, originating from the point where it sprouted. Any creature within that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 Bludgeoning damage. On a successful save, a creature moves to an unoccupied adjacent space of its choice and takes no damage.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the tree's Hit Points increase by 20 for each slot level above 3rd.

OIL COATING

2nd Level Evocation

Casting Time: Action

Range: 60 feet

Components: V, S, M (a fossilised bone)

Duration: Instantaneous

Classes: Artificer, Wizard

You fling a large glob of oil towards a target you can see within range. The target must succeed on a Dexterity saving throw or be covered in oil. While coated, the creature's speed is halved, and it has Disadvantage on attack rolls and Dexterity saving throws. The oil wears off naturally after 1 minute, or if any creature uses an Action to wash the creature with water and soap.

If a target covered in oil takes Fire damage, the target takes extra Fire damage equal to your spellcasting modifier, and the flames engulf it. At the start of each turn while engulfed in fire, the target takes 1d6 Fire damage. While on fire, the oil can't be washed off with water, and if a creature attempts this, the coated creature and each additional creature within 5 feet of it takes 1d4 Fire damage. The only way to extinguish the flaming oil is to fully cut off the flame's oxygen by smothering it with a flame retardant material or salt, or by completely submerging the target in water so the burning oil floats from the target to the surface.

PAINFUL ECHOES

3rd Level Evocation

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard

You cause painful vibrations to reverberate inside of one creature you can see within range that can hear you. The target must make a Constitution saving throw to resist. On a failed save, a creature takes 2d4 Thunder damage at the start of each of its turns, and takes a -2 penalty to all ability checks, attack rolls, and saving throws for the duration.

Additionally, for the duration, when the creature takes any Thunder damage, it takes an extra 2d4 Thunder damage.

It can repeat the saving throw at the end of each turn, ending the effect on itself on a success.

PAINT TRICK

5th Level Transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (enough paint to paint your scene, which is consumed by the spell)

Duration: 1 minute

Classes: Artificer, Wizard

You paint a doorway or tunnel on a surface. When you finish painting, the image becomes magic and you can designate any number of creatures you can see to be able to use it. If the surface you draw on is 10 feet thick or thinner, you are able to either open the door or run down the tunnel as if it were actually there, allowing you to pass to the other side. If the paint is washed off of the surface, the spell ends.

Any spell that includes 'Trick' in its name is a guaranteed winner in my spellbook, hehehe

Other uses for this spell could be agreed upon with the DM. For example, you could paint a tree or shrub and then hide behind it. Alternatively, a hole could be painted onto the ground in which to hide.

At Higher Levels If you cast this spell using a spell slot of 6th Level, the duration of the spell increases to 1 hour. If cast using a slot of 7th Level, the duration of the spell increases to 8 hours. If cast using a slot of 8th Level, the duration of the spell is 12 hours. If cast using a slot of 9th Level, the spell is permanent until it is dispelled or washed off the surface.

PERSONALITY SHIFT

4th Level Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a mask)

Duration: Concentration, up to 1 hour

Classes: Bard, Sorcerer, Wizard

You attempt to change the self-perception of a creature you can see within range. The target must succeed on a Wisdom saving throw or become convinced that it is the archetypal version of a profession or person (such as a noble, a priest, a soldier, a spellcaster, or an urchin), and it will act as such. This spell doesn't give the target the ability to use spells or any special features that may come with the chosen personality, but the target will still try to perform the act. For example, if the target now thinks it is a spellcaster, it may try to cast a spell then make an excuse of why the spell didn't work. Creatures with an Intelligence of 5 or lower automatically succeed on the saving throw.

Each time the target takes damage or it tries one of its "new Actions" and fails, it can repeat the saving throw, ending the effect on itself on a successful save.

PLAQUE

9th Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S, M (a dead frog, a locust husk, and a vial of blood)

Duration: Instantaneous

Classes: Cleric, Druid, Wizard

You cause a plague to fester inside of a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target grows blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts, all of which are excruciatingly painful. While infected, the target has Disadvantage on Strength, Dexterity, and Charisma ability checks and saving throws, and any attack roll it makes is made with Disadvantage. The creature's Maximum Hit Points are reduced by 4d6 for every 24 hours that elapse from the time of infection.

Any creature that ends its turn within 5 feet of the infected creature must also succeed on the Constitution saving throw or be infected as well.

The creature can be cured only by means of a greater restoration or a wish spell.

Constructs, Elementals, Oozes, and Undead automatically succeed on the saving throw.

PLUSH GUARDIAN

1st Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (a stuffed toy worth at least 5 sp)

Duration: 8 hours

Classes: Artificer, Wizard

You touch a stuffed toy and imbue it with temporary life. The stuffed toy acts independently of you, but always obeys your commands. In combat, it rolls its own initiative, acts on its own turn, and uses the stat block found on page 62.

When the stuffed toy drops to 0 hit points, the toy that you used to cast this spell cannot be used as a material component for future castings of this spell unless it is repaired.

While the stuffed toy is within 500 feet of you, you can use your Action to see and hear through the stuffed toy's senses until you use your Bonus Action to end it. During this time, you are deaf and blind with regard to your own senses. At the end of the duration of the spell, the stuffed toy becomes inert again and is a lifeless stuffed toy.

POISONOUS WINDS

7th Level Necromancy

Casting Time: Action

Range: Self (60-foot cone)

Components: V, S, M (a snake's skull)

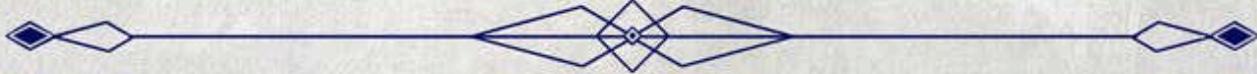
Duration: 1 minute

Classes: Druid, Sorcerer, Warlock, Wizard

You unleash a cone of poisonous air from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. On a failed save, a creature takes 10d10 Poison damage. For the duration of the spell, it also loses any Resistance it has to Poison damage, and has Disadvantage on saving throws against the Poisoned condition.

On a successful save, a creature takes half as much damage only.

At Higher Levels When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d10 for each slot level above 7th.



STUFFED TOY

Tiny Construct, Unaligned

Armor Class 10 + the level of the spell (natural armour)

Hit Points 10 + 10 for each spell level above 1st
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	10 (+0)	10 (+0)	15 (+2)	12 (+1)

Skills Perception +6

Damage Vulnerabilities Fire, Slashing

Damage Resistances Bludgeoning

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands the languages you speak

False Appearance. If the stuffed toy is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the stuffed toy move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the stuffed toy is animate.

Actions

Soft Slap. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. Hit: 1 Bludgeoning damage.

PORTAL ALARM

4th Level Abjuration (Ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a tiny bell)

Duration: 24 hours

Classes: Artificer, Bard, Wizard

You set an alarm against any travel through a portal. You touch the portal and set an alarm. Until the spell ends, the alarm will alert you whenever anything passes through the portal. When you cast the spell, you choose whether the alarm is mental, audible, or both. You can set the portal alarm with a password, determined at the time of casting. If the password is spoken before passing through the portal, the alarm is not set off by the individual who spoke the password.

If the alarm is set as mental, it alerts you with a ping in your mind regardless of your distance from it. This ping awakens you if you are sleeping. You can determine whether it was a creature or an object that passed through the portal. If it is a creature, you know the type and size of the creature, but no additional specificity.

An audible alarm produces the sound of a hand bell that can be heard within 100 feet for 1 minute.

At Higher Levels If you cast this spell using a spell slot of 5th or 6th Level, the duration is 7 days. If you use a spell slot of 7th or 8th Level, the duration is 1 month. If you use a spell slot of 9th Level, the spell is permanent or until it is dispelled.

POWER WORD BANISH

7th Level Abjuration

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Cleric, Sorcerer, Warlock, Wizard

You speak a word of power that calls one creature you can see within range to another plane of existence. If the target has 150 Hit Points or fewer, it is banished to any plane of your choice. Otherwise, the spell has no effect.

POWER WORD BLIND

7th Level Transmutation

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

You utter a word of power that can remove the sight from one creature you can see within range. If the target has 100 Hit Points or fewer, it has the Blinded condition until greater restoration or a similar spell is cast on it. Otherwise, the target takes 8d8 Necrotic damage.

POWER WORD SLEEP

6th Level Enchantment

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You speak a word of power that lulls one creature you can see within range to sleep. If the target has 75 Hit Points or fewer, it falls into a deep slumber. Otherwise, the spell has no effect on it.

A target that is asleep from this spell has the Unconscious condition and can only be woken if it takes damage or if another creature uses its Action to wake it.

Undead or creatures with immunity to the Charmed condition aren't affected by this spell.

Unfortunately, not even magic can predict the weather with 100% accuracy. - OV

PREDICT WEATHER

1st Level Divination (Ritual)

Casting Time: 1 Minute

Range: Unlimited

Components: V, S, M (a rock attached to a chain)

Duration: Instantaneous

Classes: Cleric, Druid

You can predict the weather in a specific location. When you cast this spell, you choose any location on the same plane of existence. You can choose any location you're familiar with or know by name, or choose a set distance and direction (such as "four miles east"). You also choose whether you want to know the current weather, or at any single point of time within the next 24 hours.

You know the exact weather of the location at a time of your choice. However, the spell doesn't take into consideration any magical alterations that may happen between the time of casting this spell and the chosen time.

PRISON OF AMBER

8th Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S, M (a piece of amber worth at least 500 gp)

Duration: 24 hours

Classes: Wizard

A dark golden glow coalesces around one creature you can see within range. The target must make a Dexterity saving throw. On a successful save, the target's speed is halved until the start of its next turn. On a failed save, the target is imprisoned in a large chunk of amber-like resin. The trapped creature is in stasis and has the Restrained condition. For the duration of the spell, the target doesn't require air, drink, food, or sleep to survive.

The amber block is a cube that is 10 feet wide. The block weighs 100 pounds plus the weight of the target inside it. The amber block has an AC of 15, has 50 hit points, and is immune to Poison and Psychic damage.

PROTECTION FROM NATURAL DISASTERS

5th Level Abjuration

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a chunk of adamantine shaped into a shield worth at least 1,000 gp)

Duration: 24 hours

Classes: Druid

You touch a point and create an invisible shield that protects an area in a half-mile-radius sphere centred on the point. Creatures can pass through the shield, but the area is protected from natural disasters in the following ways:

Avalanches. Stones and fast travelling snow don't fall onto the area. The snow and rocks will still fall around the shield and may pile up.

Blizzards and Windstorms. Objects can't be blown into the area, nor can ice or wind damage anything in the area. This also affects the *cane of cold*, *control winds*, *ice storm*, and *whirlwind* spells.

Earthquakes. The vibrations of earthquakes don't affect the area, and fissures can't open in the area either. This also affects the *earthquake* spell.

Extreme Cold and Extreme Heat. The temperature within the area is comfortable, regardless of the weather outside of it.

Floods. Water can't flood the area, instead moving around the shield. This also affects the *tidal wave* and *tsunami* spells.

Lightning Storms. Lightning can't strike in the area. This also affects the *call lightning* spell.

Volcanic Eruptions. Ash can't pass into the shielded area and the air stays clean. Lava also can't pass into the area, moving around the shield instead. The area around the shield may still get engulfed in ash or lava.

Any of the spells mentioned can still be cast inside the area, though the caster must be in the area and none of the natural landscape is affected by the spell. The DM can determine whether other spells create effects that would be warded against by this spell, such as *sleet storm*.

If you cast this spell in the same area every day for a year, the spell lasts until dispelled.

At Higher Levels If you cast this spell using a spell slot of 6th level or higher, you can increase the size of the shielded area by half a mile for each slot level above 5th.



PRYING EYES

2nd Level Divination

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You create up to four magic copies of your eyes that float around you. Each eye can see a distance up to 120 feet and shares any other senses you have. You cannot see through the eyes while they are active. As a Bonus Action on your turn, you can move each eye up to 60 feet to a new spot. You can move multiple eyes at the same time, and each can be moved to a separate space.

When the spell ends, you receive all the sights that each of the eyes saw.

Each eye is a Tiny Construct that has AC 12 and 1 hit point. If any of the eyes are destroyed, you gain the Blinded condition for 1 minute per destroyed eye, but you still receive any image that the eye(s) saw before it was destroyed.

PURGE SOUL

5th Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S, M (a vial filled with blood, a vial filled with sweat, and a vial filled with tears)

Duration: Instantaneous

Classes: Cleric, Warlock

You rend the soul of one creature you can see within range. Unless the target is Undead, it must make a Charisma saving throw taking 8d8 Necrotic damage on a failed save, or half as much damage on a successful one. A target killed by this damage has its soul destroyed, leaving it unable to be returned to life unless its soul is repaired by a *mendsoul* or *wish* spell.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

PURIFY

6th Level Abjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of salt)

Duration: Instantaneous

Classes: Cleric

You call down divine rays from the Upper Planes in a 15-foot-radius, 60-foot-high cylinder centred on a point you can see within range. Each Aberration, Fiend, or Undead in that area must make a Charisma saving throw. A creature takes 8d8 Radiant damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 hit points, the creature dies even if its body would normally return to its home plane (such as any Devil, which would normally return to Baator).

In addition, the spell can remove curses, cure diseases, and nullify poisons affecting any creatures of your choice in the area.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

QUIET AS A MOUSE

2nd Level Illusion

Casting Time: Action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 hour

Classes: Bard, Cleric, Ranger

You dampen the sound of the voices of any number of creatures that you can see within range. For the duration, the selected creatures' voices are hardly audible, even when shouting, to any other creature not chosen when this spell was cast. A creature can only hear a target if it is speaking louder than a whisper while within 10 feet of it. Each target of this spell can hear one another normally and can still cast spells with a verbal component.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, you increase the duration by 1 hour for each slot level above 2nd.

QUILL BLAST

5th Level Conjuration

Casting Time: Action

Range: Self (20-foot radius)

Components: V, S, M (a quill from a porcupine, which is consumed by the spell)

Duration: Instantaneous

Classes: Druid, Ranger

Sharp quills emerge from you and fly outward in every direction. Each creature in a 20-foot radius around you must make a Dexterity saving throw. On a failed save, a creature takes 6d6 Piercing damage and quills lodge themselves into the creature. On a successful save, a creature takes half as much damage only.

While quills are lodged in its body, a creature must roll a d4 and subtract the number rolled from any ability check, attack roll, or saving throw. The target or another creature can use its Action to make a DC 10 Wisdom (Medicine) check to remove the quills. When the quills are removed, the creature takes 1d6 Piercing damage, but stops suffering the penalty.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for every slot level above 5th.

RAIN OF SPINES

4th Level Conjuration

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Ranger, Wizard

You conjure a storm of small piercing shards of earth that rain from the air in a 15-foot-radius, 100-foot-high cylinder centred on a point within range. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes $6d6$ Piercing damage and has the Prone condition, and it has the Restrained condition for 1 minute. On its turn, a Restrained creature can use an Action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to free itself from the spines.

On a successful save, a creature takes half as much damage only.

At Higher Levels When you cast this spell using a spell slot of 5th or higher, the damage increases by $1d6$ for each slot above 4th.

RAIN OF TERROR

4th Level Conjuration

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You cause an unnatural rain to fall from the sky in a 40-foot radius, 100-foot high cylinder centred on a point you can see within range. When you cast this spell, roll a d8 to determine what substance rains from the sky. The area is lightly obscured for the duration of the spell. Each creature in the area when the spell is cast, or that starts its turn in the area, takes $2d6$ damage of a type determined by the substance of the rain (consult the Rain of Terror table) and must succeed on a Wisdom saving throw or have the Frightened condition for the duration of the spell.

d8 Type of Rain	Damage Type
1 Acidic, Putrid Water	Acid
2 Ash	Poison
3 Dead Bats	Bludgeoning
4 Jagged Icicles	Cold
5 Skulls and Bones	Bludgeoning
6 Spectral Motes	Necrotic
7 Steaming Blood	Fire
8 Toads	Bludgeoning

At the end of each of its turns, a Frightened creature can make a Wisdom saving throw. On a successful save, the creature is no longer affected by the spell.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the radius of the cylinder increases by 10 feet and the damage increases by $1d6$ for each slot level above 4th.

RAY OF CLUMSINESS

1st Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 minute

Classes: Bard, Warlock, Wizard

You fire a light blue ray at a target within range that causes its body to vibrate to an extent that the creature finds it hard to keep holding onto objects. Make a ranged spell attack against the target. On a hit, the target takes $2d6$ Thunder damage and drops whatever it is holding in its hands. The object falls to an unoccupied space within 5 feet of the target.

For the duration of the spell, the target must make a DC 10 Dexterity check when it tries to pick up an object or use an object with its Action (including when it makes an attack). It only makes this check once per turn, with a success allowing it to use that object as many times as it can without having to repeat the check. On a failure, it can't pick an object up or it drops the object it's using.

At the end of each of its turns, the creature makes a Constitution saving throw. On a successful save, the spell ends.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by $1d6$ for every slot level above 1st.

RAZOR LEAVES

1st Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Druid, Ranger

You conjure razor sharp leaves and shoot them forward in a 60-foot line that is 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes $4d4$ Slashing damage on a failed save, or half as much damage on a successful one.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by $2d4$ for each slot above 1st.

REALITY MAELSTROM

9th Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S, M (a golden hoop no less than 1 inch across)

Duration: 1 round

Classes: Sorcerer, Warlock, Wizard

You tear a hole in reality that sucks all nearby loose objects and creatures into it and sends them to a different plane of existence. The tear appears in an unoccupied space you can see within range, surrounded by a maelstrom in a 20-foot radius around the tear. Each creature within the maelstrom when it appears must succeed on a Strength saving throw or be pulled into the hole in reality. Objects that weigh up to 100 pounds and aren't secured are also sucked in.



For 20 feet beyond the initial radius, a windstorm rages. Each creature in this area must succeed on a Strength saving throw or be pulled into the nearest space within the central maelstrom. All loose objects in that area that weigh less than 50 pounds are also pulled into the maelstrom, and will be sucked into the hole in reality on the next round.

The entire area of the spell is considered difficult terrain. If a creature ends its turn in either the central maelstrom or outer windstorm, it must make the Strength saving throw or suffer the effects of the spell.

The hole in reality is a one-way portal that sends creatures and objects to a random plane. Roll a d100 and reroll if you get the plane that you are already on:

d100	Plane
01-05	Heroic Domains of Ysgard
06-10	Ever-Changing Chaos of Limbo
11-15	Windswept Depths of Pandemonium
16-20	Infinite Layers of the Abyss
21-25	Tarterian Depths of Carceri
26-30	Grey Waste of Hades
31-35	Bleak Eternity of Gehenna
36-40	Nine Hells of Baator
41-45	Infernal Battlefield of Acheron
46-50	Clockwork Nirvana of Mechanus
51-55	Peaceable Kingdoms of Arcadia
56-60	Seven Heavens of Mount Celestia
61-65	Twin Paradises of Bytopia
66-70	Blessed Fields of Elysium
71-75	Wilderness of the Beastlands
76-80	Olympian Glades of Arborea
81-85	Astral Plane
86-90	Ethereal Plane
91-92	Elemental Plane of Air
93-94	Elemental Plane of Earth
95-96	Elemental Plane of Fire
97-98	Elemental Plane of Water
99	Feywild
100	Shadowfell

RECKLESS RUSH

1st Level Transmutation

Casting Time: Action

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Paladin, Ranger, Warlock

You propel yourself forward with lethal force. Until the end of your turn, your speed is doubled. As a part of the Action of casting this spell, you can move up to your speed and charge into a creature's space. Make a melee spell attack against the target. On a hit, you can choose to do one of the following: damage the target for 2d10 Bludgeoning damage, shove the target 15 feet away from you (inflicting 1d6 Bludgeoning damage per 10 feet shoved if it is shoved into another creature, object, or wall), or give the target the Prone condition.

On a miss, you end your movement in the closest unoccupied space adjacent to the target.

REDIRECT SPELL

4th Level Abjuration

Casting Time: Reaction, which you take when you take when you receive any form of damage (except Psychic) from a single-target spell

Range: Self

Components: S

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

The magic within your blood helps ward off and redirect a spell. You halve the damage, and then redirect a force of the magic at a target within 60 feet of you. Make a ranged spell attack against the new target. On a hit, the target takes 1d8 Force damage and 2d8 damage of the triggering type.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the Force damage increases by 1d8 for each slot level above 3rd.

REMOVE FATIGUE

3rd Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S, M (powdered chalcedony worth at least 50 gp, which the spell consumes)

Duration: Instantaneous

Classes: Artificer, Bard, Cleric, Druid, Paladin, Ranger

You remove the fatigue of a creature you touch. You reduce the creature's exhaustion level by up to two.

RESEARCH AID

2nd Level Divination

Casting Time: Action

Range: Self

Components: V, S, M (a pair of eyeglasses worth at least 100 gp)

Duration: 8 hours

Classes: Bard, Wizard

While wearing the eyeglasses required for this spell, you enchant the eyeglasses and are able to read and write at twice your normal speed for the spell's duration. You can read books twice as fast (including magic books), and write twice as fast (such as when a wizard is copying spells into their spellbook).

RESIZE

Transmutation Cantrip

Casting Time: Action

Range: Touch

Components: V, S, M (a sewing needle)

Duration: Instantaneous

Classes: Bard, Cleric, Druid, Wizard

You touch one piece of nonmagical clothing or armour and adjust its size. The item can be expanded or shrunk to fit a target up to one size larger or smaller than it originally fit.

Perfect for borrowing clothes from your non-gnomish companions and claiming they were yours all along!

I knew my clothes were going missing!
I should have known it was you! - OV

REVENANCE

7th Level Necromancy

Casting Time: Reaction, which you take when a Humanoid you can see within range is killed

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock, Wizard

When a Humanoid you can see within range is killed, you can make them spring back up, ready to finish the fight. The target doesn't immediately die, and regains Hit Points equal to half of its Maximum Hit Points. Its type is now Undead, but otherwise it retains its statistics, alignment, personality, and class and race features.

For the duration, the creature can act as it normally would and gains Resistance to Necrotic, Poison, and Psychic damage. If it deals damage to the creature that killed it, it deals an extra 4d6 damage to its killer. The damage type is the same as the damage from the attack.

When this spell ends, the creature dies.

RIGHTEOUS AURA

5th Level Abjuration

Casting Time: Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Paladin

An unearthly glow from the Upper Planes radiates from you in an aura with a 30-foot radius. The light is considered daylight.

If you are reduced to 0 Hit Points while this spell is active, you can choose to expel the holy energy into an explosive blast centred on yourself (which takes place immediately before your Concentration breaks). If you choose to do this, you automatically fail one death saving throw. You designate which creatures in that area you want to heal, harm, or ignore. If you heal or harm a creature, roll 5d10. A healed creature regains Hit Points equal to the amount rolled, while a harmed creature must succeed on a Dexterity saving throw or take Radiant damage equal to the damage rolled. On a successful save, the creature takes half the damage.

A creature you choose to ignore does not receive any healing or damage from this spell.

RIGHTEOUS EXILE

9th Level Abjuration

Casting Time: Action

Range: Self (60-foot radius)

Components: V

Duration: Instantaneous

Classes: Cleric

With a word, your body gives off an explosion of divine energy in a 60-foot radius. Each creature of your choice in the area that isn't native to the plane you're on must make a Wisdom saving throw. On a failure, it takes 20d6 Radiant damage and is instantly teleported back to its home plane.

On a successful save, a target takes half as much damage and has the Blinded condition until the end of its next turn.

ROCKBURST

3rd Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Artificer, Druid, Ranger

You cause a nonmagical stone object or surface with a volume of at least 10 cubic feet to explode. Rock shards fly outwards. Creatures within 15 feet of the detonation must make a Dexterity saving throw or take 2d6 Bludgeoning, 2d6 Piercing, and 2d6 Slashing damage from the rock that flies towards them. A creature takes half as much damage on a successful save.

If the target stone is being held or worn by a creature, the creature can make a Dexterity saving throw. On a success, the spell doesn't take effect.



SAFE CLEARING

3rd Level Abjuration (Ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: 8 hours

Classes: Ranger

You put your hands against the ground and a green radiance spreads out in a 30-foot radius from the point on the ground you touch. Until the spell ends, any creature that targets a creature or space in this area with an attack or a harmful spell must first make a Wisdom saving throw. On a failure, the creature cannot attack or cast a spell in that area for the duration of the spell, nor can it enter it if it is not already in it. On a success, the creature can attack or cast a spell that targets a creature or space in that area. It must repeat the saving throw if it attempts it again. If a creature outside of the area attempts to enter it while the spell is active, that creature must make the saving throw or be unable to enter the area.

This spell doesn't protect creatures from area effects, such as the explosion of a *fireball*, if the spell is cast from outside of the area.

If a creature within that area makes an attack, casts a spell that affects a creature negatively, or deals damage to another creature, it is no longer protected by the spell.

SALTRAY

1st Level Evocation

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Druid

A thin ray of salt crystals shoots from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 Necrotic damage and must succeed on a Constitution saving throw or have the Stunned condition until the end of its next turn.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

SANCTITY OF MIND

2nd Level Abjuration

Casting Time: Action

Range: Touch

Components: V, S, M (a quartz crystal worth at least 25gp that is consumed by the spell)

Duration: 1 hour

Classes: Bard, Cleric

You touch a creature and shield its mind from outside influence. For the duration, the target can't gain the Charmed or Frightened conditions. If the target already has the Charmed or Frightened conditions, the spell ends the effect.

In addition, the target's mind can't be read and it can choose to block telepathic communication for the duration of the spell.

SAND BLAST

6th Level Evocation

Casting Time: Action

Range: Self (60-foot cone)

Components: V, S, M (a handful of sand from the heart of a desert)

Duration: Instantaneous

Classes: Druid, Wizard

A violent burst of sand and wind streams from your hands. Each creature in a 60-foot cone must make a Dexterity saving throw. A creature takes 10d6 Slashing damage on a failed save, or half as much damage on a successful one. If a target that fails the saving throw is Medium or smaller in size, the target is also pushed 40 feet away from you and has the Prone condition. If a target that fails the saving throw is Large, it isn't pushed but doesn't gain the Prone condition.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d6 for each slot level above 6th.

SAND BULLET

1st Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Wizard

You create three compact balls of sand and fling them at targets within range. You can fling them at one target or at different ones. Make a ranged spell attack for each ball. On a hit, the target takes 1d8 Bludgeoning damage and has the Blinded condition until the end of its next turn.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, you create one additional ball for each slot level above 3rd.

SCARAB SWARM

2nd Level Conjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a pinch of bone dust and a drop of blood)

Duration: Instantaneous

Classes: Cleric, Druid, Ranger, Sorcerer

You summon a small swarm of scarab beetles and direct them at a creature within range. The target must make a Dexterity saving throw. The target takes 6d4 Piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage done by this spell increases by 2d4 for each slot level above 2nd.

SENSORY DEPRIVATION

3rd Level Illusion

Casting Time: Action

Range: 60 feet

Components: V, S, M (a black silk cloth tied like a blindfold)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You conjure an illusion of nothingness that engulfs one creature you can see within range. The target must make a Wisdom saving throw. On a failed save, the creature believes itself to be surrounded by complete darkness that blocks its senses. For the duration, the creature has the Blinded and Deafened condition, and cannot smell or taste anything. If the creature has blindsight or tremorsense, it loses that sense for the duration of the spell. At the end of each turn or when the creature takes damage, it repeats the saving throw. The effect ends on a successful save.

No one else can see the darkness, and the creature (and its reactions) is visible to those that can see it.

The target still retains any telepathic links it may possess from spells or features such as telepathy, providing it meets the criteria to perform such telepathy (such as sight).

This spell has no effect on Constructs, Plants, or Undead.

SERPENT ARROW

3rd Level Transmutation

Casting Time: Bonus Action

Range: Touch

Components: V, M (a snake's scale)

Duration: Concentration, up to 1 minute

Classes: Ranger

While the spell is active, the next time you make a ranged weapon attack that uses arrows or bolts, the weapon's ammunition transforms into a poisonous snake upon impact. The target takes damage as normal from the weapon and takes an extra 4d10 Poison damage. The snake is an ally to you and your companions, and uses the stats of a poisonous snake. In combat, the snake shares your initiative count, and takes its turn immediately after yours. It keeps attacking the target of the initial attack. The snake transforms back into a piece of ammunition when it drops to 0 hit points, when the spell ends, or when the target is killed.

POISONOUS SNAKE

Tiny Beast, Unaligned

Armor Class: 13

Hit Points: 2 (1d4)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses: blindsight 10 ft., passive Perception 10

Languages: —

Challenge: 1/8 (25 XP)

Proficiency Bonus: +2

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 Piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) Poison damage on a failed save, or half as much damage on a successful one.

SHADOW LANDSCAPE

9th Level Illusion

Casting Time: 1 hour

Range: 1 mile

Components: V, S

Duration: Until dispelled

Classes: Druid, Warlock, Wizard

By infusing the nearby landscape with power stolen from the Shadowfell, you make the terrain surrounding you within 1 mile a more savage and dangerous place. The spell's exact effects vary depending on the terrain upon which it is cast.

Desert. The spell transforms a desert into a place of shadowy darkness that is somehow even hotter. The average temperature increases by 30 degrees. Shadowy sandstorms blow through on an hourly basis.

Forest. Forests become frightening places where a canopy of rotting leaves blocks the sun and all the trees are strangely twisted. Light undergrowth becomes heavy undergrowth that grasps at passersby as if an *entangle* spell had been cast on them (the save DC is the same as your spell save DC).

Hill. Even gentle hills become more treacherous. Light undergrowth becomes heavy undergrowth in hill terrain, and slopes seem steeper than their elevation would indicate. A creature that moves across this landscape must spend 3 feet of movement for every 1 foot it moves there. Cliffs are made of overhanging, crumbling rock that require a Strength (Athletics) check with a DC equal to your spell save DC to climb to ascend or descend.

Marsh. Marshes seem swamplier and more forbidding. Half the undergrowth spaces in the marsh become quicksand.



Mountain The mountains become places of jagged peaks, slippery slopes, and howling winds. Cliffs and chasms require a Strength (Athletics) check with a DC equal to your spell save DC to scale. A creature that fails the check or makes loud noises has a 10% chance of starting an avalanche. Altitude effects are also worse, causing creatures to struggle to travel at 5,000 feet instead of 10,000 feet. In this altitude, creatures not acclimated can only travel for half the amount of time in a day that they usually could.

Plain Only natural grasslands change as a result of shadow landscape. They become wide open spaces where thunderstorms and tornadoes are frequent. Half the spaces with undergrowth grasp at passers-by as if an *entangle* spell had been cast on them (the save DC is the same as your spell save DC).

Tundra The spell transforms a tundra into a place of frigid darkness. The average temperature decreases by 30 degrees. Snowstorms blow through the shadow landscape tundra on an hourly basis.

Underground Ordinary dungeons aren't affected by shadow landscape, but naturally occurring caverns are. A creature moving across natural stone floors must spend 4 feet of movement for every 1 foot it moves there.

(See the Appendix for rules on Avalanches, Extreme Weather, High Altitude, and Quicksand.)

SHADOW SHIELD

3rd Level Illusion

Casting Time: Action

Range: Self

Components: V, S, M (a piece of black paper)

Duration: 1 minute

Classes: Sorcerer, Warlock, Wizard

Smoky shadows weave around you for the duration of the spell. Until the spell ends, you have Resistance to Necrotic damage. In addition, whenever a creature within 60 feet of you deals damage to you, it must succeed on a Wisdom saving throw or have the Blinded condition until the end of its next turn.

SHADOW WELL

5th Level Illusion

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

You target a creature you can see within range, and its shadow darkens. The target must succeed on a Charisma saving throw or its shadow becomes a temporary portal to a demiplane that exists in the Shadowfell, and the target is pulled into it.

The demiplane is a deserted and gloomy reflection of the target's prior location in the Material Plane, with shadowy phantasms stalking the periphery of its vision.

While it is in the demiplane, the target can still take its Action and it can move. If it casts *planeshift*, it will return to the Material Plane in its previous space, or the nearest unoccupied space. It does not suffer from the Frightened condition if it escapes in this way.

The creature can repeat the saving throw at the end of each of its turns, and is spat back to the Material Plane on a successful save. It reappears in its previous space, or the nearest unoccupied space, and has the Frightened condition for 1 minute.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.

SHADOWBIND

3rd Level Illusion

Casting Time: Action

Range: Self (30-foot radius)

Components: V, S, M (a few links of iron chain)

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Warlock, Wizard

Four ribbon-like shadow tendrils creep from you and attach to creatures within range. Choose up to four creatures within 30 feet of you when you cast this spell. Each target must succeed on a Dexterity saving throw or have the Restrained condition until the spell ends on it.

If you move while creatures are Restrained by the spell, your movement is halved. However, each Restrained creature mirrors your movement (if you walk in one direction, each Restrained creature walks in that same direction). If you move in a way that causes a creature to move more than 30 feet away from you (such as causing the creature to fall), the tendril is broken once the creature is further than 30 feet away from you, and you take 2d6 Necrotic damage that can't be reduced.

As an Action on subsequent turns, you can make the tendrils constrict all of the creatures that have the Restrained condition due to this spell. The creatures take 2d6 Necrotic damage and the spell ends.

A creature Restrained by a tendril can use its Action to make a Strength check against your spell save DC. On a success, it frees itself.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, you can choose one of the two following effects: you can target an additional creature for each slot level above 3rd; or, you can choose to extend the spell's duration to an hour if you cast this spell using a 4th or 5th level spell slot, 8 hours if you cast this spell using a 6th or 7th spell slot, or 12 hours if you cast this spell using an 8th or 9th level spell slot.

SHOCKWAVE

5th Level Evocation

Casting Time: Action

Range: Self (5-foot to 20-foot radius)

Components: V, S, M (a small crystal sphere)

Duration: Instantaneous

Classes: Artificer, Druid, Sorcerer, Wizard

A field of electrical energy bursts outwards from you in a sphere centred on you, up to a 20-foot-radius. Each creature in the area must make a Constitution saving throw. On a failed save, a creature takes $8d8$ Lightning damage and has the Stunned condition until the end of its next turn. On a successful save, a creature takes half as much damage and is not Stunned.

If this damage reduces a creature to 0 Hit Points, the creature has the Unconscious condition and is stable.



At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the damage increases by $1d8$ for each slot level above 5th.

SHARE MEMORY

2nd Level Divination (Ritual)

Casting Time: Action

Range: Unlimited

Components: V, S

Duration: Instantaneous

Classes: Bard, Wizard

You send a visual message to a creature with whom you are familiar. The visual message must be a memory and can be no longer than ten seconds long. The target sees the scene in its mind and recognises you as the sender if it knows you. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message.

You can attempt to manipulate the memory to change one detail (for example, you could replace one creature in the memory with another). If you do this, the target must make a Wisdom (Insight) check against your spell save DC. If it succeeds, the memory is displayed without any changes, and the target knows that you attempted to deceive it.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

SHRIEKING WALLS

3rd Level Illusion

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Until dispelled

Classes: Bard, Warlock, Wizard

You cast this spell on up to four walls within range, causing these walls to scream when they're approached by a creature. When a Small or larger creature enters the threshold of the walls (for example, through a door into the room in which the spell was cast, if it enters a hallway in which the spell was cast, or it moves into a space within 20 feet of the walls), the walls start to shriek and continue doing so until 1 minute after all creatures leave the area. A creature that enters the area for the first time on a turn or starts its turn there must make a Constitution saving throw. On a failed save, a creature takes $3d6$ Psychic damage, and if the target has 30 Hit Points or fewer, it gains the Deafened and Stunned conditions until the start of its next turn.

If any of the affected walls are destroyed, if the Silence spell is cast on any of the walls, or if you cast this spell again, this spell ends.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d6$ for each slot level above 3rd.



SLAPPING HAND

Evocation Cantrip

Casting Time: Action

Range: 60 feet

Components: V, S, M (a leather glove)

Duration: Instantaneous

Classes: Bard

You conjure a spectral hand that attempts to slap a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1 Bludgeoning damage. If the target is concentrating on a spell, it must make the Concentration check with Disadvantage.

Cantrip Upgrade This spell's damage increases by 1 when you reach 5th Level (2), 11th Level (3), and 17th Level (4).

SLICING WIND

6th Level Evocation

Casting Time: Action

Range: Self (60-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Druid

You call forth a powerful stormy wind filled with dust and debris. Each creature in a 60-foot cone must make a Strength saving throw. On a failed save, a creature takes 11d6 Slashing damage, and if it is Large or smaller, it is pushed 10 feet away from you, and has the Prone condition. On a success, a creature takes half as much damage only.

The wind extinguishes unprotected flames in the area, and disperses gas or vapour.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

SLUMBER ARROWS

4th Level Evocation

Casting Time: Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

Classes: Ranger, Wizard

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target must make a Wisdom saving throw or it falls asleep and has the Unconscious condition. The sleeper remains Unconscious until the spell ends, the sleeper takes damage, or another creature uses an Action to wake the sleeper.

If the target succeeds on the saving throw, it is still affected by grogginess and has Disadvantage on ability checks and attack rolls until the end of its next turn.

SNOWBALL

Evocation Cantrip

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You create a snowball and fling it at a target within range. Make a ranged spell attack. On a hit, the target takes 1d4 Cold damage. Additionally, if the target takes Cold damage before the end of your next turn, it takes extra Cold damage equal to your spellcasting ability modifier.

Cantrip Upgrade The spell's damage increases by 1d4 when you reach 5th Level (2d4), 11th Level (3d4), and 17th Level (4d4).

SONIC SNAP

Evocation Cantrip

Casting Time: Action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard

You release a harmful cacophonous blast toward a creature within range. Make a ranged spell attack against the target. On a hit, the creature takes 1d8 Thunder damage.

Cantrip Upgrade This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th Level (3d8), and 17th Level (4d8).

SOUL CYCLONE

8th Level Necromancy

Casting Time: Action

Range: 120 feet

Components: V, S,

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You create a cyclone of swirling, howling souls at a point you can see on the ground within range. The area of the cyclone is a 15-foot radius, 100-foot-high cylinder centred on that point. You can take an Action to direct the cyclone on your turn, moving it up to 60 feet in any direction along the ground. If you do not use an Action to direct it, it moves 60 feet in a random direction along the ground at the end of your turn. The cyclone can move through objects as if they were difficult terrain.

When the cyclone enters a creature's space, or when a creature starts their turn inside the cyclone, the creature must make a Dexterity saving throw. The creature takes 10d8 Necrotic damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save is trapped in the cyclone, has the Restrained condition, and moves with the cyclone when the cyclone moves. When a creature starts its turn Restrained by the cyclone, it must succeed on a Constitution saving throw or gain one level of Exhaustion.

A creature Restrained by the cyclone can take an Action to make a Dexterity saving throw. On a success, the creature is no longer Restrained, escapes from the cyclone, and lands in an unoccupied space of its choice within 15 feet of the cyclone.

SOUL WORM

5th Level Necromancy

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You choose a target that you can see within range and force it to make a Charisma saving throw. On a failed save, a part of its soul begins to decay. The target takes 6d10 Necrotic damage as the soul worm burrows into the target's soul. At the end of each of the target's turns before the spell ends, the target must succeed on a Charisma saving throw or take 4d10 Necrotic damage as the soul worm burrows deeper. On a successful save, the spell ends.

Constructs and Undead cannot be affected by this spell.

SOUND LANCE

4th Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Bard

You unleash a piercing cry that morphs into a translucent lance that flies towards a target in range. Make a ranged spell attack against the target. On a hit, the target takes 8d10 Thunder damage.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

SPECTRAL WEAPON

5th Level Necromancy

Casting Time: Action

Range: Touch

Components: V, S, M (a vial of ectoplasm)

Duration: Concentration, up to 1 hour

Classes: Cleric, Paladin, Warlock, Wizard

You touch a nonmagical weapon and make it ethereal. For the duration, the weapon deals Cold or Necrotic damage (your choice when you cast the spell) instead of its usual damage type. It still uses the same damage die. When a creature wielding this weapon hits on an attack, the creature gains Temporary Hit Points equal to the damage dealt.

Additionally, when attacking a target with this weapon, a creature ignores the base Armour Class granted by a piece of armour and treats the target's Armour Class as 10 + the target's Dexterity modifier. Creatures with natural armour are not affected.

SPHERE OF ULTIMATE DESTRUCTION

9th Level Evocation

Casting Time: Action

Range: 90 feet

Components: V, S, M (a pinch of dust from a disintegrated creature)

Duration: Concentration, up to 1 minute

Classes: Bard, Wizard

You conjure a featureless, black 5-foot-diameter sphere of nothingness in an unoccupied space that you can see within range. This void disintegrates almost anything that touches it.

When you cast this spell, and as a Bonus Action on subsequent turns, you can move the sphere up to 30 feet and use it to make a ranged spell attack against a target. On a hit, the target takes 5d10 Force damage. The sphere can only move in a straight line, and any creature caught in the movement must make a Dexterity saving throw or take 3d10 Force damage.

Any creature or object reduced to 0 Hit Points by the damage of this spell is disintegrated, leaving behind only a trace of fine dust.

The sphere destroys any **wall of force** spell, as well as any other object or spell that is destroyed by a **disintegrate** spell.

STEAM CLOUD

4th Level Conjuration

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

You conjure a 20-foot-radius sphere of steam centred on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When a creature enters the spell's area for the first time or starts its turn there, that creature must make a Constitution saving throw. The creature takes 4d6 Fire damage on a failed save, or half as much damage on a successful one. If a creature is wearing metal armour or wielding a weapon made of metal, the creature takes an extra 2d6 Fire damage (it only takes this damage once, even if it has metal armour and a metal weapon) and must make another Constitution saving throw to try to keep its weapon in its hand. On a failed save, the creature drops its metal weapon.

When a creature leaves the steam, the creature has the Blinded condition until the start of its next turn.

Being underwater doesn't grant Resistance against this damage.



STENCH

1st Level Illusion

Casting Time: Action

Range: 60 feet

Components: V, S, M (a living or dead stink bug)

Duration: Concentration, up to 1 minute

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

You cause a foul stench to emit from one creature that you can see in range. An unwilling target must succeed on a Constitution saving throw or suffer the stench clinging to it until the spell ends. The stench fills a 5-foot radius centred on the target. Any creature other than the target that starts its turn in that area must also make a Constitution saving throw or have the Poisoned condition until the start of its next turn. A willing target can accept the effect without making a Constitution saving throw.

For the duration of the spell, the target has Disadvantage on Charisma (Persuasion) checks.

At Higher Levels If you cast this spell using a spell slot of 2nd level or higher, the duration of the spell increases by 10 minutes for each slot level above 1st.

STENCH OF EVIL

4th Level Necromancy

Casting Time: Action

Range: Self

Components: V, S, M (a troglodyte's tail)

Duration: Concentration, up to 1 minute

Classes: Cleric, Sorcerer, Wizard

You produce a cloud of utterly black, acidic, and horrific-smelling darkness. The cloud fills a 20-foot-radius sphere centred on you and moves with you when you move. The darkness spreads around corners. Non-magical light, as well as light created by spells of 4th level or lower, can't illuminate the area, and creatures with darkvision can't see through this darkness.

A creature other than you that starts its turn in the cloud must succeed on a Constitution saving throw or take $3d6$ Acid damage and have the Poisoned condition until the start of its next turn.

The cloud of darkness is dispelled if you take 25 Fire damage in one turn, or if light created by spells of 5th level or higher are cast in the area. If a moderate wind (at least 10 miles per hour) blows through the area of the spell on the start of your turn, the cloud of darkness dissipates until the start of your next turn.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage increases by $1d6$ for each slot level above 4th.

STONE TELL

2nd Level Divination (Ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a drop of mercury and a pinch of clay)

Duration: Instantaneous

Classes: Druid, Ranger

You touch either a loose rock or a stone surface and learn of any other creatures that recently passed by, or if they hide something beyond. You can learn the following information from any stone within 10 feet of the stone you touch:

- Any creatures or objects that have touched or been within 10 feet of the stone within seven days. You determine the number of creatures of each type (Beasts, Humanoids, Plants, etc), but not their identities.
- If the stone is covering anything, or if anything is behind the stone.
- If the stone is worked stone, you can find out who crafted it.

SUMMON OOZE

2nd Level Conjuration

Casting Time: Action

Range: 90 feet

Components: V, S, M (a clear gem worth at least 300 gp encased gelatinous chunk)

Duration: Concentration, up to 1 minute

Classes: Wizard

You call forth the spirit of an ooze in an unoccupied space that you can see within range. This corporeal form uses the Ooze Spirit stat block. When you cast the spell, choose a substance: Corrosive, Gelatinous, or Psychic. The spirit resembles an ooze creature of your choice, which determines certain traits in the stat block. The creature disappears when it drops to 0 Hit Points or when the spell ends.

The ooze spirit is an ally to you and your companions. In combat, the spirit shares your initiative count, but it takes its turn immediately after yours and obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, use the higher level wherever the spell's level appears in the stat block.

Ooze Spirit

Large Ooze, Unaligned

Armor Class 8 + the level of the spell (natural armour)
Hit Points 20 + 15 for each spell level above 2nd
Speed 20 ft., climb 20 ft. (Corrosive and Psychic only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	1 (-5)	6 (-2)	1 (-5)

Damage Resistances Acid, Cold, Fire, Lightning, Slashing
Condition Immunities Blinded, Charmed, Deafened, Exhausted, Frightened, Prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages understands the languages you speak

Amorphous (Corrosive and Psychic Only). The ooze can move through a space as narrow as 1 inch wide without squeezing.

Acidic Form (Corrosive Only). A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 1d8 Acid damage.

Transparent (Gelatinous Only). Even when the ooze is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot the ooze if it has neither moved nor attacked. A creature that tries to enter the ooze's space while unaware of the ooze is surprised by the ooze.

Actions

Corroding Pseudopod (Corrosive Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d8 + 4 + the spell's level Acid damage. In addition, nonmagical armour worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10.

Engulfing Pseudopod (Gelatinous Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one creature. *Hit:* 2d6 + 4 + the spell's level Bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a Dexterity saving throw against your spell save DC. On a failed save, the creature is moved into the ooze's space. The engulfed creature can't breathe, has the Restrained condition, and the ooze's Engulfing Pseudopod automatically hits it. When the ooze moves, the engulfed creature moves with it. The ooze can only have one creature engulfed at a time.

An engulfed creature can try to escape by taking an Action to make a Strength check against your spell save DC. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

Psychic Crush (Psychic Only). The ooze targets one creature it can sense within 60 feet of it. The target must succeed on an Intelligence saving throw against your spell save DC, taking 2d10 + the spell's level Psychic damage on a failed save, or half as much damage on a successful one.

SUPREME IMAGES

5th Level Illusion

Casting Time: Action

Range: 240 feet

Components: V, S, M (a skein of spun wool)

Duration: Concentration, up to 10 minutes

Classes: Bard, Sorcerer, Warlock, Wizard

You create images of objects, creatures, or other visible phenomenons that can fit into a 100-foot cube. The image(s) appears at a spot that you can see within range and lasts for the duration. The image(s) seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal Thunder damage or give a creature the Deafened condition, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image(s) to move to any other spot within range. If you create more than one image, all of the images move in the same way and can't be separated beyond the 100-foot cube. As the image(s) changes location, you can alter its appearance so that its movements appear natural for the image(s). For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image(s) reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image(s) can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the image(s) becomes translucent, and its other sensory qualities become faint to the creature.

At Higher Levels When you cast this spell using a spell slot of 8th level or higher, the spell lasts until dispelled, without requiring your concentration.



SWORN SENTINEL

3rd Level Divination

Casting Time: 10 minutes

Range: Self

Components: V, S

Duration: 8 hours

Classes: Ranger, Paladin

You swear to protect up to three other creatures. For the duration of the spell, you gain darkvision out to 300 feet; you know if a creature with the Invisible condition moves within 60 feet of you (you know the space it is in, but still can't see it), you can't gain the Charmed condition, and you can't be put to sleep.

Additionally, if you do choose to sleep, you only require half as much sleep as you normally would and you wake up as soon as a hostile creature enters a space within 10 feet of one of the protected creatures and can use your Reaction to stand up.

TARTERIAN CHAINS

1st Level Conjuration

Casting Time: Action

Range: 30 feet

Components: S, M (a linked chain made of iron)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

Arcane chains appear from your hands and lash out at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d6 Piercing damage and has the Grappled condition. While a creature is Grappled, you can use your Action to make a contested ability check using your spellcasting ability against its Strength. If you succeed, you pull the creature 10 feet closer to you.

The creature can use its Action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell DC to free itself. The chains vanish if the creature breaks free or when the spell has ended.

At Higher Levels When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 1st. The targets must be within 10 feet of each other when you target them.

THUNDERCLOUD

2nd Level Conjuration

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Bard, Druid, Sorcerer, Wizard

You conjure a black cloud around the head of one target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 2d8 Thunder damage and has the Blinded for the duration of the spell as the cloud lingers around the target's head. On a successful save, the target takes half damage only.

Until the spell ends, you can use your Bonus Action on subsequent turns to force the target to make a Constitution saving throw. The target takes 1d8 Thunder damage on a failed save or half as much damage on a successful one.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d8 for each slot level above 2nd.

TIME POOL

2nd Level Divination (Ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a pinch of powdered quartz and a bowl filled with holy water, worth at least 100 gp)

Duration: Concentration, up to 10 minutes

Classes: Cleric, Druid, Paladin

You touch a pool of water while casting this spell and cause it to show up to 10 minutes of a specific event from the past. The event can have taken place at any location, but that location must be on the same plane. The pool reflects the image perfectly clearly, but there is no sound.

There is a chance that the spell will fail, which is determined by how well you know the event. If the spell fails, you see nothing. The DM rolls a d100 and consults the table.

Time Pool

Familiarity	Spell Failure	Spell Success
You were at the event.	—	01-100
You've studied the event extensively.	01-10	06-100
You have vague knowledge of the event, but are familiar with the location and/or the creatures involved in the event.	01-25	26-100
You have vague knowledge of the event and don't know the location and/or the creatures involved in the event.	01-40	41-100
You know the name of the event but literally nothing else about it.	01-99	100

If you've viewed the event previously, you gain a +5 bonus to the roll. For each creature that is still alive from the event, you gain a +1 bonus to the roll (to a maximum of +5). If you are more than 1 mile away from where the event took place, you take a -5 penalty to the roll. For each creature from the event that is dead, you take a -1 penalty to the roll (to a minimum of -5).

At Higher Levels If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 10 minutes for each slot level above 2nd.

TOUCH OF AGEING

7th Level Necromancy

Casting Time: Action

Range: Touch

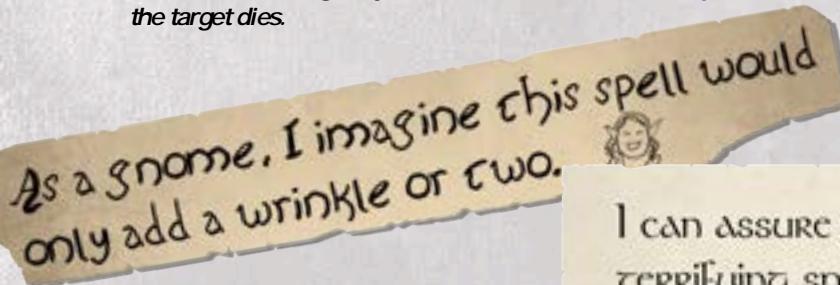
Components: V, S, M (an hourglass embedded with a diamond skull worth at least 100 gp)

Duration: Concentration, up to 1 minute

Classes: Warlock, Wizard

You touch a creature and accelerate its ageing. Make a melee spell attack. On a hit, the creature takes $2d8$ Necrotic damage. On each of your turns for the duration of the spell, you can use your Action to deal $1d8$ Necrotic damage to the target automatically. Make a note of the total damage dealt by this spell. At the end of each of its turns, the target makes a Constitution saving throw and ends the spell on a success.

When the spell ends, the target ages by a number of years equal to the Necrotic damage taken from the spell. If this would extend its age beyond its maximum natural lifespan, the target dies.



TRANSMUTE ROCK TO LAVA

9th Level Transmutation

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: 10 minutes or 12 hours

Classes: Druid, Sorcerer, Wizard

You transform a 10-foot cube of natural, uncut, or unworked rock of any sort into an equal volume of red-hot molten lava. Each creature in that area must make a Dexterity saving throw or it has the Restrained condition. On a successful save, the creature can move to the nearest unoccupied space out of the lava.

When a creature enters the area or starts its turn there, it takes $10d10$ Fire damage. If it ends its turn in the lava, it submerges fully and will take $18d10$ Fire damage at the start of its next turn. A creature can be freed and moved to an unoccupied space within 5 feet of the lava if it or another creature uses an Action to make a Strength check against your spell save DC and succeeds. The lava cools naturally from its surface toward its centre, and it no longer deals Fire damage after 12 hours as it slowly reverts to stone. A creature submerged and Restrained by the lava gains the

I can assure you, this is one of the most terrifying spells I've come across... So naturally I've shared it with every mage who might be reading this book. - OV



Petrified condition when the lava cools to stone.

If the spell is cast on a ceiling, the lava falls to the ground and spreads out in a 15-foot-radius. The area becomes difficult terrain and any creature that enters the area or starts its turn there takes 4d10 Fire damage. The lava remains for 10 minutes before it starts to crust and can be walked over.

TRIP

Enchantment Cantrip

Casting Time: Action

Range: 60 feet

Components: V, S, M (a banana peel)

Duration: Instantaneous

Classes: Bard, Sorcerer, Wizard

You target one creature you can see within range. The target must succeed on a Dexterity saving throw or have the Prone condition. The target also takes 1d4 Bludgeoning damage from falling.

Cantrip Upgrade. The spell's damage increases by 1d4 when you reach levels 5 (2d4), 11 (3d4), and 17 (4d4).

UNEARTHLY CHOIR

3rd Level Evocation

Casting Time: Action or Reaction, which you take when a creature within 30 feet casts *unearthly choir*

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

Classes: Bard, Cleric, Paladin

This spell can also be attempted without the use of any spell slots, to varying degrees of success. 

You sing a sacred song that is imbued with divine power. Each creature of your choice in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 3d8 Radiant damage and 3d8 Thunder damage, and has the Deafened condition. On a successful save, a creature takes half as much damage only.

This spell is strengthened if multiple creatures join the choir. If you cast this spell as a Reaction to join the choir, you can aim your cone in any direction regardless of where the original cone is aimed.

If another creature joins the choir using its Reaction to cast this spell, the effects amplify in the following ways:

Number of Creatures	Amplified Effect
Two Creatures	The cone length for each caster increases by 10 feet, and each spell deals an extra 1d8 Radiant damage and 1d8 Thunder damage.
Three or More Creatures	The cone length for all casters increases by 10 feet for each creature joining the choir, and each spell deals an extra 1d8 Radiant damage and 1d8 Thunder damage for each creature joining the choir. Additionally, creatures made of inorganic material (such as stone, crystal, or metal) have Disadvantage on this saving throw, and Undead of CR 3 or lower are instantly destroyed on a failed save. A creature only makes this save once if it is within the area of multiple cones, and the save is made against the highest spell save DC of the creatures in the choir.

If you try to cast this spell again as a Reaction before the start of your next turn, you take 3d8 Necrotic damage as your vocal cords are damaged and you must make a Constitution saving throw against a DC of 10 + the number of subsequent times you try to cast this spell. On a failed save, you take 1d8 Necrotic damage whenever you cast a spell that requires a verbal component until you finish a long rest.

At Higher Levels When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

UNNAME

9th Level Necromancy

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Warlock, Wizard

You speak words that alter reality itself and erase the existence of one creature you can see within range. Creatures without a name or that have an Intelligence score of 3 or lower are unaffected. The target must make a Charisma saving throw and take 20d8 Force damage on a failed save, or half as much damage on a successful one. If a target is reduced to 0 Hit Points by this damage, the creature and any items being carried, held, or worn by it are obliterated from existence, leaving nothing behind. The exact extent of the spell's effects are up to the DM, whether it just merely erases the creature from the moment, if it strikes the memory of the creature from the minds of other creatures and/or history, or anywhere in between.

Creatures killed by this spell can only be resurrected by the *wish* spell.

UNSEEN SQUIRE

4th Level Conjuration (Ritual)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a piece of string and a bit of iron)

Duration: 8 hours

Classes: Bard, Warlock, Wizard

This spell creates an invisible, mindless, shapeless force that can provide assistance and act as a pack mule for you until the spell ends. The squire springs into existence in an unoccupied space on the ground within range. It has AC 15, 1 hit point, and a Strength of 16 and it can't attack. If it drops to 0 hit points, the spell ends.

As a Bonus Action, you can mentally command the squire to move up to 30 feet, and then interact with an object or perform the Help action. The squire is well-suited to carry equipment for you. Once you give a command, the squire performs the task to the best of its ability until it completes the task, then waits for your next command.

If you command the squire to perform a task that would move it more than 120 feet away from you, the spell ends.

URCHIN'S SPINES

2nd Level Transmutation

Casting Time: Action

Range: Touch

Components: S, M (a spine from a sea urchin)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer, Wizard

You alter a willing creature, causing 2-inch long purple or black spikes to sprout through the skin all over the body. If a creature touches the target or hits it with a melee attack while within 5 feet, the attacking creature takes 1d4 Piercing damage and 1d8 Poison damage.

If the target of the spell has the Grappled condition at the start of its turn, it deals the damage to the creature that is grappling it.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the Piercing damage increases by 1d4 and the Poison damage increases by 1d8 for each slot level above 2nd.

VENOM BOLT

4th Level Conjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a drop of snake venom)

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You fire a stream of poison at one creature in range. The target must make a Constitution saving throw. On a failed save, the target takes $8d10$ Poison damage and has its movement halved until the end of its next turn. On a successful save, the target takes half as much damage only.

At Higher Levels When you cast this spell using a spell slot of 5th level or higher, the damage increases by $1d10$ for each slot above 1st.

VERDANT TSUNAMI

9th Level Conjuration

Casting Time: Action

Range: 300 feet

Components: V, S

Duration: Instantaneous

Classes: Druid

A gargantuan wave of grass, moss, shrubbery, and vines unfurls at a point that you can see within range. You can make the wave up to 500 feet long, up to 500 feet wide, and up to 400 feet high. The growing plants ensnare all creatures, objects, and structures in the area, engulfing them as if the plant matter had been growing there for centuries. Creatures in the area must make a Dexterity saving throw. On a failed save, a creature takes $10d8$ Bludgeoning damage and has the Restrained condition. A creature Restrained by the plants can use its Action to make a Strength check against your spell save DC. If it succeeds, it no longer has the Restrained condition. Objects and structures automatically take $10d8$ Bludgeoning damage. Structures have their foundations uprooted and may crumble.

On a successful saving throw, a creature takes half as much damage only.

The plant growth remains for 24 hours, after which it vanishes.



VISIONS OF DOOM

7th Level Divination

Casting Time: Action

Range: 30 feet

Components: V, S, M (a scrap of paper or a tablet with indecipherable writing from an ancient civilisation)

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock

You implant visions of an apocalypse into the mind of a creature you can see within range. The target must succeed on a Wisdom saving throw or be plagued by these visions.

On a failed save, the target has the Frightened condition for the duration of the spell. While Frightened in this way, the target's speed is 0 attack rolls against it have Advantage, and it takes 4d8 Psychic damage at the start of each of its turns.

At the end of each of its turns, or whenever it takes damage from a source other than this spell, the target can repeat the saving throw ending the effect on itself on a successful one.

If the target is still affected by the spell when the spell's 1 minute duration expires, it must succeed on a Constitution saving throw or it is reduced to 0 Hit Points due to the overwhelming stress and fear of the visions.

This must be what they mean when they say 'Frightened to death'. - OV

VORPAL BLAST

5th Level Evocation

Casting Time: Action

Range: 30 feet

Components: V, S, M (a tiny replica of a longsword)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You send a slicing blast of wind at a target in range. Make a ranged spell attack against the target. On a hit, the target takes 10d10 Slashing damage. If you roll a 20 on the ranged spell attack roll, and the creature has at least one head, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature can't be beheaded if it is immune to Slashing damage, doesn't have or need a head, or has legendary actions.

At Higher Levels When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d10 for each slot level above 5th.

WALL OF ECTOPLASM

1st Level Conjuration

Casting Time: Action

Range: 60 feet

Components: V, S, M (a finely spun strand of ectoplasm)

Duration: Instantaneous

Classes: Cleric, Wizard

An undulating wall of ectoplasm appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating or resting on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall passes into the Ethereal Plane. Any attack that enters the wall's space has Disadvantage on the attack roll, as does any Wisdom (Perception) check to see through the wall.

Incorporeal creatures (such as ghosts or creatures moving with Incorporeal Movement) or creatures on the Ethereal Plane can't move through the wall.

WALL OF GLOOM

2nd Level Illusion

Casting Time: Action

Range: 120 feet

Components: V, S, M (a bit of fleece from a black sheep)

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Warlock, Wizard

You create a wall of ominous shadow on a solid surface within range. The wall obscures vision and deters passage. You can make the wall up to 30 feet long, 10 feet high, and 5 feet thick, and it vanishes when the spell ends. An attack that targets a creature adjacent to the opposite side of the wall has Disadvantage on the attack roll. Any creature that is more than 5 feet away from the wall cannot be seen by other creatures on the opposite side.

Any creature other than yourself that tries to pass the wall must make a Wisdom saving throw or be halted at the edge, unable to pass through it, and losing any remaining movement speed (though it can use a Dash action to move away from the wall).

The wall also dispels any magical light that is a lower level than the spell slot used to cast it.

WALL OF LIMBS

6th Level Necromancy

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 10 minutes

Classes: Sorcerer, Warlock, Wizard

You create a vertical wall of flailing limbs on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 5 feet thick. The wall blocks line of sight, but not movement, and it vanishes when the spell ends.

A creature can move through the wall, albeit slowly and while being beaten by flailing limbs. The first time a creature enters the wall on a turn or starts its turn there, the creature

**Honestly, who thinks of this stuff
and thinks they're completely sane?!**

The best mages use all manner of spells at their disposal when it comes to life and death. - OV

must make a Dexterity saving throw. It takes 10d6 Bludgeoning damage on a failed save, or half as much damage on a successful one. For every 1 foot a creature moves through the wall, it must spend 3 feet of movement. The wall can be climbed with a DC 10 Strength (Athletics) check, but a creature that attempts this will take the same damage as if moving through the wall.

If a creature ends its turn within 5 feet of the wall or inside the wall's space, it must succeed on a Strength saving throw or have the Grappled condition. A creature can use its Action to make a Strength check against your spell save DC to attempt to free itself or another Grappled creature. On a success, the Grappled creature is freed.

You can use your Action to sense through the limbs, which allows you to feel, hear, and see what they could if they had eyes and ears.

At Higher Levels When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d6 for each slot level above 6th.

WALL OF WONDER

5th Level Evocation

Casting Time: Action

Range: 120 feet

Components: V, S, M (an acoustic guitar)

Duration: Instantaneous

Classes: Bard

You conjure a wall of musical force that entrances or enrages creatures near it. You can form it into a dome with a radius of 20 feet, or you can shape a flat surface made up of ten 10-foot-square contiguous panels. The wall is 5 feet thick.

Each creature within 10 feet of the wall that doesn't have the Deafened condition must make a Wisdom saving throw at the start of its turn, or when it moves within 10 feet of the wall for the first time. There is a 50% chance (depending on the creature's taste in music, either determined by the DM or at random) that the creature will be entranced or enraged by the wall's melody. If the creature is entranced, it has the Stunned condition and is awed by the music until the end of its turn. If the target is enraged until the end of its turn, and it attacks the nearest creature to it.

If a creature walks through the wall, it must make a Constitution saving throw. It takes 4d6 Thunder damage on a failed save, or half as much damage on a success.

WARP WOOD

2nd Level Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Ranger

You change the shape of one nonmagical wooden object that you can see within range. If the object is being carried or worn by a creature, the creature must succeed on a Dexterity saving throw to avoid the effect.

If you target a structure or vehicle, this spell causes damage. If the target has ability scores (such as a ship), it can make a Constitution saving throw. On a failed save, the target takes 2d10 Necrotic damage, which bypasses any damage threshold. On a successful save, the target takes half as much damage and isn't warped in any way.

If you target a weapon, you can warp a Club, Greatclub, Longbow, Quarterstaff, Shortbow, or any weapon that the DM determines is made out of wood. Attack rolls made with the warped weapon are made with Disadvantage, and when the weapon deals damage the attacker must roll a d4 and subtract the number rolled from the damage roll.

If you target a wooden shield or other armour, the AC it grants is reduced by 1.

If a creature spends 1 hour soaking the warped object in hot water, the object can be returned to its original state.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, the damage to structures or vehicles increases by 1d10 for each slot level above 2nd. Alternatively, when you cast this spell using a spell slot of 3rd level or higher, you reduce the damage of a weapon by an extra 1d4 or reduce the AC of armour by 1 for every two slot levels above 2nd.

WATCHFUL MARK

1st Level Illusion

Casting Time: Action

Range: Touch or 30 feet

Components: V, S, M (a piece of paper with a black circle drawn on it)

Duration: Concentration, up to 1 hour

Classes: Cleric, Paladin, Wizard

You mark a creature or object you can see within range, choosing any part of the target on which to place this mark. The mark is invisible to all creatures except those you designate when you cast the spell. Those who can see the mark see it as a glowing symbol.

If you touch the creature to apply the mark, the spell automatically succeeds. If you target a creature up to 30 feet away without touching it, it can make a Charisma saving throw to resist the spell. On a successful save, the creature isn't marked and is aware that someone tried to target it with a spell (though it doesn't know who tried or the nature of the attempted spell).

At Higher Levels When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your Concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your Concentration on the spell for up to 24 hours.



WATER BLAST

Evocation Cantrip

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer

You conjure a sphere of water and launch it towards a creature within range. Make a spell attack. On a hit, it deals 1d8 Bludgeoning damage, and if the creature is Large or smaller, it is pushed 5 feet backwards.

Cantrip Upgrade This spell's damage increases by 1d8 when you reach 5th Level (2d8), 11th Level (3d8), and 17th Level (4d8).

WATER TO DUST

4th Level Transmutation

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pouch filled with dust)

Duration: Instantaneous

Classes: Artificer, Druid, Wizard

You target an area within a 30-foot cube space that you can see within range. Any water in that area slowly turns to dust or sand (your choice). Any creature in the water when it changes is submerged in the dust. While submerged, a creature has the Restrained condition and starts suffocating. A creature can use an Action to attempt to pull a Restrained creature free with a Strength check against your spell save DC, ending the Restrained condition on a success.

At Higher Levels When you cast this spell with a spell slot of 5th or higher, the area you can affect increases by another 30 foot cube per spell level above 4th. These cubes must be adjacent to at least one other.

WATER TO POISON

2nd Level Transmutation

Casting Time: Action

Range: Touch

Components: V, S, M (a fang of a venomous snake and a bloodstone worth at least 50 gp)

Duration: Instantaneous

Classes: Artificer, Druid, Wizard

You touch a cup, goblet, or other container with water in it and convert up to 12 ounces of that water into colourless, tasteless poison. A creature who ingests the liquid must make a Constitution saving throw or have the Poisoned for 1 hour, or until it is able to remove the poison from its body. If the creature drinks over half of the liquid, it makes the saving throw with Disadvantage. If the container has 24 or more ounces of fluid, the poison is too diluted to be effective.



At Higher Levels When you cast this spell using a 4th or 5th Level spell slot, the creature also takes 5d10 Poison damage on a failed saving throw. When you cast this spell using a 6th or 7th Level spell slot, the creature takes 5d10 Poison damage and has its Maximum Hit Points reduced by the amount of Poison damage taken. The reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0. When you cast this spell using an 8th or 9th Level spell slot, the target's Hit Points are reduced to 0 on a failed saving throw.

WATER WHIP

Conjuration Cantrip

Casting Time: Action

Range: 10 feet

Components: S

Duration: Instantaneous

Classes: Druid, Sorcerer

Water forms into a long, thin stream of water from your fingertips. Make a melee spell attack against a creature within range. On a hit, the target takes $1d4 + \text{your spellcasting ability modifier}$ Cold damage.

When used against a target that is vulnerable to water (such as a fire elemental), the whip deals an extra $1d4$ Cold damage.

Cantrip Upgrade This spell's damage increases by 1d4 when you reach 5th Level (2d4), 11th Level (3d4), and 17th Level (4d4).

WATERY DOUBLE

2nd Level Conjuration

Casting Time: Action

Range: 30 feet

Components: V, S, M (a vial made in your likeness, filled with water. The water is consumed by the spell)

Duration: Concentration, up to 1 hour

Classes: Druid, Sorcerer, Wizard

You create a duplicate of yourself made from water in an unoccupied space within range. The duplicate looks identical to you, though a creature can determine with an Intelligence (Investigation) or Wisdom (Perception) check that the form is ever so slightly translucent. As a Bonus Action on your turn, you can move the double up to 30 feet. It is also able to move through spaces as small as 1 inch. It disappears if it's hit by an attack.

For the duration, you can use your Action to see through the double's eyes and you can tap into its senses as if you were the double, hearing, smelling, and feeling what it does. While you use its senses, you have the Blinded and Deafened conditions. You can also cast spells through the double as if you were in the double's space, using your own senses unless you are tapping into the double's senses. Finally, if the double is within 5 feet of you, you can use your Reaction when you are hit to have the double take the hit for you.

WELCOME THE AMOEBOIC SEA

9th Level Conjuration

Casting Time: Action

Range: 120 feet

Components: V, S, M (a vial containing the digested fluid remains of a sentient creature)

Duration: Instantaneous

Classes: Warlock, Wizard

You conjure a 20-foot-radius polyp of an amoebic sea from the Far Realm centred on a point you can see within range. Creatures in the area have their minds and bodies subjected to the sea's destructive nature. Each creature in the area must make a Wisdom saving throw. On a failed save, a creature takes 20d8 Necrotic damage and 20d8 Psychic damage. On a success, a creature takes 5d8 Necrotic damage and 5d8 Psychic damage, and has the Frightened condition until the end of its next turn. If this damage reduces a creature to 0 Hit Points, the creature is digested and leaves behind only red-tinged, glutinous bubbles.

WHIRLING WEAPON

3rd Level Transmutation

Casting Time: Action

Range: Self (60-foot line)

Components: V, S, M (a weapon that deals Slashing damage worth at least 1 sp)

Duration: Instantaneous

Classes: Artificer, Paladin, Warlock, Wizard

You cast this spell as you hurl a weapon with which you are proficient. The weapon magically strikes all targets in a 60-foot line. Each creature in the line must make a Dexterity saving throw. On a failed save, the creature takes the maximum damage from your weapon, applying your spellcasting ability modifier instead of Strength or Dexterity to the damage. If the weapon has the Versatile property, it deals damage as if wielded one-handed. If the weapon is magic and produces an effect on a hit, only the first target that fails the saving throw suffers the effect.

The weapon returns to your hand after it reaches the end of the line.

WIND TUNNEL

1st Level Evocation

Casting Time: Reaction, which you take when a ranged weapon attack misses within range

Range: 60 feet

Components: V, S

Duration: Special

Classes: Druid, Ranger

When a ranged weapon attack misses its target, you can attempt to create a tunnel of wind that pushes the projectile back on course. If you can see the creature that made the attack, and that creature is within range, it gains a bonus on all ranged weapon attack rolls it makes until the end of its turn (including the triggering attack). This bonus is equal to your spellcasting modifier.

WOE IS ME

2nd Level Enchantment

Casting Time:

Range: 30 feet

Components: V, S, M (a tiny violin)

Duration: 1 hour

Classes: Bard, Cleric

You attempt to convince one creature you can see in range that you are too pitiful to kill. The target must succeed on a Wisdom saving throw or feel pity towards you for the duration of the spell, or until you or your companions do anything harmful to it. If you or your companions are fighting the creature, the creature will still be aggressive towards you, but it won't kill you as it believes you are too pathetic and sad to kill. It may instead choose to capture you, or if it reduces you to 0 Hit Points, it will do so non-lethally.

If the creature has immunity to the Charmed condition, the spell has no effect.

At Higher Levels When you cast this spell using a spell slot of 3rd level or higher, you can affect one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

From my frustratingly limited understanding, an amoebic sea is a sea, a primordial soup, a sentient ooze-sea, an unfathomable alien-scape made of psychic ooze from the Far Realm. Regardless of what it is, it's bad! - OV



WOOD WOSE

2nd Level Conjuration

Casting Time: Action

Range: 30 feet

Components: V, S, M (a branch of holly)

Duration: 1 hour

Classes: Druid, Ranger

You create a translucent green spirit made from natural essence in an unoccupied space within range. The spirit is Medium sized, and performs simple survival tasks. For example, it can build a campfire, gather herbs, feed animals, catch fish, or any other task that does not require knowledge of somewhat advanced technology (for example, it can't open latched chests, as it doesn't know how a latch works).

It can perform one task at a time, but will repeat that task if it is not instructed to do something else. New tasks may be assigned to a wood wose by mental commands as a free action.

The wood wose has a Strength of 2, can't attack, and has a flying speed of 15 feet. It cannot be targeted by attacks, but if it takes 5 points of damage from an attack or spell that affects an area, it dissipates.

It ceases to exist if it remains out of the range of the spell for 1 minute.

WORD OF GENESIS

9th Level Conjuration

Casting Time: 24 hours

Range: 120 feet

Components: V, S, M (a black opal worth 2,000 gp, which the spell consumes)

Duration: Instantaneous

Classes: Warlock, Wizard

You weave tendrils of energy from the Astral Plane to construct a demiplane. When you complete the casting of this spell, your creation has a 100-foot radius that exists as a demiplane connected to the plane where you currently are. The radius grows at a rate of 50 feet per year, and you can cast this spell again on the plane to increase the radius by 100 feet per additional casting.

When you are creating the demiplane, you can choose its environment. You determine its atmosphere, whether it has water and how much, its temperature (it can be temperate or you can allow it to fall into the conditions of extreme cold or

extreme heat, both of which can be found in the Appendix), and the general shape of the terrain. Once created, you can only change the features of the demiplane through terraforming or other magic means (such as the *wish* spell). The demiplane doesn't create life, objects, or constructed elements (such as buildings, roads, etc.), and it doesn't create resources (such as gold veins or food) except for potable water.

The demiplane can be reached using *plane shift* or if a portal is created to it, and it remains until it is destroyed.

WRATH OF THE FAITHFUL

5th Level Enchantment

Casting Time: Action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Classes: Cleric, Paladin

Divine wrath emanates from you in an aura with a 30-foot radius, filling your allies with righteous fury. Until the spell ends, any creature of your choice within the aura on its next turn has Advantage on saving throws against the Charmed condition, and deals extra Radiant damage equal to your spellcasting modifier when it deals damage. Additionally, if the creature has any levels in the cleric or paladin classes, it gains one additional attack on its turn if it takes the Attack action.

ZAP TRAP

Conjuration Cantrip

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a hand buzzer)

Duration: Until dispelled

Classes: Artificer, Bard, Wizard

You touch a surface or an item and inscribe a rune 3 inches in diameter on the surface. Any creature that touches the rune takes 1d4 Lightning damage. The rune is faint, but can be spotted with a successful Intelligence (Investigation) or Wisdom (Perception) check against your spell save DC.

If the rune is inscribed into a holdable object, you can use an Action to press the rune against a target. If the target is a creature, make a melee spell attack. On a hit, the target takes damage as if the target had touched the rune.

You can only have one rune active at a time. If you create another rune, the previous rune is dispelled.

Cantrip Upgrade: This spell's damage increases by 1d4 when you reach 5th Level (2d4), 11th Level (3d4), and 17th Level (4d4).

Mine would be a great forest with
cabins in the trees and lots of plains
with camels running wild and secret
underground passages!!!

And mine would have an anti-Caramip
lock so I could find some peace. - OV

PART 2

Character Options

There are many ways to become stronger as a spellcaster beyond learning more spells. This chapter will delve into new feats of mastering magic, the invocations that warlocks can be granted by their patrons, and the metamagic that allows a sorcerer to alter their spells.

NEW FEATS

It's always a nice feeling to achieve something through experience and hard work. Within the world of magic, these options can lead you down the path of becoming an archmage, or perhaps something even stronger.

ARCANE ADAPTABILITY

Prerequisite 4th Level, Spellcasting or Pact Magic Feature

When you cast a spell with a spell slot and the spell deals Acid, Cold, Fire, Force, Lightning, Necrotic, Radiant, or Thunder damage, you can substitute that damage type with one other type from that list. You can change only one damage type per casting of a spell. You replace one energy type for another by altering the spell's formula as you cast it.

You can change the damage type of a spell a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest.

ELEMENTAL MASTER

Prerequisite 4th Level, Elemental Adept Feat

When you gain this feat, you choose the same damage type as when you gained the Elemental Adept feat (if you took that feat multiple times, you can choose any of the damage types that you have previously chosen). Spells you cast ignore Immunity to damage of the chosen type.

FAVOURITE SPELL

Prerequisite 4th Level, Spellcasting or Pact Magic Feature

You have learnt a few spells already, but there are some in your repertoire that you tend to use more than others. You pick a 1st or 2nd level spell that you know, and gain the following benefits:

- You can cast the spell at its original level (ignoring the below property) once without expending a spell slot. You can continue to cast the spell using your spell slots afterwards, and can cast it without expending a spell slot again after you finish a Long Rest.



- When you cast this spell with a spell slot at the spell's original level, it is treated as if you are casting it at one level higher than the spell slot you expend. This expends a spell slot of the spell's original level. For example, if you cast **burning hands** at 1st level, you would expend a 1st level spell slot, but the spell would be cast as if it were cast at 2nd level.
- You always have the spell prepared, and it does not count against the number of your prepared spells.

MAGICAL DISCHARGE

Prerequisite: 4th Level, Spellcasting or Pact Magic Feature

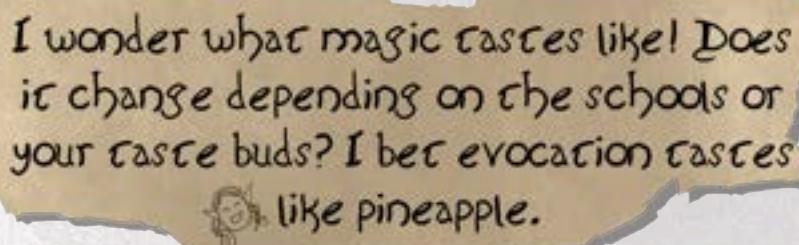
The magic within your blood yearns to be free. When you hit a target with an Unarmed Strike, or succeed on an ability check to grapple or shove a target, you can use your Reaction to cast a spell on the target. The spell must be 2nd level or lower, have a range of touch, and have a casting time of an Action or Bonus Action.

MAGIC EATER

Prerequisite: 4th Level, Spellcasting or Pact Magic Feature

You can convert your magical energy into a force that heals you. As a Bonus Action, you expend one spell slot and regain a number of Hit Points equal to $1d8 + \text{your Constitution modifier}$. If you spend a spell slot of 2nd level or higher, the healing increases by $1d8$ per spell slot above 1st.

Once you have regained 20 Hit Points or more with this ability, you cannot use it again until you finish a Long Rest.



MIGHT OF THE MAGUS

Prerequisite: 4th Level, Spellcasting or Pact Magic Feature

When a creature rolls a 1 on a saving throw against a spell that you cast that deals damage, the creature takes the maximum possible damage from the dice instead of the result you roll.

SPELL CRAFTER

Prerequisite: Spellcasting or Pact Magic Feature

You understand how magic works at a fundamental level. This feat allows you to create your own spells. See page 89 for more information on spellcraft and making new spells.

SPELL STRIKER

Prerequisite: Spellcasting or Pact Magic Feature

Your spells pack a bit more of a punch. You add your spellcasting ability modifier to the damage you deal with a spell (this does not stack with other features that already grant the same benefit, such as the Agonising Blast warlock invocation or a cleric's Potent Spellcasting).

NEW INVOCATIONS

While I do believe that being a warlock involves some laziness, I still must admire their efforts to achieve their power. It takes a certain gumption to approach an entity far beyond your power and put yourself at its mercy. Through the years I have met a few warlocks, and will describe some of the secrets they were kind enough to share with me.

BANEFUL BLAST

Prerequisite: Eldritch Blast Cantrip

When you choose this invocation, choose one of the following creature types: Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Monstrosities, Oozes, plants, or Undead. The first time on each of your turns that you deal damage with **eldritch blast** to a creature of the chosen type, the target takes an extra $1d4$ Force damage.

You cannot change the creature type, but you can select this invocation a second time and choose an additional different creature type. You gain the benefits against both types.

CRAWLING EYE

You can make one of your eyes leave your head and sprout spidery legs. You can see through the eye while maintaining sight from your remaining eye, and the detached eye shares any other senses you have. The eye has Armour Class 15, 2 Hit Points, and has a walking and climbing speed of 20 feet.

Your Maximum Hit Points are reduced by 2 until the eye is back in your socket. If you or the eye are targeted by an effect that affects eyes (such as the Blinded condition), you and the eye are both affected. If the eye is destroyed, you don't have an eye for $1d4$ hours. It regrows with constant, dull pain. You can only take out one of your eyes at a time.

DETERIORATING BLAST

Prerequisite: 12th Level, Eldritch Blast Cantrip

When you hit a creature with your **eldritch blast**, you remove Resistance to one damage type. You must know that the target has the specified Resistance in order to remove it. The target regains the Resistance at the end of your next turn.

GENTLE STEP

Prerequisite: 5th Level

You gain Advantage on Dexterity (Stealth) checks, and you can cast **water walk** once without using a spell slot. Once you do so, you can't cast it in this way again until you finish a Long Rest.

GRAVITATIONAL GRASP

You can use your Bonus Action to call upon gravity. You target one creature you can see within 30 feet of you and pull it towards the ground. The target gains the Prone condition if it is pulled to the ground. If the target is unwilling, it must succeed on a Strength saving throw against your spell save DC to resist the effect.

IMPERMEABLE BARRIER

Prerequisite: 9th Level

You can cast **Wall of Force** once without using a spell slot. Once you do so, you can't cast it in this way again until you finish a Long Rest.

SERPENT'S ESSENCE

Prerequisite: 9th Level

Your tongue transforms into a serpent's. You gain a blindsight out to 10 feet and you have Advantage on saving throws against the Poisoned condition.

SICKENING BLAST

Prerequisite: Eldritch Blast Cantrip

When you hit a creature with your **Eldritch Blast**, you can force the target to make a Constitution saving throw against your spell save DC. On a failed save, the target has the Poisoned condition for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature succeeds, it is immune to this effect for 24 hours.

SLUMBER OF THE AGES

Prerequisite: 12th Level

You can cast **Sleep** at will without expending a spell slot or material components.

SUPERNATURAL FORESIGHT

You can use your Charisma modifier in place of your Dexterity modifier when you roll for Initiative.

SWIMMING THE STYX

By channelling the fiendish and infamous River Styx, you grow aquatic features. Your hands and feet become slightly webbed granting you a swimming speed equal to your walking speed. You gain the ability to breathe water as well as air.

NEW METAMAGIC

Sorcerers are a respectable member of the spellcasting family. As such, here are some ways that a sorcerer can alter their spells with metamagic.

My editor didn't wish for me to ostracise a demographic by mentioning my actual opinions on SORCERERS. Bold of my editor to assume SORCERERS can read. - OV

BENDING SPELL

Cost: 1 or 2 Sorcery Points

When you make a spell attack roll against a creature behind cover, you can spend 1 Sorcery Point to ignore half cover benefiting the target benefits, or you can spend 2 Sorcery Points to ignore three-quarters cover.

DEFENSIVE SPELL

Cost: 1 Sorcery Points

When you roll damage for a spell, you can spend 1 Sorcery Point to halve the damage you deal and gain a bonus to your AC equal to half the level of spell slot expended (rounded up) when casting the spell. This AC bonus remains until the start of your next turn.

ESCHEWING SPELL

Cost: 1+ Sorcery Points

When you cast a spell that requires material components with an associated cost, you can spend 1 or more Sorcery Points to ignore that material component. You can ignore a monetary value of up to 20 gp for each Sorcery Point you spend.

MISDIRECTING SPELL

Cost: 2 Sorcery Points

When you cast a spell, you can spend 2 Sorcery Points to cast it from another space within 30 feet of you. The target of the spell still must be within range as if the spell was coming from you (so if you cast a spell with a 60 foot range, then use this option to cast it from a point 30 feet away from you, the target would still have to be within 60 feet from you).

You can use Misdirecting Spell even if you have already used a different Metamagic option for the same spell.



MOVING SPELL

Cost: 2 Sorcery Points

When you cast a spell that creates an area effect and has a duration longer than instantaneous, you can spend 2 Sorcery Points at the time of casting to allow you to move the spell once on a subsequent turn. While the spell is active, you can use your Action on any turn to move the spell to another space within range. You must take into consideration any necessary requirements (such as being able to see the point, or having the space for the spell to manifest). The spell reappears as if you've just re-cast it, though the spell's duration doesn't reset. Once you've moved the spell, you cannot do so again.

RETRIBUTIVE SPELL

Cost: 2 Sorcery Points

When you cast a spell with a casting time of an Action or a Bonus Action, you can spend 2 Sorcery Points to store that spell for as long as you maintain Concentration. If you take damage from a creature in that time, you can use your Reaction immediately after taking damage (but before you would make a Concentration check) to cast the spell against the attacker as long as it is within range.

SAFE SPELL

Cost: 1 Sorcery Point

When you cast a spell that deals damage, you can spend 1 Sorcery Point to make the damage nonlethal. If the target is reduced to 0 Hit Points by the spell, it gains the Unconscious condition and is stable.

You can use Safe Spell even if you have already used a different Metamagic option for the same spell.

UNWIELDY SPELL

Cost: 1 Sorcery Point

When you cast a spell that deals damage and forces a creature to make a saving throw, you can spend 1 Sorcery Point to add two extra damage dice to the spell in exchange for granting each creature Advantage on the saving throw.

WIDEN SPELL

Cost: 3 Sorcery Points

When you cast a spell that affects an area (such as *fireball*), you can spend 3 Sorcery Points to double the area of the spell (a sphere's radius doubles, a cone's length doubles, a line's width and length doubles, and a cylinder's height and radius doubles).



PART 3

Spellcraft

I think we all take for granted that every single spell was created by someone. Too many spellcasters believe that the spells we know and love are the only ones that can ever exist. We are not limited to the creations of others. In fact, my main study while at the academy was the foundations of magic, how to tweak it to do my bidding. This focus has been useful during my post-academic career. For example, when I faced a red dragon, would my signature **fireball** have done anything? No. But because I adjusted the formula for the **fireball** to manifest as a large ball of ice, it was more effective. All of this is to say: I encourage you to create your own magic.

In this chapter, I will delve into the "how" for crafting your own spells. Spellcrafting is one of the best ways for a spellcaster to make their mark on history (aside from dispatching a tyrannical dragon or some similar great act).

MAKING YOUR OWN SPELLS

To make a spell, we must explore prerequisites for spellcrafting, the foundations of spells, how to actually make a spell, and perhaps most importantly, the creativity behind magic. The hardest part of creating a spell is the first step: what spell do I make? Sometimes you can look to your favourite book with magic in it and think, 'what if I could do this?'

Making your mark on history is overrated, but it doesn't mean making your custom spells isn't super duper useful! No one knows what sort of situation you might find yourself in other than you—so be at the forefront of your needs!

This is surprisingly insightful for you! My influence clearly has been rubbing off! - OV

PREREQUISITES

Fortunately, not just anyone can become a spellcrafter. It requires knowledge and experience, and a budding crafter of spells first needs the Spell Crafter feat (see page 86).

While not required, a strong spellcasting ability (such as Wisdom, Intelligence, or Charisma) is helpful in the creation of spells, especially for the more complex spells. It must also be noted that in some worlds, the way that magic works may

be more complicated than others, so only the more studied wizards (and perhaps bards) would be able to craft new spells. In other worlds, perhaps it's the gods who create magic (allowing clerics to create spells), otherworldly beings (allowing warlocks to create spells), pure surges of magic (allowing sorcerers to create spells), or any number of excuses to allow anyone with spellcasting capabilities to create spells.

FOUNDATIONS OF SPELLS

When planning a spell, you should think about how the spell affects the world around it and how it affects the targets. It's important to consider your intent with the spell. Do you want a spell that hurts things, or a spell that can influence things?

Ask yourself whether a similar spell exists. If there is already a similar spell, how do you make yours unique? For starters, you can change the type of damage. It's simple and not too flashy, but is a solid start. Sometimes a new spell is just a weaker, stronger, or slightly different version of an existing spell. For example, "Demand" is basically the result of fusing the "Sending" spell with the "Suggestion" spell. And "Mind Infiltration" is essentially "Detect Thoughts" with an additional effect.

SCHOOLS OF MAGIC

Each spell belongs to one of eight existing schools of magic. While these schools don't affect the spell directly, they help other spellcasters organise spells by their distinctive uses and traits. Sometimes a spell could have applications that allow it to fall into multiple schools; in this instance, categorise the spell as you see fit (though it would be best to categorise the spell in the school that fits most closely).

If you're still unsure exactly which school fits your spell, you can narrow down your options by seeing which school contains similar spells. This decision can be especially hard when deciding between conjuration or evocation, for example. At the end of the day, you can only try your best (and despite what the older wizards might say, it doesn't actually matter that much).

Abjuration

Abjuration spells are often protective or warding spells. Spells that heal or cure creatures may also fall into this school. Examples of abjuration spells: **banishment**, **death ward**, **greater restoration**, **mage armour**, and **shield**.



Conjuration

Conjuration spells often allow you to transport creatures and/or objects from one location to another, or may summon creatures and/or objects from different planes. More often than not, conjuration spells don't manifest objects out of thin air, but they can. Examples of conjuration spells: **dread of daggers, create food and water, misty step, summon elemental, and teleport**

Divination

Divination spells allow their casters to perceive things from across the world, learn information thought to be long forgotten, find secrets, or see into the future. The school of divination helps its practitioners discover the truth. Examples of divination spells: **clairvoyance, comprehend languages, identify locate creature, scrying and true seeing**

Enchantment

Enchantment spells often allow the caster to exert their influence over creatures. It may turn enemies into friends, confuse creatures, or even alter the way a creature thinks. Often these spells won't affect mindless creatures, such as golems. Examples of enchantment spells: **confusion, dominate monster, geas, modify memory and suggestion**

Evocation

Evocation spells usually involve the creation of harmful elemental effects. The school can often be confused with the conjuration school, as they both have similar results. Most evocation spells create magical energy out of thin air, or manipulate it for a desired effect. Examples of evocation spells: **darkness, earthquake, fireball, magic missile, and wall of force**

Illusion

Illusion spells are tools for tricksters. You can create visual or audible illusions to distract others, you can confuse a creature's senses, or you can show a creature its deepest fears. Examples of illusion magic: **fear, hypnotic pattern, invisibility major image, and silence**

Necromancy

Necromancy spells are associated with death and undeath. They drain, corrupt, and decay life, but they can also bring the dead back to life (and not in an undead way). Necromancy isn't innately evil, but it does lend itself to darker morality. Examples of necromancy spells: **blight, done, harm in inflict wounds, reanimate and vampiric touch**

Transmutation

Transmutation spells are all about transforming and modifying the properties of existing things. The magic can alter the physiology of a creature, change the landscape, or even make armour and weapons more effective. Examples of transmutation spells: **alter self, elemental weapon, flesh to stone, heat metal, mending and polymorph**

CASTING TIME

An important factor when casting spells, especially in combat situations, is how quickly you can cast the spell. A destructive spell that can defeat any opponent is no good if it takes an hour to cast. You just don't have that time when a beholder is firing its rays at you.

Action

Most spells will take an Action (six seconds) to cast. An Action is the default casting time when creating your spell.

Bonus Action

Spells that aren't immediately powerful can be cast more quickly using a Bonus Action. It's important to think about balance when allowing a spell to be cast quickly. Imagine if you could cast fireball as a Bonus Action by default, it would be far too powerful and might be exhausting for a caster. Most Bonus Action spells can aid you in battle (such as any of the smite spells in the paladin spell list, or **zephyr's strike** for rangers), grant minor protection (such as **sanctuary**), or provide a means of escape (such as **misty step**). The spells don't tend to be the most potent, though paladins and rangers do have some powerful spells that can be cast quickly due to their role as martial fighters more often than not.

Reaction

These spells can be cast really quickly, in snap moments where something triggers the spell. Reaction spells are rare, but they can be powerful. They can deal retribution to an attacker (such as **hellish rebuke**), erect a magical barrier for a short period of time (such as **shield**), or stop a spell from being cast (such as **counterspell**). There are many unique cases that could trigger a useful Reaction spell.

Longer Times

Spells that take a minute, an hour, or even longer to cast are often utility spells. These spells can erect wards or allow you to divine the future. They're also the most likely candidates to be cast ritually. They generally won't have any use in combat, but some may provide lingering effects that aid in a combat scenario.

RANGE

You must also determine how far the spell can affect. Most spells rely on sight, as you have to visualise the magic to truly control it. That said, it's not unheard of for a spell to be able to target an area that you can't see—it's just rare.

Most spells have a range between touch and 120 feet, and are often extended in increments of 30 feet. Only rare and powerful spells have a range that reaches a mile. If a spell comes from your space or only affects yourself, the range would be "self".

Growing up, I was reluctant to learn necromancy spells due to the stigma. Sure, they can often be found in the spellbooks of evil wizards, but they're not all bad! I hazard to guess that more have died to fireball spells than all necromancy spells combined. - OV

I know you definitely contributed to that statistic. No judgement—
it saved my cute butt that you did.

There's not much advice that I can share for setting a spell's range. Obviously all spellcasters would prefer if their magic could reach as far as possible, but the most common ranges are 30 feet or 60 feet. More martially inclined spellcasters may favour touch-based spells.

Manifestation

While a spell may have a decent range, if the effect comes from you, it may get blocked by barriers between you and the target. Consider whether a spell should appear in the space of a target or come from you. For example, it wouldn't make much sense if a **disintegrate** spell manifested in a creature's space when it is a ray that comes from your space.

COMPONENTS

Components are the means through which you cast your spells. Most spells require both verbal and somatic components, while some require one or the other. Sometimes, there will also be material components.

Verbal (V)

Most spells require spoken words. These words are not only fun to say, but also speak parts of the spell into existence. You might say "ignis" to ignite fire, for example. Spells that are exclusive to paladins or rangers (both of whom archetypically use weapons and/or shields) may only require verbal components.

Naturally, if you're unable to speak because you are silenced or have received an injury that prevents you from speaking, you can't cast spells with verbal components unless you have outside means to do so (such as with the Subtle Spell metamagic option).

Remember that you have ALL THE POWER when making custom spells, so have the verbal component be as silly, nonsensical, and hilarious as possible. BE WILD, MY CHILDREN!

I must legally clarify: do NOT do this. Words in spells are very specific and changing those words may end disastrously. The amount of cleaning up in the dorm when someone said 'eggnis' instead of 'ignis' for scorching ray... - OV

Somatic (S)

A spell with somatic components requires you to gesticulate or perform specific physical actions to manifest the spell's magic. You require a free hand to cast spells with a somatic component unless you have an outside means to do so (such as the Subtle Spell metamagic option or the War Caster feat).

A spell that seems like it might require physical actions to manifest it should definitely have a somatic component. Mental-based spells (such as **mind spike**) often forgo a somatic component.

Material (M)

Material components are often the most overlooked of the three components required for spellcasting, because a component pouch or spellcasting focus can be used in lieu of the materials. However, this overlooks one of the most fun aspects of spellcraft: the jokes that the spellcasters made when creating the spell (such as **detect thoughts** requiring a copper piece due to the idiom "a copper for your thoughts", or a bit of fleece to "pull the wool over their eyes" for a number of illusion spells).

Powerful spells that can bring the dead back to life or that can create permanent effects require material components with an associated cost. In these circumstances, the material component must be provided. Many spellcasters question why their spells require these components, but aside from the fact that you can have a bit of fun with them, you must consider the implications of what could happen in the world if these spells could be freely cast. Please consider the responsibility that comes with such power.

DURATION

Every spell must have a duration of some sort. Spells are usually either instantaneous or last for one minute. Extending a spell's duration is possibly the quickest way to make the spell's power grow exponentially.

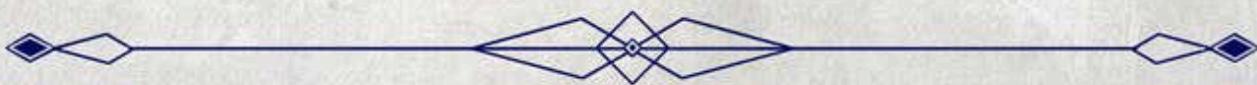
Spells With Longer Durations

For a spell with a longer duration, consider whether the effects remain for the duration. If the spell creates an effect or gives the target a condition, the target can usually repeat the saving throw at the end of each of its turns to end the effect on itself on a success.

If a spell deals damage on subsequent turns, you should consider a few things. Firstly, take into consideration how painful the spell is. A lot of spells that deal damage over time are weaker initially, but will deal as much damage (or more) than spells with an instantaneous duration of an equal level by the end of the spell's duration. For example, while **heat metal** may not deal as much immediate damage as **scorching ray**, it deals more damage over the duration of the spell. Also, when a spell deals damage over time, the caster will often have to keep applying that damage with an Action or Bonus Action. This helps balance the spell, lest the spellcaster deal damage over time automatically while being able to cast additional damaging spells.

Concentration

When a spell has ongoing effects, more often than not, the spellcaster is required to concentrate on the spell. This stops the spellcaster from maintaining multiple ongoing spells at a time, which could get out of hand. Except in rare circumstances, a spell with a duration of 1 minute will require Concentration. This requirement is sometimes ignored by warding spells (such as **armour of Agathys** or **sandary**) or effects that are created and linger in an area but can't be controlled afterwards (such as **grease**). These effects shouldn't be too powerful, as a rule of thumb.



AREA OF EFFECT

Spells can manifest in a number of ways. Every spellcaster would love it if their spell targeted as many foes as they wanted without negatively impacting themselves or allies within the area, but we have to be realistic. Unless a spell effect is concentrated, the spell is often unleashed in an area.

Cone

A cone extends from you in a direction of your choice. Cones are generally either 30 feet and 60 feet, though weaker cone spells may only reach 15 feet.

Cube

Cubes affect certain spaces rather than creatures or objects. For example, a cube is used when affecting spaces with **faerie fire** or when destroying areas of water with **control or destroy water**.

Cylinder

Use a cylinder, for an effect where something drops or strikes from above (such as **call lightning**), or when the manifested magic is tall (such as **whirlwind**). The cylinders are cast at range and centre on points that you generally have to be able to see. Cylinders allow you to affect flying creatures as well, so consider that factor when deciding whether a spell should be a cylinder area of effect.

Line

A spell that affects a line is usually a beam of some kind. The line always emits from you, and tends to be longer than the effects of a cone (trading the width of a cone for length). Usually the lines are 60 feet long, though they may be shorter or longer. They usually are only 5 feet wide as well.

Sphere

Spheres are perhaps the most common area (excluding single targets) for spells. These spells usually expand from a point, whether exploding (as with **fireball**), extending from yourself (as with **aura of vitality**), or creating a zone (as with **silence**). Within some sphere spells, you can target multiple targets relatively close to each other (as with **massive wounds**).

Target(s)

Some spells target a single creature or multiple creatures, and do not create an area of effect. These may be focused spells that control the target (such as **hold person**) or rays that strike a target (such as **scorching ray**). Generally these spells may create more powerful effects, since they target fewer creatures than other areas of effect.

You should also consider whether spellcasters can target themselves with a spell. Generally the answer is yes, or does the target of the spell have to be another creature or does it have to be hostile?

DAMAGE TYPES

Magic is versatile and can be manipulated into many different forms. When creating a harmful spell, you can choose various types of damaging energy, but that energy should make sense for the intent of the spell. Some damage types may be a bit obvious—a spell that creates fire would naturally deal Fire damage—but sometimes it's not as clear. As a refresher, here are the types of damage and how to best select them.

Acid

Acid damage could be literal acid and digestive sprays, but it can also be corroding effects. Metal rusting or natural erosion could be considered Acid damage.

Bludgeoning

When a spell creates a blunt impact, it would deal Bludgeoning damage. Bludgeoning damage could be from an iron ball that is flung at a target, a fist out of stone, or even strong buffeting wind or water. If a creature takes damage from a fall, it takes Bludgeoning damage.

Cold

Cold damage can be used when a spell chills a target or when ice is involved. Spells related to the deep sea or the void of space may also deal Cold damage.

Fire

When you heat a creature or set it on fire, it takes Fire damage. Fire can be used in combination with other effects. Think about what materials are flammable, or what reactions flames may have with other elements and chemicals.

Imagine changing a vicious mockery-type spell to be fire damage so you can shout 'OOOOH THE BURN!!!'

Force

Force damage is generally a bit vague, but can easily be described as magical damage that has no elemental ties. Force is one of the strongest damage types as few creatures have defences against it. If you can't think of a strong elemental or physical damage, Force is a good backup.

Lightning

A lot of spells deal Lightning damage, but most manifest as actual lightning bolts or strikes. Other types of Lightning damage include static fields and electricity. Also consider whether machines can emit electrical energy, or whether there are factors that can make Lightning damage conductive or deal damage to additional targets.

Necrotic

Necrotic damage is often associated with death, and rightly so! Necrotic magic drains and decays. For Necrotic damage, think of ways that the magic disrupts life. It could block healing, age/de-age a creature, or weaken a creature in another way.

Piercing

When a creature gets stabbed or punctured, it takes Piercing damage. Not many spells deal Piercing damage, but spells that create spikes or thorns do. You could also consider using inspiration from traps or manipulating ammunition to add variety to the damage type.

Poison

Poison damage isn't common in spells, and it's even less commonly picked by many spellcasters. More creatures have Resistance or Immunity to Poison damage than any other damage type. When creating a spell that deals Poison damage, you should think of other effects that elevate it to be more useful. Can it weaken or disrupt the targets in any other way? Does it do something subtly or over time?

Psychic

Psychic damage usually targets a single creature and has a debilitating effect that may cause the creature to run away in fear or be unable to cast spells. Psychic is a strong damage type, and has a lot of potential for additional effects. Consider using Psychic damage for effects that directly impact a creature's mind (such as with *mind spike*), and also for illusion spells that deal damage. The illusions may not manifest physically, so it's a perfect opportunity to have the creature take Psychic damage.

Radiant

While often reserved for Cleric and Paladin spells, Radiant damage can also be seen in spells that manipulate light or the power of stars.

Slashing

Slashing damage is often reserved for weapons. However, grains of sand blasting against a creature would likely be cutting, or concentrated blades of grass or wind could also justifiably deal Slashing damage.

Thunder

Thunder damage generally comes from stormy spells or very loud sounds. You can experiment with these effects and how loud noises can discombobulate creatures or shatter delicate objects.

ATTACK ROLLS & SAVING THROWS

Weapons either hit or miss, but spells often provide a middle ground. Magic is a finite resource for casters, so it can feel deflating to have your last spell do nothing to a target while your martial allies are still in the midst of combat.

Attack Rolls

Do not neglect spells that require the caster to aim and hit a target. Stronger creatures tend to successfully defend against spells, even if the spellcaster is adept. Spells with attack rolls grant versatility. Spells with attack rolls have the caster roll against a single target at a time. When a spell does this, consider having the spell affect more targets when it is cast at a higher level, rather than increasing the damage.

Saving Throws

Most spells are pitted against the target's defences (reflexes, fortitude, or will, for example), which often allows an effect to deal damage or have a secondary weaker effect if the target successfully saves against the spell. If a spell requires the target to roll a saving throw against it, consider whether the spell will still have an effect even if the target saves against it.

When deciding what saving throw should be used, it's easy to break things down logically. If the effect is likely to move a target or knock it over, it's usually a Strength save. If the target has to dodge out of the way, it's usually Dexterity. If the effect affects the creature's physical body (shutting down of senses or poisoning of some kind), it's a Constitution save. Intelligence and Wisdom can get a bit confusing and are sometimes interchangeable. As a general rule, if the primary effect of the spell is meant to influence the creature mentally, it would most likely be a Wisdom save, whereas if it is Psychic damage or psionic-themed it would be Intelligence. Finally, if the spell affects the target's soul, or its existence in reality, it usually forces a Charisma saving throw.

I know it's the dream of every wizard to make a very powerful fireball that would require the target's intellectual prowess to resist it, but let's be sensible. - OV

SPELL LEVELS

There's no definitive guide for fitting new spells neatly into specific spell slot levels. While a rules table exists for deciding on the damage of a spell, there aren't rules for how range, duration, or additional effects play a role. For balance, I recommend comparing the spell against existing spells of each level and figuring out where it best fits.

Alternatively, you can see what effects or damage types are lacking in certain levels and create a spell to slot in there. For example, there are no 9th level spells that deal Radiant damage, so you could create one. There are only two spells that give the Poisoned condition, so how could a spell give that condition and be viable at, say, 7th level?

When you have decided on a spell level, is there an easy way to have it cast at higher levels? A spell that deals damage can easily deal one or two extra damage die for each level higher it is cast. Non-damaging spells are a bit harder, but consider whether the duration should be extended or whether another target could be targeted (these both work well for effects that last for a duration and affect only one creature, and especially if the spell is intended to be cast on allies), or if the area of effect can be increased. Spells can't become easier to save against, or become more likely to hit when cast at higher levels. As a general rule, do not increase a spell's attack bonus or impose penalties on saving throws against it.



CREATING THE SPELL

With the preamble out of the way, we can now start with the "juicy bit". With enough time, effort, and focus, any spellcaster can make their mark in the world of magic. Once you have met the prerequisites and decided what kind of spell you want to make, the only thing left is, well, making the spell.

BEFORE CREATING THE SPELL

There are a couple of rules to take into consideration when you set about making the spell:

- You must have reached a class level that can cast the spell you seek to create. How could you create a spell that you aren't powerful enough to cast?
- For a spell to have the ritual tag applied to it, you must be able to cast ritual spells.
- By default, a created spell requires both the verbal and somatic components.
- The DM may determine that the spell requires a material component that either has a cost associated with it or that gets consumed or both. If this is the case, you must include the modifier option(s) for materials in the Spellcraft DC Component Modifiers table. Confirm the intent of your spell with your DM.

MECHANICS TO CREATE THE SPELL

If it were easy to create spells, everyone would be doing it. A lot of skill and effort goes into creating a spell successfully. The person creating the spell will have to make an Intelligence (Arcana) check and beat a certain Difficulty Class (DC). Many different factors can increase the DC and make crafting of the spell more difficult.

While spellcraft is often possible solely for wizards who have dedicated themselves to the study of magic and its foundations, other spellcasters have in some instances (if the DM allows it) been able to create spells. In these cases, the DM can change the Intelligence (Arcana) check to be Wisdom or Charisma based, depending on the caster's spellcasting ability.

The following tables detail the various factors at play when someone tries to create the spell, providing a target for the DC required to create it. The spell level determines the base DC for the spellcrafting check. Then other factors (such as the area of effect, range, whether it can be cast at a higher level, etc.) will add to the base DC. The more powerful and complex a spell's effects, the more unwieldy it is to create a focused version of it.

Everything is easier with a friend to help out! If you have a fellow spellcaster in your posse, maybe they can provide knowledge of a spell type or an angle you wouldn't have considered!

Spellcraft DC By Spell Level

Spell Level	Base DC
Cantrip	10
1st	11
2nd	12
3rd	13
4th	14
5th	15
6th	16
7th	17
8th	18
9th	19

Spellcraft DC Casting Time Modifiers

Casting Time	DC Modifier
Action	+0
Bonus Action	+1
Reaction	+2
1 minute or longer	+0

Spellcraft DC Range Modifiers

Range	DC Modifier
Self	+0
Touch	+0
30 feet	+0
60 feet	+1
90 feet	+2
120 feet	+3
121 feet or greater	+4

Spellcraft DC Component Modifiers

Component	DC Modifier
Somatic only	+1
Verbal only	+1
Requires material component	-1
Requires material component that is consumed	-1
Requires material component that has a cost	-2
Requires material component that has a cost and is consumed	-3

For this table of modifiers, you can select two options if you wish. The options must be either Verbal or Somatic only (can't have both) and then one of the Material component options (you can't stack modifiers by adding multiple Material component options).

Spellcraft DC Duration Modifiers

Duration	DC Modifier
Instantaneous	+0
1 round	+1
1 minute	+2
10 minutes	+3
1 hour	+3
2 hours or longer	+4
Until dispelled	+5
Permanent	+6

Spellcraft DC Area Style Modifiers

Area Style	DC Modifier
Single target	+0
Cone	+1
Cube	+0
Cylinder	+1
Line	+1
Sphere	+1
Multiple targets	+1 per additional target

Note that a cube's default area is 10 feet (cantrip cubes are 5 feet). The default area of a cone or line is 30 feet (with a line having a width of 5 feet). Cantrip cones and lines have a range of 15-feet. For the radius of a sphere and cylinder, it is a default of a 10-foot radius or smaller (cantrip radii are 5 feet). A cylinder's default height is 20 feet.

Spellcraft DC Increased Area Modifiers

Miscellaneous Factors	DC Modifier
Increase the height of a cylinder	+1 per 10 feet increased
Increase the length of a cone	+1 per 10 feet increased
Increase the length of a line	+1 per 15 feet increased
Increase the spell's radius (for cubes, cylinders, and spheres)	+1 per 10 feet increased
Increase the width of a spell's line	+2 per 5 feet increased

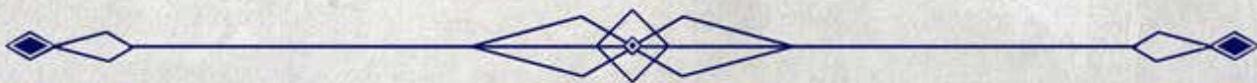
Spellcraft DC Miscellaneous Modifiers

Miscellaneous Factors	DC Modifier
Can be cast at higher levels (not required for cantrips)	+1
The spell deals damage as well as having an additional effect	+1
Can be cast as a ritual	+2
The spell restores Hit Points	+2
The spell has a duration, but doesn't require Concentration	+3
The spell can be cast by additional classes	+1 for each additional class (excluding your class)
The spell applies more than one condition	+1 for each additional condition the spell causes
The spell increases AC	+1 for every +1 bonus to AC granted
Deals two or more damage types	+2 for each additional damage type after the initial damage type
If the spell gives either the Incapacitated, Paralysed, Petrified, Stunned, or Unconscious condition	+2 for each of these conditions the spell gives

SPELL DAMAGE

When you create a spell that deals damage, the spell's power is easier to categorise. The following table gives a rough indication for how much damage a spell will deal per level (though there are always exceptions-looking at you, *fireball*). The damage is based on a spell that has a casting time of an Action and an Instantaneous duration. While your spell doesn't need to do the exact amount of damage as stated in the table, it shouldn't deal much more or less. If the spell you create deals damage over time, have it deal just a bit more in total by the end of the spell's duration than the damage stated in the table. Additionally, if a spell deals no damage on a successful save, consider having the spell deal more damage on a failed save.

It's also important to think about the type of damage a spell does in comparison to the damage of a spell by level. For example, more creatures have Resistance to Fire or Poison damage, so perhaps those spells deal a bit more damage, while spells that deal Force or Psychic damage deal less damage since fewer creatures have Resistance to those damage types.



Damage by Spell Level and Targets

Spell Level	One Target	Multiple targets
Cantrip	4½/5½ (1d8/1d10)	3½ (1d6)
1st	11 (2d10)	7 (2d6)
2nd	16 ½ (3d10)	14 (4d6)
3rd	27 ½ (5d10)	21 (6d6)
4th	33 (6d10)	24 ½ (7d6)
5th	44 (8d10)	28 (8d6)
6th	55 (10d10)	38 ½ (11d6)
7th	60 ½ (11d10)	42 (12d6)
8th	66 (12d10)	45 ½ (13d6)
9th	82 ½ (15d10)	49 (14d6)

A cantrip could deal more than 1d10 damage, but usually only if a certain condition is met. For example, with *toll the dead* the cantrip deals 1d8 Necrotic damage by default, but can deal 1d12 Necrotic damage if the target is missing Hit Points. A cantrip shouldn't deal more than 1d12 damage in any situation (at the starting level).

If you want to mix up the damage die for spells, you can implement a general concept used by most new spells in this book: different damage types tend to use different damage dice. While it's not a strict rule, a lot of the newer spells tend to follow this trend: Acid, Fire, and Slashing damage use d6s; Bludgeoning, Cold, Lightning, Necrotic, Piercing, Psychic, Radiant, and Thunder damage use d8s; Force and Poison damage use d10s.

HEALING SPELLS

If you want a spell to restore Hit Points, you can use the table in the prior section ("Spell Damage") as a baseline for how many Hit Points a spell can restore; though since spells that heal usually have a lower output than damaging spells do, subtract one die from the provided rolls.

CREATIVE MAGIC

We have discussed the foundations of magic and its technical aspects, but we shouldn't neglect the art behind magic. This section doesn't necessarily help your spells become more potent, but it does encourage you to make your spells more fun and flavourful.

CREATING A SIMILAR SPELL

Sometimes the easiest inspiration for a spell is "I like this other existing spell, but what if it had something extra?" This approach is a valid and viable way to make spells. If you choose to create a spell that is essentially an altered version of another spell, consider whether the alterations make the spell stronger or weaker, and apply that logic to assigning its level. Generally, if you add effects to make the spell stronger, it will increase the spell's level (and may increase the damage it deals). However, perhaps there's a spell that you can't quite cast yet, but want to have a taste of its power; you can create a weaker version. In this case, the spell should be a lower level, and either its damage, duration, or range is reduced.

Some example ideas:

- "What if *create or destroy water* could harm creatures made of fire or conduct electricity?" You could add those elements to the spell to make it a stronger, and more versatile spell.
- "What if *fabricate* could be cast quickly during a battle so I could hinder a siege weapon?" Change the spell's duration to an Action instead of 10 minutes.
- "What if *web* could be used to move creatures closer to me?" Have the spell allow you to use an Action or Bonus Action on subsequent turns to reel a webbed creature closer to you on a failed Strength saving throw.

The possibilities are nearly endless.

If the DM is feeling lenient, they may even allow you to have Advantage when you roll the Arcana check to create a spell that uses another spell as inspiration for the new spell's foundation.

Just like that saying: Good artists copy; great artists steal, or whatever it is that rich people say to justify stealing ideas. - OV

FINDING A DESCRIPTIVE BALANCE

There's no true way to write a spell, and everyone has different preferences. Your spells should be written with clear information on how they work mechanically, but don't forget that imagery adds much to the spell's appeal. Some may think that it's redundant to say how a spell manifests in its description, because every spellcaster can add their own flavour to it. However, I know that I'm more drawn to spells that have an evocative and descriptive opening line or two.

However, it's important not to throw too much flowery language about the description's body, so as to not complicate the important information of the spell. But adding the lines at the start and after the mechanics of the spell have been explained is a perfect balance. Remember, you can always add pizzazz to the spell when you cast it!

FUN MATERIAL COMPONENTS

A lot of the time, material components are no more than a hindrance to spellcasters. It's understandable. While in the throes of combat, I don't want to be fiddling around with bat guano and sulphur just to cast *fireball*! However, material components can add flavourful character to your spell, and perhaps even provide a chuckle and a smile when another caster reads what materials are required and sees that you've worked in a pun.

Any material component should have some reason to be associated with the spell. It would be strange if a spell that called down hail required a sock as a material component. Sometimes the components can be pun-based, but some that are grounded in science or supernatural associations. I have done considerable research throughout my spellcrafting career to make material components make sense.



APPENDIX

NUMBER OF NEW SPELLS

For anyone curious, here are two tables with the number of new spells in this book. You can see them divided into a table based on the school of magic of each spell, and the number of spells for each class.

School	Number
Abjuration	27
Conjuration	46
Divination	26
Enchantment	25
Evocation	49
Illusion	21
Necromancy	29
Transmutation	39

Class	Number
Artificer	28
Bard	69
Cleric	58
Druid	85
Paladin	29
Ranger	33
Sorcerer	86
Warlock	75
Wizard	164

Some mages say there are too many spells in the evocation school. I, however, believe that fireballs are sometimes the quickest way to resolve failed diplomacy. - OV

RULES

There are some rules mentioned in some of the spells in this supplement. Here are those rules:

AVALANCHES

Wilderness Hazard TCE page 169

A typical avalanche (or rockslide) is 300 feet wide, 150 feet long, and 30 feet thick. Creatures in the path of an avalanche can avoid it or escape it if they're close to its edge, but outrunning one is almost impossible.

When an avalanche occurs, all nearby creatures must roll initiative. Twice each round on initiative counts 10 and 0 the avalanche travels 300 feet until it can travel no more. When an avalanche moves, any creature in its space moves along with it and has the Prone condition, and the creature must make a DC 15 Strength saving throw taking 1d10 Bludgeoning damage on a failed save, or half as much damage on a successful one.

When an avalanche stops, the snow and other debris settle and bury creatures. A creature buried in this way has the Blinded and Restrained conditions, and it has total cover. The creature gains 1 level of exhaustion for every 5 minutes it spends buried. It can try to dig itself free as an action, breaking the surface and ending the Blinded and Restrained conditions on itself with a successful DC 15 Strength (Athletics) check. A creature that fails this check three times can't attempt to dig itself out again.

A creature that doesn't have the Incapacitated or Restrained conditions can spend 1 minute freeing a buried creature. Once free, that creature is no longer Blinded or Restrained by the avalanche.

EXTREME COLD

Weather, DMG page 110

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with Resistance or Immunity to Cold damage automatically succeed on the saving throw as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

EXTREME HEAT

Weather, DMG page 110

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour.

Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have Disadvantage on the saving throw. Creatures with Resistance or Immunity to Fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

FALLING

Falling from a great height is a significant risk for adventurers and their foes. The rule given in the *Player's Handbook* is simple: at the end of a fall, you take 1d6 Bludgeoning damage for every 10 feet you fell, to a maximum of 20d6. You also land with the Prone condition, unless you somehow avoid taking damage from the fall.

FALLING INTO WATER

A creature that falls into water or another liquid can use its reaction to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to hit the surface head or feet first. On a successful check, any damage resulting from the fall is halved.

FLYING CREATURES AND FALLING

A flying creature in flight falls if it gains the Prone condition, if its speed is reduced to 0 feet, or if it otherwise loses the ability to move, unless it can hover or it is being held aloft by magic, such as the *fly* spell.

If you'd like a flying creature to have a better chance of surviving a fall than a non-flying creature does, use this rule: subtract the creature's current flying speed from the distance it fell before calculating falling damage. This rule is helpful to a flier that gains the Prone condition but is still conscious and has a current flying speed that is greater than 0 feet. The rule is designed to simulate the creature flapping its wings furiously or taking similar measures to slow the velocity of its fall.

If you use the rule for rate of falling in the previous section, a flying creature descends 500 feet on the turn when it falls, just as other creatures do. But if that creature starts any of its later turns still falling and has the Prone condition, it can halt the fall on its turn by spending half its flying speed to counter the Prone condition (as if it were standing up in midair).

HIGH ALTITUDE

Environmental Hazard DMG page 110

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

QUICKSAND

Wilderness Hazard DMG page 110

A quicksand pit covers the ground in roughly a 10-foot square area and is usually 10 feet deep. When a creature enters the area, it sinks 1d4+1 feet into the quicksand and has the Restrained condition. At the start of each of the creature's turns, it sinks another 1d4 feet. As long as the creature isn't completely submerged in quicksand, it can escape by using its Action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe (see the suffocation rules).

A creature can pull another creature within its reach out of a quicksand pit by using its Action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the quicksand.

SUFFOCATING

PHB page 183

A creature can hold its breath for a number of minutes equal to $1 + \text{its Constitution modifier}$ (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 Hit Points and is dying, and it can't regain Hit Points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 Hit Points.

ABBREVIATIONS

Some abbreviations appear in this section. The following table details each of the abbreviations and the source it corresponds with, for anyone wanting to reference the rules against the official sources.

Abbreviation	Source
DMG	Dungeon Master's Guide
PHB	Player's Handbook
TCE	Tasha's Cauldron of Everything



RELUCTANT CREDIT

For the sake of keeping the spells simple, I may have failed to add credit to the spell's name. I am a wizard who doesn't believe that ego should play a part in naming one's spells. It doesn't matter to me whether Tasha made it or Mordenkainen or Bigby, as long as the spell works.

However, I must acknowledge, in good faith, that *slumbering arrow* was created by Melf, and *Lamentable Belaborment* was made by Leomund.

You'll note that none of the spells I've created include "Vordanin's" as a prefix. It's highly arrogant and tasteless to include one's own name in a spell's name. - OV

Of course, Grand Master Wizard Boss Offalon Yordanin has NEVER attempted to do ANYTHING as RIDICULOUS and TASTELESS as naming a spell after himself! ...never ever, pffc.

Okay, I admit I thought it would be a good idea at first. - OV

MARUT

Large Construct Inevitable, Typically Lawful Neutral

Armor Class 22 (natural armour)

Hit Points 432 (32d10 + 256)

Speed 40 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Int +12, Wis +10, Cha +12

Skills Insight +10, Intimidation +12, Perception +10

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 20

Languages all but rarely speaks

Challenge 25 (75,000 XP) Proficiency Bonus +8

Immutable Form. The marut is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the marut fails a saving throw, it can choose to succeed instead.

SHAMELESS SHILLING

There is a class that hasn't been mentioned in this supplement, but a few spells presented here were originally created for that class. (The class supplement also contains some spells that can't be found here.)

The bloodrager is a barbarian-sorcerer hybrid that can enter "bloodrages", that awaken its bloodline. There are 23 subclasses in the supplement, each with a unique magical flavour. If you want to expand the options at your table, you can pick up the best-selling class [here](#).

Or you can get a Ravenloft-inspired paladin subclass: the Oath of the Raven. Be a force of good in the Domains of Dread, with the ability to turn into a raven, blast vitality into all allies nearby, and turn all light you create into sunlight. You can find that [here](#).

STAT BLOCK

For the *binding contract* spell, a marut is referenced. As the spell doesn't directly conjure the marut, the stat block wasn't put with the spell but it is still relevant. The marut appears in *Mordenkainen's Tome of Foes* and *Mordenkainen Presents: Monsters of the Multiverse*, but if you don't have access to those books, here is the marut stat block.

Magic Resistance. The marut has Advantage on saving throws against spells and other magical effects.

Unusual Nature. The marut doesn't require air, food, drink, or sleep.

Actions

Multiaction. The marut makes two Unerring Slam attacks.

Unerring Slam. Melee Weapon Attack: automatic hit, reach 5 ft., one target. *Hit:* 60 Force damage, and the target is pushed up to 5 feet away from the marut if it is Huge or smaller.

Blazing Edict (Recharge 5–6). Arcane energy emanates from the marut's chest in a 60-foot cube. Every creature in that area takes 45 Radiant damage. Each creature that takes any of this damage must succeed on a DC 20 Wisdom saving throw or have the Stunned condition until the end of the marut's next turn.

Plane Shift (3/Day). The marut casts *plane shift*, requiring no material components and using Intelligence as the spellcasting ability. The marut can cast the spell normally, or it can cast the spell on an unwilling creature it can see within 60 feet of it. If it uses the latter option, the targeted creature must succeed on a DC 20 Charisma saving throw or be banished to a teleportation circle in the Hall of Concordance in Sigil.

MAKE SOME MAGIC

Find over 250 spells, 8 feats, 11 invocations, and 9 metamagic options in this book. It also provides rules for characters to make their own spells, as well as some tips that can aid players or DMs in spellcraft!

Some of the spells are brand new, but some may be familiar. Some of the spells collected in this supplement have their roots back in AD&D 2nd Edition, and some from D&D 3/3.5e. Regardless of a spell's origin, we hope they inspire other players to create spells from their wildest ideas.

Remember, safety must come first when you're creating magic!

