

# SPELLS CHANGELOG

## NEW KEYWORDS

### CHANNELING

The **Channeling** tag now replaces the **Concentration** tag on some spells.

When you cast a channeling spell, you choose whether or not to cast it using concentration. If you choose to cast it using concentration, you can drop concentration from the spell at the start of each of your turns. If you have dropped concentration from a channeling spell at any point, you may choose to resume concentration on the channeled spell at the start of your turn, provided it has not ended prematurely yet.

While maintaining concentration on a channeling spell, the normal rules for concentration spells apply; you cannot be concentrating on more than one spell at once, and you must make concentration checks when you receive damage. If you fail a concentration check while you are concentrating on the channeling spell, the spell ends prematurely.

If you are channeling a spell but not concentrating on it, you must roll a d20 at the end of each of your turns, adding your spellcasting modifier to the roll. On a 10 or lower, that spell ends prematurely. You do this for each channeling spell you have active that you are not maintaining concentration on, in the order they were first cast.

While you have a channeling spell active, you must still make concentration checks when you receive damage, even if you are not maintaining concentration on the spell (but the spell is still active). Failed concentration checks end the spell prematurely as normal. You do a separate concentration check for each active channeling spell you have active, resolving them separately.

## RITUAL TAG EXCHANGES

Many spells now allow the caster to cast them as a ritual, provided they have the ritual casting feature and meet all other requirements for the spell as normal. In general, spells which have been given the ritual tag now require an additional material component **if the spell is cast as a ritual** - this additional material component has a minimum gold value requirement, and thus cannot be circumvented by a spellcasting focus. You may still choose to cast the spell normally (not as a ritual), **in which case you ignore the additional material component**.

## RESURRECTION RITUAL

Each creature that can be the target of a resurrection-type spell has a statistic called a **Death DC**. Each soul's Death DC begins at 10 at their conception. Every time the soul dies, its Death DC increases by 1. The Revivify spell specifically increases the target creature's Death DC by 1 on a failure.

When a Resurrection Ritual is initiated, up to three creatures other than the caster can be designated as participants. Each participant may spend up to 15 minutes presenting an offering in an attempt to convince and aid the soul in finding its body once more. Each participant makes one skill check depending on what they choose as their offering, the DC for which begins at a value based on the spell used and lowers depending on the quality of the offering.

After all offerings are made, the target soul makes four skill checks that the DM deems appropriate for them as they must gather the will to live once more and then make the treacherous journey back to their body. The DC for these skill checks begins at a value based on the spell used, is lowered by 5 for each successful offering, increased by 1 for each time the soul died in life, and then finally adjusted by the DM based on the challenge being overcome and the soul's aptitude for that challenge.

The soul must pass all four challenges as a whole - that is, it must have succeeded its challenges by an equal amount or more than it failed its challenges by. If it did, it finds its way back to its body and is resurrected. If not, the soul is lost and cannot be brought back to life by magic except through a True Resurrection or Wish spell, or other similarly powerful magic.

## CANTRIPS (0 LEVEL)

### ACID SPLASH

- No longer targets a secondary creature
- Now reduces Armor Class by 1 for 1 round

### BLADE WARD

- Target changed from Self to 1 Creature
- Range changed from Self to 60 ft.
- Now has cantrip upgrades allowing targeting of an additional creature per upgrade

### CONTROL FLAMES

- Casting time changed from 1 action to 1 bonus action

### DANCING LIGHTS

- Increased the number of lights from 4 to 10

### FRIENDS

- Now requires the target to make a Wisdom (Insight) check against your spell save DC in order for it to realize that you used magic to influence its mood

### GUST

- Creature push distance increased from 5 ft. to 15 ft.
- Object push distance increased from 10 ft. to 20 ft.
- Now has cantrip upgrades increasing push distances by 5 ft. per upgrade

### INFESTATION

- Increased movement distance from 5 ft. to 10 ft.
- Changed the movement from random to a direction of your choice

### **LIGHTNING LURE**

- Cast range increased from 15 ft. to 40 ft.
- Pull distance increased from 10 ft. to 20 ft.
- Damage decreased from 1d8 lightning to 1d6 lightning
- Cantrip upgrades decreased from 1d8 lightning per cantrip upgrade to 1d6 lightning per cantrip upgrade

### **POISON SPRAY**

- Cast range increased from 10 ft. to 30 ft.

### **PRIMAL SAVAGERY**

- Damage decreased from 1d10 acid to 1d8 acid
- The critical threshold for the attack is now lowered by 1
- Cantrip upgrades decreased from 1d10 acid per cantrip upgrade to 1d8 acid per cantrip upgrade

### **SWORD BURST**

- Target improved from 5 ft. radius to 30 ft. line

### **THORN WHIP**

- Replaced pull effect with a contested grapple on a successful hit

### **THUNDERCLAP**

- Now deafens creatures that fail the saving throw for 1 round

### **TRUE STRIKE**

- Duration changed from concentration 1 round to 1 round
- Changed effect from advantage to +1d4 to the attack roll
- Now has cantrip upgrades, increasing the attack roll bonus by 1d4 per cantrip upgrade

### **VICIOUS MOCKERY**

- Cantrip upgrades changed from adding an additional 1d4 damage per cantrip upgrade to allowing one additional target per cantrip upgrade

### **WORD OF RADIANCE**

- Now also blinds creatures that fail the saving throw for 1 round

## **1ST LEVEL**

---

### **BEAST BOND**

- Duration changed from concentration 10 minutes to 10 minutes
- Removed failure condition for beasts with Intelligence scores of 4 or higher

### **CHAOS BOLT**

- Damage changed from 2d8 + 1d6 to 3d8
- Condition for jumping to a different creature changed from both d8s rolling the same value, to any two of the three d8s rolling the same value

### **COLOR SPRAY**

- Now forces targets to make a Constitution saving throw immediately after being blinded, stunning for 1 round on a failed save

### **DETECT EVIL AND GOOD**

- Added ritual tag

### **DETECT POISON AND DISEASE**

- Added ritual tag

### **DIVINE FAVOR**

- Duration changed from concentration 1 minute to channeling 1 minute

### **EARTH TREMOR**

- Cast range increased from 10 ft. to 30 ft.
- Upcasting the spell now increases radius by 5 ft. for each slot level above 1st.

### **ENSNARING STRIKE**

- Duration changed from concentration 1 minute to 2 rounds
- The restrained effect now lasts until the target succeeds on the check

### **EXPEDITIOUS RETREAT**

- Upcasting this spell now allows you to target an additional creature within 60 ft. of you that you can see for each slot level above 1st

### **FALSE LIFE**

- Increased temporary hit point gain from 1d4 + 4 to 1d6 + 5
- Upcasting this spell now increases the temporary hit point gain from 5 for each slot level above 1st to 1d6 + 5 per slot level above 1st

### **GIFT OF ALACRITY**

- Upcasting this spell now allows you to target one additional creature per slot level above 1st.

### **GOODBERRY**

- Added ritual tag in exchange for amethyst dust worth at least 50 gp, which the spell consumes
- Decreased nourishment from enough to sustain a creature for one day to enough to replace one meal
- Added restriction where you can only benefit from the nourishment of one goodberry per long rest (although you still recover hit points with multiple goodberries)

### **GREASE**

- Target increased from 10 foot square to 20 foot square

### **HAIL OF THORNS**

- Duration changed from concentration 1 minute to 2 rounds

### **IDENTIFY**

- Upcasting this spell now allows you to learn information about more esoteric and powerful objects, at the DM's discretion (implying that this spell cast at 1st level cannot identify certain objects if they are too powerful)

### **JUMP**

- Added ritual tag

### **LONGSTRIDER**

- Target increased from 1 Creature to 3 Creatures

### **PURIFY FOOD AND DRINK**

- Added ritual tag

### **SEARING SMITE**

- Duration changed from concentration 1 minute to 2 rounds (damage over time effect duration and conditions to end remain are unchanged)

## **SNARE**

- Added ritual tag

## **TASHA'S CAUSTIC BREW**

- Duration changed from concentration 1 minute to 1 minute

## **THUNDEROUS SMITE**

- Duration changed from concentration 1 minute to 2 rounds

## **THUNDERWAVE**

- Push distance increased from 10 ft. to 30 ft.

## **WITCH BOLT**

- Now deals damage on subsequent turn actions to all creatures in a line between you and the linked target instead of just the original target
- Removed conditions where using your action to do anything else on subsequent turns or having total cover from you would end the spell prematurely
- Improved condition from moving out of the spell's original casting range will end the spell prematurely to moving out of twice the spell's original casting range will end the spell prematurely

## **WRATHFUL SMITE**

- Duration changed from concentration 1 minute to 2 rounds

## **ZEPHYR STRIKE**

- Duration changed from concentration 1 minute to 3 rounds

## **2ND LEVEL**

### **AGANAZZAR'S SCORCHER**

- Target line length increased from 30 ft. to 60 ft.

### **AID**

- Casting time changed from 1 action to 1 minute
- Current and maximum hit point increase changed from 5 to twice your spellcasting modifier

### **ANIMAL MESSENGER**

- Word limit increased from 25 to 50

### **BARKSKIN**

- Duration changed from concentration 1 hour to 1 hour

### **BEAST SENSE**

- Duration changed from concentration 1 hour to 1 hour

### **BLINDNESS/DEAFNESS**

- Now applies your choice of blindness **and/or** deafness

### **BLUR**

- Duration changed from concentration 1 minute to channeling 1 minute

### **BRANDING SMITE**

- Duration changed from concentration 1 minute to 2 rounds (branding effect duration unchanged at 1 minute)
- Damage increased from 2d6 radiant to 2d8 radiant

### **CALM EMOTIONS**

- Duration changed from concentration 1 minute to 1 minute

## **CLOUD OF DAGGERS**

- Target increased from 5 foot cube to 10 foot cube
- Duration changed from concentration 1 minute to channeling 1 minute

## **CONTINUAL FLAME**

- Decreased material component cost from ruby dust worth 50 gp to ruby dust worth 25 gp
- Added ritual tag

## **CORDON OF ARROWS**

- Damage increased from 1d6 piercing to 1d8 piercing

## **CROWN OF MADNESS**

- Changed the time required to maintain the effect on subsequent turns from 1 action to 1 bonus action

## **DARKNESS**

- Duration changed from concentration 10 minutes to 10 minutes

## **DARKVISION**

- Added ritual tag in exchange for an agate stone worth at least 25 gp

## **DETECT THOUGHTS**

- Duration changed from concentration 1 minute to 1 minute

## **DUST DEVIL**

- Push distance increased from 10 ft. to 20 ft.

## **EARTHBIND**

- Duration changed from concentration 1 minute to 1 minute

## **ENHANCE ABILITY**

- Duration changed from concentration 1 hour to 1 hour

## **FIND TRAPS**

- Added a material spell component: a glass lens worth at least 100 gp
- Removed line of sight requirement for detecting traps
- Now reveals the location of traps
- Now specifies that this spell may not reveal certain powerful or complex traps

## **FLAME BLADE**

- Added a material spell component: ruby dust worth at least 25 gp
- Duration changed from concentration 10 minutes to channeling 10 minutes

## **GUST OF WIND**

- Duration changed from concentration 1 minute to 1 minute

## **MAXIMILIAN'S EARTHEN GRASP**

- Time required to order the hand to crush the restrained target, and for the hand to reach for a different creature or move improved from 1 action to 1 bonus action

### **MELF'S ACID ARROW**

- Removed 2d4 acid damage at the end of the target's next turn
- Now reduces the target's armor class by 1 at the end of each of its turns until it takes an action on its turn to clean off the acid, ending this effect

### **MOONBEAM**

- Time required to move the beam improved from 1 action to 1 bonus action

### **PROTECTION FROM POISON**

- Added ritual tag in exchange for emerald dust worth at least 75 gp, which the spell consumes

### **PYROTECHNICS**

- Radius of the Fireworks effect increased from 10 ft. to 20 ft.

### **RAY OF ENFEEBLEMENT**

- Now deals 2d8 necrotic damage on a hit, and half damage on a miss

### **SEE INVISIBILITY**

- Added ritual tag in exchange for silver powder worth at least 75 gp, which the spell consumes

### **SKYWRITE**

- Duration changed from concentration 1 hour to 1 hour

### **SNILLOC'S SNOWBALL STORM**

- Target increased from 5 ft. radius sphere to 20 ft. radius sphere
- Damage decreased from 3d6 cold to 2d6 cold
- Now changes the area to difficult terrain for 1 minute, or until something melts the snow

### **SPIDER CLIMB**

- Added ritual tag in exchange for silk worth at least 75 gp, which the spell consumes

### **WARDING WIND**

- Duration changed from concentration 10 minutes to channeling 10 minutes

## **3RD LEVEL**

### **BLINDING SMITE**

- Duration changed from concentration 1 minute to 2 rounds
- Blind duration is now indefinite (creatures still perform a Constitution saving throw at the end of each of their turns to end the effect on a success)

### **CALL LIGHTNING**

- Duration changed from concentration 10 minutes to channeling 10 minutes

### **CATNAP**

- Added the ritual tag

### **CONJURE BARRAGE**

- Removed 'nonmagical' restriction on ammunition and weapons used for this spell
- Target reduced from 60 ft. cone to 30 ft. cone
- Damage changed from 3d8 to the ammunition or weapon's damage on a hit

- Now applies effects to all targets that would apply to a regular attack with the ammunition or weapon

### **COUNTERSPELL**

- Added condition where if you have the spell prepared that you are attempting to counter, no ability check is required even if the spell is of 4th level and above
- Added condition where after successfully countering a spell, you receive a condition where attempting to counter another spell before you take a short rest, long rest, or receive the benefits of a Greater Restoration spell cause you to gain a level of exhaustion
- Added a condition that this spell cannot be used against another casting of this spell.

### **CREATE FOOD AND WATER**

- Added ritual tag in exchange for 75 gp worth of emerald dust, which the spell consumes

### **DAYLIGHT**

- Added ritual tag

### **ELEMENTAL WEAPON**

- Changed casting time from 1 action to 1 bonus action

### **FLAME ARROWS**

- Changed duration from concentration 1 hour to 1 hour

### **LIGHTNING ARROW**

- Primary target damage increased from 4d8 lightning to 8d8 lightning

### **LIGHTNING BOLT**

- Targeting increased from 100 ft x 5 ft. line to 100 ft. x 10 ft. line

### **NONDETECTION**

- Added ritual tag in exchange for diamond dust worth at least 250 gp

### **PROTECTION FROM ENERGY**

- Added radiant and necrotic damage resistance as options

### **REMOVE CURSE**

- Now explicitly states that this spell cannot remove certain powerful curses, but instead gives insight into the nature of the curse

### **REVIVIFY**

- Now requires a spellcasting ability check against the target's death DC (see: Resurrection Ritual rules), increasing the target's death DC by 1 on a failure
- On a failed Revivify, the target creature can only be resurrected by a spell with a casting time longer than 1 action.

### **SLEET STORM**

- Duration changed from concentration 1 minute to channeling 1 minute

### **SPEAK WITH DEAD**

- Added ritual tag in exchange for gold dust worth at least 100 gp, which the spell consumes

### **SPEAK WITH PLANTS**

- Added ritual tag in exchange for emerald dust worth at least 100 gp, which the spell consumes

### **SPIRIT SHROUD**

- Casting time nerfed from 1 bonus action to 1 action
- Target improved from 10 ft. radius to 15 ft. radius
- Slow improved from 10 ft. to 15 ft.

### **STINKING CLOUD**

- Now deals 2d12 poison damage on a failed saving throw
- Upcasting this spell now deals an extra 1d12 poison damage per slot level above 3rd.

### **TINY SERVANT**

- Added ritual tag in exchange for refined oil worth at least 100 gp, which the spell consumes

### **TONGUES**

- Added a ritual tag in exchange for topaz dust worth at least 100 gp, which the spell consumes

### **VAMPIRIC TOUCH**

- Duration changed from concentration 1 minute to 2 rounds
- Instead of requiring a melee spell attack, empowers your next melee weapon attack with extra necrotic damage
- Damage decreased from 3d6 necrotic to 2d6 necrotic
- You may now use a bonus action to empower your next attack while the spell is still active
- Healing is now based on the total damage dealt, rather than only the necrotic damage dealt.

### **WALL OF SAND**

- Added ritual tag in exchange for a cat's eye worth at least 250 gp, which the spell consumes

### **WALL OF WATER**

- Added ritual tag in exchange for a sapphire worth at least 250 gp, which the spell consumes

### **WIND WALL**

- Added ritual tag in exchange for a sapphire worth at least 250 gp, which the spell consumes

## **4TH LEVEL**

---

### **BLIGHT**

- Damage increased from 8d8 necrotic to 10d8 necrotic

### **ELEMENTAL BANE**

- Duration changed from concentration 1 minute to 1 minute
- Added radiant and necrotic to available damage type choices
- Changed the saving throw from Constitution to Intelligence
- Changed effect from "... takes an extra 2d6 damage of that type ... loses any resistance to that damage type until the spell ends" to "... loses one stage of resistance to that damage type for the remainder of the spell ... can repeat the saving throw to end the effect on a success."

### **EVARD'S BLACK TENTACLES**

- Damage increased from 3d6 bludgeoning to 4d6 bludgeoning

### **FABRICATE**

- Added ritual tag in exchange for refined craftsman's oil worth at least 100 gp, which the spell consumes

### **FIND GREATER STEED**

- Added ritual tag

### **FREEDOM OF MOVEMENT**

- Now increases the target's movement speed by 30 ft. until the spell ends

### **GRASPING VINE**

- Duration changed from concentration 1 minute to channeling 1 minute
- Now sprouts two vines instead of one
- Added ability for vines to restrain pulled targets, with up to one restrained target per vine

### **HALLUCINATORY TERRAIN**

- Added ritual tag

### **ICE STORM**

- Damage increased from 4d6 cold to 6d6 cold

### **LEOMUND'S SECRET CHEST**

- Time required to recall the chest improved from 1 action to 1 bonus action

### **LOCATE CREATURE**

- Added ritual tag in exchange for pearl dust worth at least 250 gp, which the spell consumes

### **MORDENKAINEN'S PRIVATE SANCTUM**

- Added ritual tag

### **OTILUKE'S RESILIENT SPHERE**

- Duration changed from concentration 1 minute to channeling 1 minute

### **PHANTASMAL KILLER**

- Duration changed from concentration 1 minute to channeling 1 minute

### **STAGGERING SMITE**

- Duration changed from concentration 1 minute to 2 rounds
- Damage increased from 4d6 psychic to 6d6 psychic

### **STONE SHAPE**

- Added ritual tag in exchange for diamond dust worth at least 300 gp, which the spell consumes

### **STONE SKIN**

- Improved bludgeoning, slashing, and piercing resistance to include magical variants

### **STORM SPHERE**

- Duration changed from concentration 1 minute to channeling 1 minute

### **VITRIOLIC SPHERE**

- Removed the additional 5d4 acid damage at the end of the next turn
- Now reduces armor class of creatures who fail the saving throw by 3
- Creatures can spend 1 minute repairing their armor to end this effect

### **WATERY SPHERE**

- Duration changed from concentration 1 minute to channeling 1 minute

## 5TH LEVEL

### ANTILIFE SHELL

- Added ritual tag in exchange for 500 gp worth of refined carbon powder
- Radius increased from 10 ft. to 20 ft.

### AWAKEN

- Added ritual tag

### BANISHING SMITE

- Duration changed from concentration 1 minute to 2 rounds (banishment duration unchanged at 1 minute)

### CLOUDKILL

- Duration changed from concentration 10 minutes to channeling 10 minutes

### CONE OF COLD

- Damage decreased from 8d8 cold to 6d8 cold
- Now slows creatures who failed the saving throw by 20 ft. until they succeed on a repeated saving throw at the end of each of their turns

### CONJURE VOLLEY

- Removed 'nonmagical' restriction on ammunition and weapons used for this spell
- Now applies effects to all targets that would apply to a regular attack with the ammunition or weapon

### CONTAGION

- Added material spell component: a black opal worth at least 1,000 gp, which the spell consumes
- Removed condition where succeeding on three of the saving throws ended the spell on the target
- Changed condition where failing on three saving throws applied one of the diseases: instead, if the target fails three saving throws within one minute of being afflicted, the disease is applied
- Added effect where if a creature diseased by this spell comes within 10 ft. of another creature that is not afflicted with disease from this spell, the other creature must make a Constitution saving throw. On a failure, the disease spreads to them
- Changed wording for Flesh Rot disease to be "... and vulnerability to all damage" to "... and loses two stages of resistance to all damage types"
- Weakened Slimy Doom disease: no longer stuns the creature after they take damage; instead, the creature may only take an action or bonus action during its next turn, but not both. Additionally, if it makes an attack during its next turn, it can only make one attack.

### CONTROL WINDS

- Changed time required to switch, halt, or restart an effect from 1 action to 1 bonus action
- Changed Gusts effect to only have calm or strong variants
- Changed Gusts strong variant to cost 4 feet of movement per 1 foot moved if moving against the winds, and cost 1 feet of movement per 4 feet moved if moving with the winds
- Changed Updraft effect from taking only half damage from a fall to floating down slowly at a rate of 60 feet per round (no damage on impact)

- Changed Updraft jump from 10 feet higher to jump and rise at a speed of 15 feet per round up to 60 feet before falling again

### DAWN

- Duration changed from concentration 1 minute to channeling 1 minute

### DREAM

- Added the ritual tag in exchange for an opal worth 500 gp, which the spell consumes

### ENERVATION

- Removed the following conditions that could cause the spell to end: "if you use your action to do anything else", and "if the target has total cover from you"

### FAR STEP

- Duration changed from concentration 1 minute to channeling 1 minute

### FLAME STRIKE

- Added new effect that applies the effects of Lesser Restoration to each ally hit by the spell
- Now deals half damage to allies that fail the saving throw, and none to allies that succeed the saving throw

### IMMOLATION

- Duration changed from concentration 1 minute to channeling 1 minute

### INSECT PLAGUE

- Target increased from 20 ft. radius to 30 ft. radius
- Duration changed from concentration 10 minutes to channeling 10 minutes

### PASSWALL

- Added ritual tag in exchange for obsidian worth at least 500 gp, which the spell consumes

### PLANAR BINDING

- Added ritual tag

### RAISE DEAD

- Added Resurrection Ritual rules, with DCs starting at 30

### RARY'S TELEPATHIC BOND

- Added ability for linked creatures to share vision across the telepathic network, and also the ability to share dreams and visions

### REINCARNATE

- Added Resurrection Ritual rules, with DCs starting at 30

### SEEMING

- Added ritual tag in exchange for opals worth at least 500 gp, which the spell consumes

### SKILL EMPOWERMENT

- Increased number of skills granted expertise from 1 to 3

### SWIFT QUIVER

- Duration changed from concentration 1 minute to channeling 1 minute

## TREE STRIDE

- Duration changed from concentration 1 minute to channeling 1 minute

## WALL OF LIGHT

- Duration changed from concentration 10 minutes to channeling 10 minutes
- Time required to launch a beam of radiance from the wall improved from 1 action to 1 bonus action

## 6TH LEVEL

---

### BLADE BARRIER

- Duration changed from concentration 10 minutes to 10 minutes

### CHAIN LIGHTNING

- Target changed from 3 additional creatures within 30 feet of the first target to (technically) unlimited creatures that must be within 30 feet of the previous target
- You are guaranteed 4 targets hit, after which you roll a d20 and add your spellcasting modifier for each additional target past the 4th. If you roll lower than a 10, the lightning stops jumping
- View the full changed spell [here](#)

### CIRCLE OF DEATH

- Target reduced from 60 ft. radius to 40 ft. radius
- Duration changed from instantaneous to concentration 1 minute
- Damage changed from 8d6 necrotic on a failed save and half on a success to 20% of current hit points in necrotic damage on a failed save and 2d6 necrotic on a success
- Damage now occurs when creatures start their turn within the area instead of instantaneously on casting the spell

### DRAWMIJ'S INSTANT SUMMONS

- Removed the condition that if another creature is holding or carrying the item, crushing the sapphire doesn't transport the item to you, but instead you learn who the creature possessing the object is and roughly where that creature is located at that moment.

### EYEBITE

- Changed targeting condition on subsequent turns from "... can't target a creature again if it has succeeded on a saving throw against this casting of eyebite" to "... can't target a creature again with the same effect if it has succeeded on a saving throw against that effect in this casting of eyebite"

### FIND THE PATH

- Changed material spell component from "a set of divinatory tools—such as bones, ivory sticks, cards, teeth, or carved runes—worth 100 gp and an object from the location you wish to find" to "a piece of parchment of at least one square foot in size, and star kaorec dust worth at least 5,000 gp, which the spell consumes"
- Reworked the spell significantly. Now finds multiple routes to the destination, with one of them being guaranteed to be the shortest possible physical distance to the destination
- The spell now forms a map for you using the components, which updates in real time

- The map now shows three of the most dangerous creatures along each route, and some minor details about them such as relative difficulty, number of creatures, and creature type
- The map also shows major geological or man-made structures along the paths, but omits small details such as traps, chairs, puddles, etc.
- Any sections of the path protected with magic are hidden and shown as nonsense
- See the full changed spell [here](#)

### FLESH TO STONE

- Target changed from 1 Creature to 60 ft. cone
- Now applies petrification on creatures that fail the saving throw, allowing them to repeat the saving throw at the end of each of their turns to end this effect on a success

### GUARDS ANDWARDS

- Added ritual tag in exchange for a small silver rod worth at least 2,500 gp, which the spell consumes

### INVESTITURE OF STONE

- Improved resistance to bludgeoning, piercing, and slashing to include magical variants

### INVESTITURE OF WIND

- Time required to create swirling wind effect improved from 1 action to 1 bonus action

### MOVE EARTH

- Duration changed from concentration 2 hours to instantaneous
- Removed extra restrictions on changes
- Removed ability to choose a new area of terrain to affect, as it is no longer concentration
- The terrain changes now happen near-instantaneously, instead of slowly over time
- Removed some material restrictions on terrain manipulation
- Added restriction to prevent enclosed areas

### OTTO'S IRRESISTIBLE DANCE

- Duration changed from concentration 1 minute to channeling 1 minute

### PRIMORDIAL WARD

- Duration changed from concentration 1 minute to channeling 1 minute
- Added radiant and necrotic damage resistance

### SCATTER

- Targets increased from 5 Creatures to 6 Creatures
- Cast range increased from 30 ft. to 60 ft.

### TRUE SEEING

- Added a ritual tag in exchange for opal dust worth at least 1,000 gp, which the spell consumes

### WALL OF ICE

- Duration changed from concentration 10 minutes to 10 minutes

### WALL OF THORNS

- Duration changed from concentration 10 minutes to 10 minutes

## 7TH LEVEL

---

### DELAYED BLAST FIREBALL

- Reworked spell: the glowing bead now draws power from nearby magical spells and effects within 40 ft. until concentration is broken or the spell ends
- Each spell or magical effect is reduced in power by 1 damage die, and increases the damage of this spell by 1d6 fire
- Base damage reduced from 12d6 fire to 6d6 fire
- Changed how the throwing mechanic works, and doesn't cause an explosion on a throw
- View the full changed spell [here](#)

### DIVINE WORD

- Increased health thresholds for the effects from 20/30/40/50 to 25/50/75/100

### FIRE STORM

- Increased damage from 7d10 fire to 8d10 fire

### MORDENKAINEN'S SWORD

- Added the ability for the sword to parry a melee attack within 10 ft. of it if you make a higher melee spell attack
- Added the ability to use your reaction to order the sword to intercept and nullify ray and projectile type missiles if they pass or hit within 10 ft. of the sword (requires some checks)
- See the full description [here](#)

### PROJECT IMAGE

- Now simulates the physical feeling of your body, clothing, and any duplicated belongings, instead of being obviously illusory
- Medical examination, arcane investigation, or similar tests (such as cutting the illusion and realizing it does not bleed) can be used to determine that it is an illusion (check against your spell save DC)

### RESURRECTION

- Added Resurrection Ritual rules, with DCs starting at 25

### WHIRLWIND

- Time required to move the whirlwind improved from 1 action to 1 bonus action
- Whirlwind movement increased from 30 ft. to 40 ft.

## 8TH LEVEL

---

### ABI-DALZIM'S HORRID WILTING

- Initial damage reduced from 12d8 necrotic to 8d8 necrotic
- Now deals 6d8 necrotic at the start of each affected creature's turn; effect ends on a successful saving throw at end of turn

### DEMIPLANE

- Added an effect where on subsequent casts of this spell, you can expand the demiplane's space by a 30 foot cube each time.

### FEEBLEMIND

- Damage increased from 4d6 psychic to 10d6 psychic

### SUNBURST

- Blind effect now persists until the creature successfully finishes a long rest or receives the benefits of a Greater Restoration spell or similar effect

### TELEPATHY

- Added an effect where as long as the link persists, you are aware of the state of the linked individual at all times
- Additionally, you can precisely locate the creature you are linked to, even through wards and effects that would otherwise prevent divination spells from working

## 9TH LEVEL

---

### POWER WORD HEAL

- Removed negative effects improved from "... charmed, frightened, paralyzed, stunned... prone, it can use its reaction to stand up" to "Almost all negative conditions, diseases, hexes, curses, or otherwise harmful effects"
- Now reveals information about the nature of any negative effects that persist through the spell, and clues on how they can be cured

### WEIRD

- Damage increased from 4d10 psychic to 5d10 psychic
- Effect ending requirement increased from 1 successful saving throw to 3 successful saving throws