

# The Wizard's Spell Compendium

The Gorilla of Destiny,  
Archmage of the University of Theoretical Magic





# CONTENTS

Legal Information . . . . .	7	Blink . . . . .	43
Acknowledgements . . . . .	7	Blur . . . . .	44
<b>1 Introduction</b> . . . . .	<b>9</b>	Burning Hands . . . . .	45
A Warning . . . . .	10	<b>5 C</b> . . . . .	<b>47</b>
<b>2 Dictionary Breakdown</b> . . . . .	<b>11</b>	Chain Lightning . . . . .	47
Blank Template . . . . .	11	Charm Person . . . . .	48
Area Types . . . . .	11	Chill Touch . . . . .	49
Damage Type . . . . .	12	Circle of Death . . . . .	50
School . . . . .	13	Clairvoyance . . . . .	51
Level . . . . .	13	Clone . . . . .	52
Duration . . . . .	13	Cloudkill . . . . .	53
Range . . . . .	14	Color Spray . . . . .	54
<b>3 A</b> . . . . .	<b>15</b>	Comprehend Languages . . . . .	55
Acid Arrow . . . . .	15	Cone of Cold . . . . .	56
Acid Splash . . . . .	16	Confusion . . . . .	57
Alarm . . . . .	17	Conjure Elemental . . . . .	59
Alter Self . . . . .	18	Conjure Minor Elementals . . . . .	60
Animate Dead . . . . .	20	Contact Other Plane . . . . .	61
Animate Objects . . . . .	22	Contingency . . . . .	62
Antimagic Field . . . . .	25	Continual Flame . . . . .	63
Antipathy / Sympathy . . . . .	27	Control Water . . . . .	64
Arcane Eye . . . . .	29	Control Weather . . . . .	66
Arcane Hand . . . . .	30	Counterspell . . . . .	68
Arcane Lock . . . . .	32	Create Undead . . . . .	69
Arcane Sword . . . . .	33	Creation . . . . .	71
Arcanist's Magic Aura . . . . .	34	<b>6 D</b> . . . . .	<b>73</b>
Astral Projection . . . . .	35	Dancing Lights . . . . .	73
<b>4 B</b> . . . . .	<b>37</b>	Darkness . . . . .	74
Banishment . . . . .	37	Darkvision . . . . .	75
Bestow Curse . . . . .	39	Delayed Blast Fireball . . . . .	76
Black Tentacles . . . . .	40	Demiplane . . . . .	77
Blight . . . . .	41	Detect Magic . . . . .	78
Blindness / Deafness . . . . .	42	Detect Thoughts . . . . .	79
		Dimension Door . . . . .	81



Disguise Self . . . . .	82	Greater Invisibility . . . . .	125
Disintegrate . . . . .	83	Guards and Wards . . . . .	126
Dispel Magic . . . . .	84	Gust of Wind . . . . .	128
Dominate Monster . . . . .	85		
Dominate Person . . . . .	87	<b>10H</b> . . . . .	<b>129</b>
Dream . . . . .	89	Hallucinatory Terrain . . . . .	129
<b>7 E</b> . . . . .	<b>91</b>	Haste . . . . .	130
Enlarge / Reduce . . . . .	91	Hideous Laughter . . . . .	131
Etherealness . . . . .	93	Hold Monster . . . . .	132
Expeditious Retreat . . . . .	95	Hold Person . . . . .	133
Eyebite . . . . .	96	Hypnotic Pattern . . . . .	134
<b>8 F</b> . . . . .	<b>97</b>		
Fabricate . . . . .	97	<b>11I</b> . . . . .	<b>135</b>
Faithful Hound . . . . .	98	Ice Storm . . . . .	135
False Life . . . . .	99	Identify . . . . .	136
Fear . . . . .	100	Illusory Script . . . . .	137
Feather Fall . . . . .	101	Imprisonment . . . . .	138
Feeblemind . . . . .	102	Incendiary Cloud . . . . .	140
Find Familiar . . . . .	103	Instant Summons . . . . .	141
Finger of Death . . . . .	105	Invisibility . . . . .	142
Fire Bolt . . . . .	106	Irresistible Dance . . . . .	143
Fire Shield . . . . .	107		
Fireball . . . . .	108	<b>12J</b> . . . . .	<b>145</b>
Flaming Sphere . . . . .	109	Jump . . . . .	145
Flesh to Stone . . . . .	110		
Floating Disk . . . . .	111	<b>13K</b> . . . . .	<b>147</b>
Fly . . . . .	112	Knock . . . . .	147
Fog Cloud . . . . .	113		
Forcecage . . . . .	114	<b>14L</b> . . . . .	<b>149</b>
Foresight . . . . .	115	Legend Lore . . . . .	149
Freezing Sphere . . . . .	116	Levitate . . . . .	150
<b>9 G</b> . . . . .	<b>117</b>	Light . . . . .	151
Gaseous Form . . . . .	117	Lightning Bolt . . . . .	152
Gate . . . . .	118	Locate Creature . . . . .	153
Geas . . . . .	119	Locate Object . . . . .	154
Gentle Repose . . . . .	120	Longstrider . . . . .	155
Globe of Invulnerability . . . . .	121		
Glyph of Warding . . . . .	122	<b>15M</b> . . . . .	<b>157</b>
Grease . . . . .	124	Mage Armor . . . . .	157
		Mage Hand . . . . .	158
		Magic Circle . . . . .	159
		Magic Jar . . . . .	160
		Magic Missile . . . . .	162





Magic Mouth . . . . .	163
Magic Weapon . . . . .	164
Magnificent Mansion . .	165
Major Image . . . . .	167
Mass Suggestion . . . . .	169
Maze . . . . .	171
Mending . . . . .	172
Message . . . . .	173
Meteor Swarm . . . . .	174
Mind Blank . . . . .	175
Minor Illusion . . . . .	176
Mirage Arcane . . . . .	177
Mirror Image . . . . .	178
Mislead . . . . .	179
Misty Step . . . . .	180
Modify Memory . . . . .	181
Move Earth . . . . .	183

<b>16 N</b>	<b>185</b>
Nondetection . . . . .	185

<b>17 P</b>	<b>187</b>
Passwall . . . . .	187
Phantasmal Killer . . . .	188
Phantom Steed . . . . .	189
Planar Binding . . . . .	190
Plane Shift . . . . .	192
Poison Spray . . . . .	193
Polymorph . . . . .	194
Power Word Kill . . . . .	195
Power Word Stun . . . . .	196
Prestidigitation . . . . .	197
Prismatic Spray . . . . .	198
Prismatic Wall . . . . .	200
Private Sanctum . . . . .	202
Programmed Illusion . . .	203
Project Image . . . . .	205
Protection From Energy .	206
Protection from Evil and Good . . . . .	207

<b>18 R</b>	<b>209</b>
-------------	------------

Ray of Enfeeblement . .	209
Ray of Frost . . . . .	210
Remove Curse . . . . .	211
Resilient Sphere . . . . .	212
Reverse Gravity . . . . .	213
Rope Trick . . . . .	214

<b>19 S</b>	<b>215</b>
Scorching Ray . . . . .	215
Scrying . . . . .	216
Secret Chest . . . . .	218
See Invisibility . . . . .	219
Seeming . . . . .	220
Sending . . . . .	221
Sequester . . . . .	222
Shapechange . . . . .	223
Shatter . . . . .	225
Shield . . . . .	226
Shocking Grasp . . . . .	227
Silent Image . . . . .	228
Simulacrum . . . . .	229
Sleep . . . . .	230
Sleet Storm . . . . .	231
Slow . . . . .	232
Spider Climb . . . . .	233
Stinking Cloud . . . . .	234
Stone Shape . . . . .	235
Stoneskin . . . . .	236
Suggestion . . . . .	237
Sunbeam . . . . .	238
Sunburst . . . . .	239
Symbol . . . . .	240

<b>20 T</b>	<b>243</b>
Telekinesis . . . . .	243
Telepathic Bond . . . . .	245
Teleport . . . . .	246
Teleportation Circle . . .	249
Thunderwave . . . . .	251
Time Stop . . . . .	252
Tiny Hut . . . . .	253
Tongues . . . . .	254



True Polymorph . . . . .	255	Wall of Fire . . . . .	263
True Seeing . . . . .	257	Wall of Force . . . . .	264
True Strike . . . . .	258	Wall of Ice . . . . .	265
<b>21 U</b>	<b>259</b>	Wall of Stone . . . . .	266
Unseen Servant . . . . .	259	Water Breathing . . . . .	268
<b>22 V</b>	<b>261</b>	Web . . . . .	269
Vampiric Touch . . . . .	261	Weird . . . . .	270
<b>23 W</b>	<b>263</b>	Wish . . . . .	271
		<b>24 Spell Template</b>	<b>273</b>



# LEGAL INFORMATION

This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

## ACKNOWLEDGEMENTS

I'd also like to thank the folks at the 5e API who have made this sort of work possible!







# CHAPTER 1: INTRODUCTION

This is a standard dictionary of spells pertaining to Wizards. While it may not contain some of the rarer, more exotic, or recently developed spells this book will prove adequate for those wishing to begin their journey into arcane mastery. For most spells, a notes section has been provided, please consider what you write carefully.

Each spell is shown with the traditional tridecagon rune and spoken name. To learn more about the specifics of how these are derived, please consult the Spell Writing and Saying Guide which are also required reading. This book is simply a reference dictionary (though some choose to recreate the pages as spell books which is also encouraged).

While ownership of this book imparts knowledge that a spell *exists*, it does not provide enough information to *learn* the spell. However, once you have learned a spell, this book will likely suffice for remembering the specifics.



Graphics credit to our herald Stenis (@\_stenis\_ on twitter)



# A WARNING

At the University of Theoretical Magic, we receive a lot of criticism for our approach to magic education. We believe that a full and comprehensive course in the Theory of Magic, Spell Writing, and Spell Saying practices will make you a formidable mage in all respects. We do not want our students to simply memorise spells, but to instead learn the foundational understanding which means they can handle *any spell*.

In fact, many of this institution's strongest critics believe our efforts to be dangerous, usually muttering something about the "risks" involved in telling an apprentice that there exists magic that grants wishes. While there have certainly been "incidents" in the past, we view it as a natural step in defending this institution's image. Too many evil mages began in quiet institutions where their teachers gave them power while keeping their ambition in check. As soon as these mages leave their educator's custody their ambition goes mad, and eventually we have to come in to help rebuild whatever city or country they attempted to destroy.

To avoid such instances being tied to our own esteemed institution, we provide books such as these which tell you

every spell you will likely ever need. Even the dangerous ones. That way those amongst you who have unchecked ambition will naturally "unenroll" by attempting to cast something outrageous before you are ready. Saving us a lot of bad publicity and angry letters from royals.

If you are reading this and thinking "Well, they might have failed but I certainly wouldn't mess the ritual up", I urge you to try. Ritual room keys are provided at the front office. If we don't hear from you in a week, we will have what remains we find sent to your family.

My final warning is regarding the treatment of your classmates. You are only permitted to use these spells on another student if they have: insulted your intelligence, copied your work and claimed it as their own (without proper license), or questioned whether someone of your characteristics is fit to be a Wizard. Magic is for everyone other than those who wish to keep it for their chosen few. If you disagree, please bring your concerns to my office where you will subsequently be banished (see page 37).

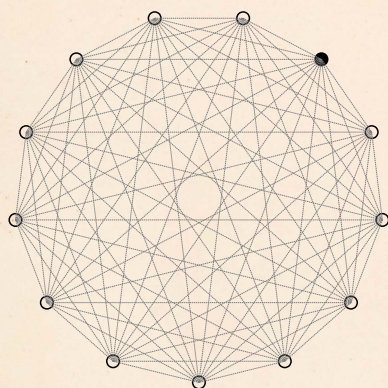


# CHAPTER 2: DICTIONARY BREAKDOWN

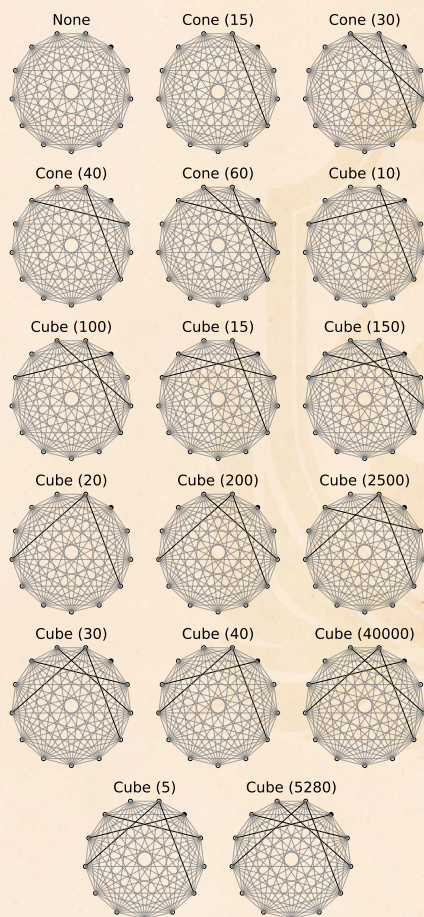
Breakdown of dictionary components. In order to write spells simply overlay each attribute's symbol onto the blank template. Certain instances have no lines as they are considered null options.

Concentration is denoted by a single central dot, and ritual spells are denoted by a dot and a ring.

## BLANK TEMPLATE



## AREA TYPES





# DAMAGE TYPE

Cylinder (10)



Cylinder (20)



Cylinder (40)



Cylinder (5)



Cylinder (50)



Cylinder (60)



Line (100)



Line (50)



Line (60)



Line (90)



Sphere (10)



Sphere (100)



Sphere (15)



Sphere (20)



Sphere (30)



Sphere (360)



Sphere (40)



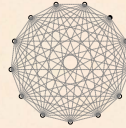
Sphere (5)



Sphere (60)



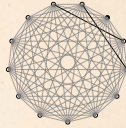
None



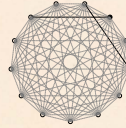
Acid



Bludgeoning



Cold



Fire



Force



Lightning



Necrotic



Piercing



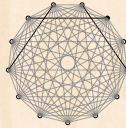
Poison



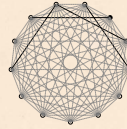
Psychic



Radiant



Slashing

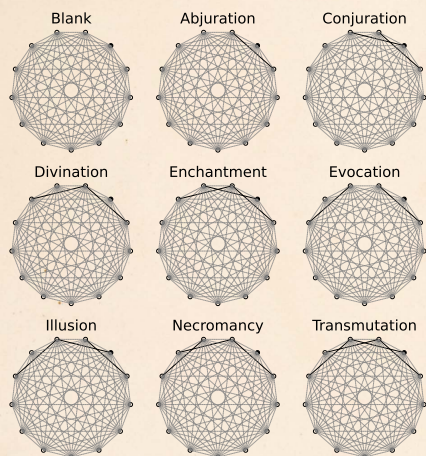


Thunder

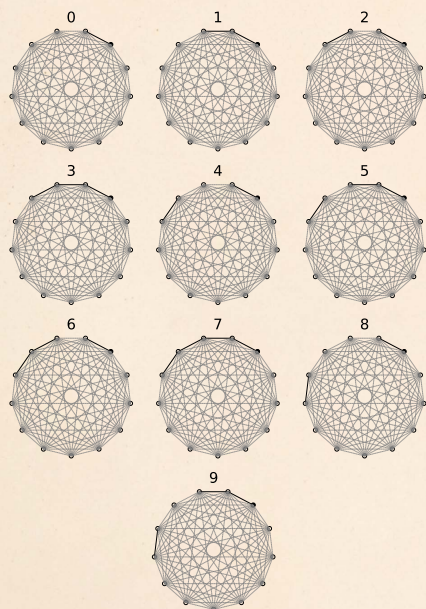




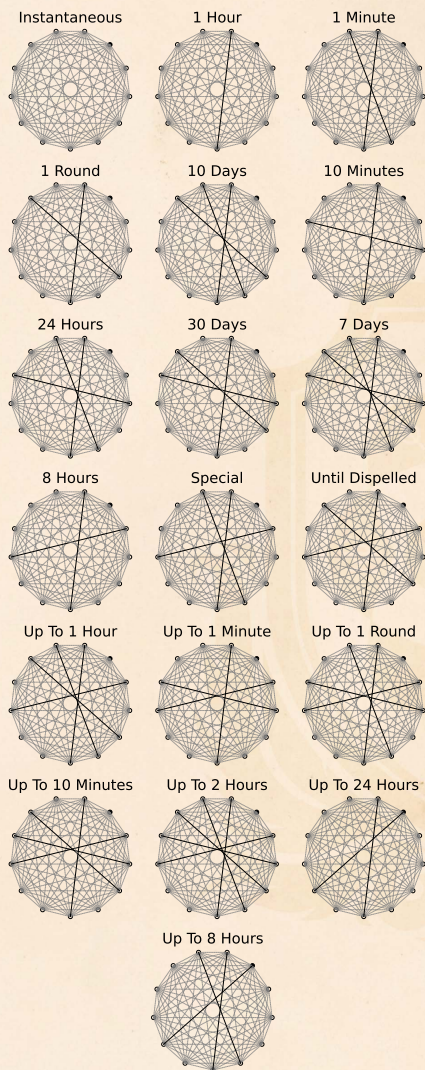
# SCHOOL



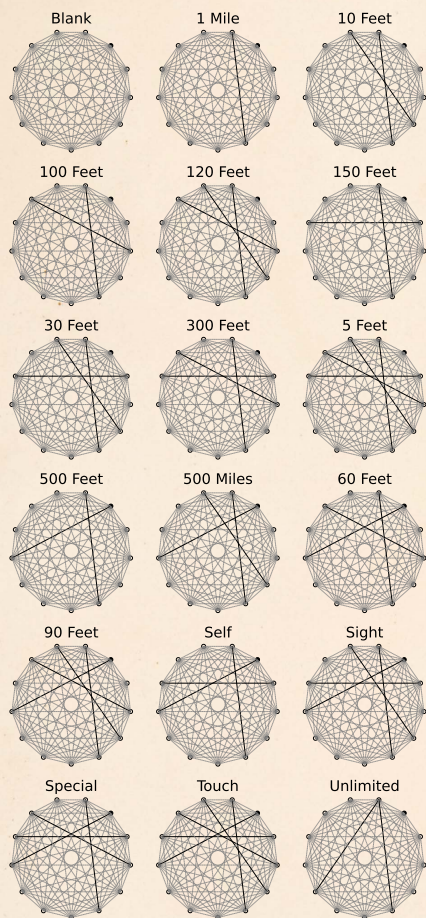
# LEVEL



# DURATION

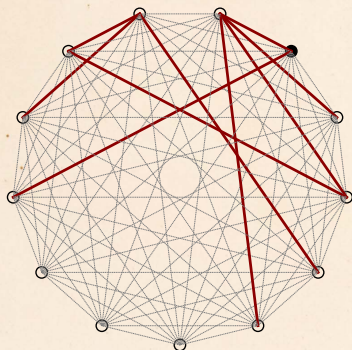


# RANGE



## CHAPTER 3: A

# ACID ARROW



Spoken Name: Hucid-'ylar

## ATTRIBUTES

## 2nd Level Evocation

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial

damage and no damage at the end of its next turn.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

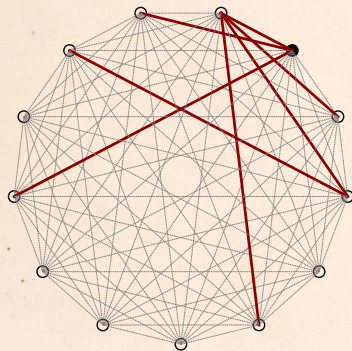
## NOTES

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. In the background, there is a faint, stylized illustration of a person's head and shoulders, possibly a woman, looking slightly to the side. The overall appearance is that of a clean, unused piece of stationery or a notebook page.



# ACID SPLASH

## NOTES



Spoken Name: Cecid-'wyn

## ATTRIBUTES

*0th Level Conjunction*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a dexterity saving throw or take 1d6 acid damage. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

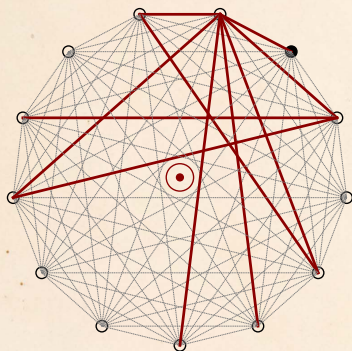
---

---





# ALARM



Spoken Name: Sa'-Bousiniy

## ATTRIBUTES

### 1st Level Abjuration

**Casting Time:** 1 Minute

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 8 hours

## SPELL DESCRIPTION

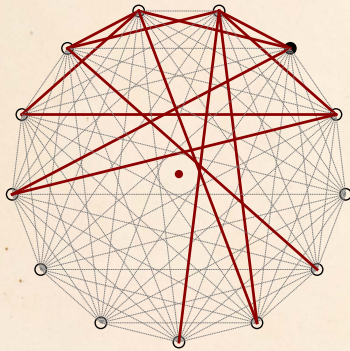
You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are

within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

## NOTES

[illegible]

# ALTER SELF



Spoken Name: Hieporsi

## ATTRIBUTES

*2nd Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

**Aquatic Adaptation.** You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a

swimming speed equal to your walking speed.

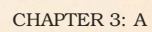
**Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

**Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.



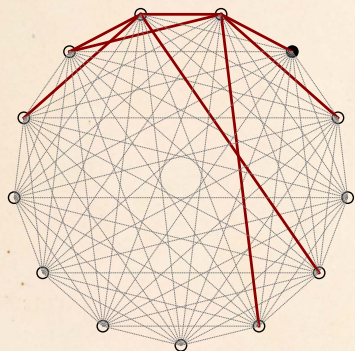
## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or shield on the right side.





# ANIMATE DEAD



Spoken Name: Louspul

## ATTRIBUTES

---

*3rd Level Necromancy*

**Casting Time:** 1 Minute

**Range:** 10 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

---

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the GM has the creature's game statistics). On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the

creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

## AT HIGHER LEVELS

---

When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

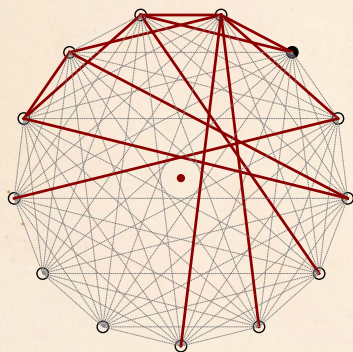




[illegible]

Blank lined paper with a faint watermark of a crest or logo on the right side.

# ANIMATE OBJECTS



Spoken Name: Tiemulse

## ATTRIBUTES

*5th Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control

until the spell ends or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form,



and any remaining damage carries over to its original object form. If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

## AT HIGHER LEVELS

If you cast this spell using a spell slot of 6th level or higher, you can animate two additional objects for each slot level above 5th.

## NOTES



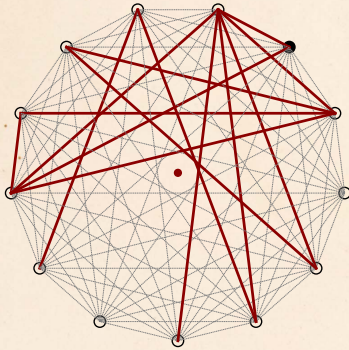
Size	HP	AC	Attack	Str	Dex
Tiny	20	18	+8 to hit, 1d4 + 4 damage	4	18
Small	25	16	+6 to hit, 1d8 + 2 damage	6	14
Medium	40	13	+5 to hit, 2d6 + 1 damage	10	12
Large	50	10	+6 to hit, 2d10 + 2 damage	14	10
Huge	80	10	+8 to hit, 2d12 + 4 damage	18	6

### Animated Object Statistics





# ANTIMAGIC FIELD



Spoken Name: Na'-Seporsi

## ATTRIBUTES

---

*8th Level Abjuration  
(Concentration)*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

---

A 10-foot-radius invisible sphere of antimagic surrounds you. This area is divorced from the

magical energy that suffuses the multiverse. Within the sphere, spells can't be cast, summoned creatures disappear, and even magic items become mundane. Until the spell ends, the sphere moves with you, centered on you. Spells and other magical effects, except those created by an artifact or a deity, are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

**Targeted Effects.** Spells and other magical effects, such as magic missile and charm person, that target a creature or an object in the sphere have no effect on that target.

**Areas of Magic.** The area of another spell or magical effect, such as fireball, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed. For example, the flames created by a wall of fire are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

**Spells.** Any active spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

**Magic Items.** The properties



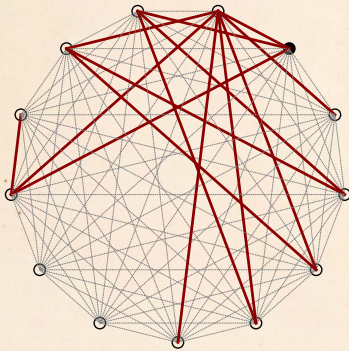
field spells don't nullify each other.

[illegible]

**Creatures and Objects.** A creature or object summoned or created by magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

CHAPTER 3: A

# ANTIPATHY / SYMPATHY



Spoken Name: No'-Baiwyny

## ATTRIBUTES

---

*8th Level Enchantment*

**Casting Time:** 1 Hour

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 10 days

## SPELL DESCRIPTION

---

This spell attracts or repels creatures of your choice. You target something within range, either a Huge or smaller object or creature or an area that is no larger than a 200-foot cube. Then specify a kind of intelligent creature, such as red dragons, goblins, or vampires. You invest the target with an aura that either attracts or repels the specified creatures for the

duration. Choose antipathy or sympathy as the aura's effect.

**Antipathy.** The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a wisdom saving throw or become frightened. The creature remains frightened while it can see the target or is within 60 feet of it. While frightened by the target, the creature must use its movement to move to the nearest safe spot from which it can't see the target. If the creature moves more than 60 feet from the target and can't see it, the creature is no longer frightened, but the creature becomes frightened again if it regains sight of the target or moves within 60 feet of it.

**Sympathy.** The enchantment causes the specified creatures to feel an intense urge to approach the target while within 60 feet of it or able to see it. When such a creature can see the target or comes within 60 feet of it, the creature must succeed on a wisdom saving throw or use its movement on each of its turns to enter the area or move within reach of the target. When the creature has done so, it can't willingly move away from the target. If the target damages or otherwise harms an affected





creature, the affected creature can make a wisdom saving throw to end the effect, as described below.

**Ending the Effect.** If an affected creature ends its turn while not within 60 feet of the target or able to see it, the creature makes a wisdom saving throw. On a successful save, the creature is no longer affected by the target and recognizes the feeling of repugnance or attraction as magical. In addition, a creature affected by the spell is allowed another wisdom saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.

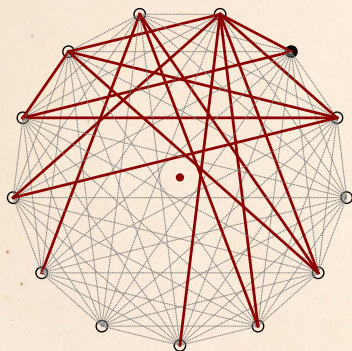
## NOTES

Blank lined paper with a faint watermark of a crest or logo on the right side.

[illegible]



# ARCANE EYE



Spoken Name: Vi'-Sorusinsi

## ATTRIBUTES

### 4th Level Divination (Concentration)

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

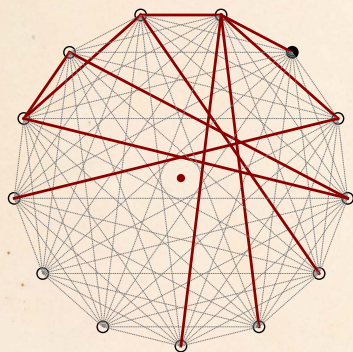
You create an invisible, magical eye within range that hovers in the air for the duration. You mentally receive visual information from the eye, which has normal vision and darkvision out to 30 feet. The eye can look in every direction. As an action, you can move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks

the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

## NOTES

[illegible]

# ARCANE HAND



Spoken Name: Tumulse

## ATTRIBUTES

*5th Level Evocation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand

doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

**Clenched Fist.** The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.

**Forceful Hand.** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.

**Grasping Hand.** The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.



**Interposing Hand.** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

## AT HIGHER LEVELS

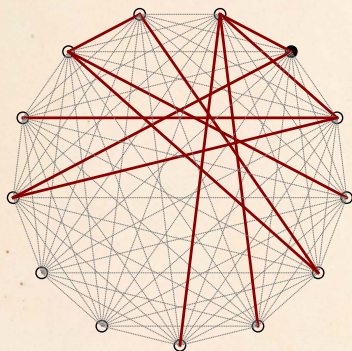
When you cast this spell using a spell slot of 6th level or higher, the damage from the clenched fist option increases by 2d8 and the damage from the grasping hand increases by 2d6 for each slot level above 5th.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade is visible on the right side of the page. The watermark features a prominent archway and columns, rendered in a light, yellowish-brown tone. The overall lighting is even, highlighting the subtle variations in the paper's color and texture.



# ARCANE LOCK



Spoken Name: Halixis

## ATTRIBUTES

## 2nd Level Abjuration

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

You touch a closed door, window, gate, chest, or other entryway, and it becomes locked for the duration. You and the creatures you designate when you cast this spell can open the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute. Otherwise, it is impassable until it is broken or the spell is dispelled or suppressed. Casting knock on the object suppresses arcane

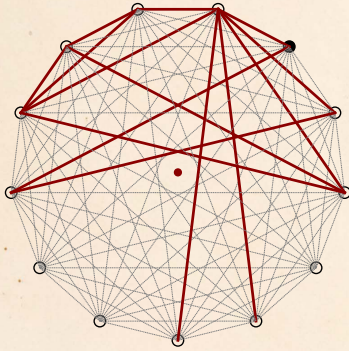
lock for 10 minutes. While affected by this spell, the object is more difficult to break or force open; the DC to break it or pick any locks on it increases by 10.

## NOTES

[illegible]

# ARCANE SWORD

## NOTES



Spoken Name: Muton-'wynse

## ATTRIBUTES

*7th Level Evocation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

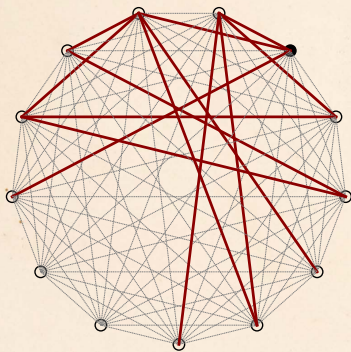
**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You create a sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears, you make a melee spell attack against a target of your choice within 5 feet of the sword. On a hit, the target takes 3d10 force damage. Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 20 feet to a spot you can see and repeat this attack against the same target or a different one.



# ARCANIST'S MAGIC AURA



Spoken Name: Hailixl

## ATTRIBUTES

*2nd Level Illusion*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** 24 hours

## SPELL DESCRIPTION

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature. When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days,

placing the same effect on it each time, the illusion lasts until it is dispelled. **False Aura.** You change the way the target appears to spells and magical effects, such as detect magic, that detect magical auras. You can make a nonmagical object appear magical, a magical object appear nonmagical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item. **Mask.** You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a symbol spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

## NOTES

---

---

---

---

---

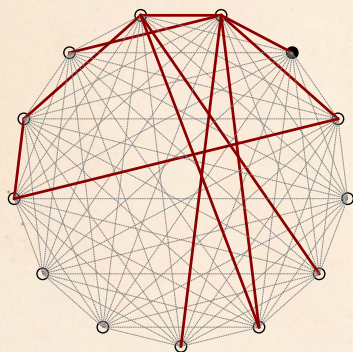
---

---





# ASTRAL PROJECTION



Spoken Name: Xyouspulyl

## ATTRIBUTES

---

*9th Level Necromancy*

**Casting Time:** 1 Hour

**Range:** 10 feet

**Components:** V, S, M

**Duration:** Special

## SPELL DESCRIPTION

---

You and up to eight willing creatures within range project your astral bodies into the Astral Plane (the spell fails and the casting is wasted if you are already on that plane). The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age. Your astral body resembles your mortal form in almost every way, replicating your game statistics

and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly. Your astral form can freely travel through the Astral Plane and can pass through portals there leading to any other plane. If you enter a new plane or return to the plane you were on when casting this spell, your body and possessions are transported along the silver cord, allowing you to re-enter your body as you enter the new plane. Your astral form is a separate incarnation. Any damage or other effects that apply to it have no effect on your physical body, nor do they persist when you return to it. The spell ends for you and your companions when you use your action to dismiss it. When the spell ends, the affected creature returns to its physical body, and it awakens. The spell might also end early for you or one of your companions. A successful dispel magic spell used against an astral or physical body ends the spell for that creature. If a creature's



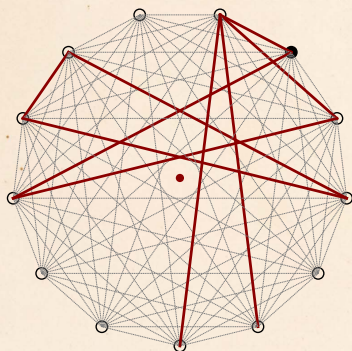
original body or its astral form drops to 0 hit points, the spell ends for that creature. If the spell ends and the silver cord is intact, the cord pulls the creature's astral form back to its body, ending its state of suspended animation. If you are returned to your body prematurely, your companions remain in their astral forms and must find their own way back to their bodies, usually by dropping to 0 hit points.

## NOTES



# CHAPTER 4: B

## BANISHMENT



Spoken Name: Vawynse

### ATTRIBUTES

---

*4th Level Abjuration  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

### SPELL DESCRIPTION

---

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the

target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

### AT HIGHER LEVELS

---

When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

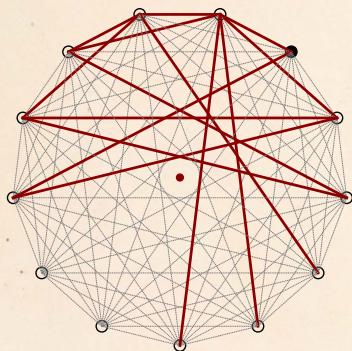




## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or shield on the right side.

# BESTOW CURSE



Spoken Name: Loulixse

## ATTRIBUTES

*3rd Level Necromancy*  
(Concentration)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You touch a creature, and that creature must succeed on a wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

- While cursed, the target has disadvantage on attack rolls against you.
- While cursed, the target must make a wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. A remove curse spell ends this effect. At the GM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The GM has final say on such a curse's effect.

## AT HIGHER LEVELS

If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes. If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

## NOTES

---

---



## ATTRIBUTES

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

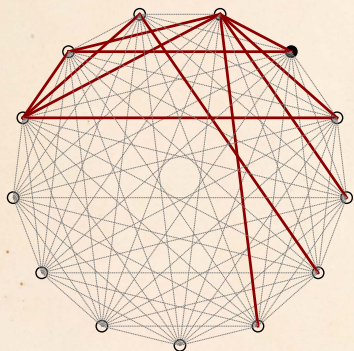
tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The paper has a slightly textured appearance. In the background, there is a large, faint watermark of a crest or coat of arms, which appears to be a heraldic shield with various symbols, including what looks like a crown at the top and some decorative elements on the sides. The watermark is centered vertically and horizontally on the page. The overall tone of the image is warm and vintage-like.



## BLIGHT



Spoken Name: Vourho-'usin

## ATTRIBUTES

### 4th Level Necromancy

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. The spell has no effect on undead or constructs. If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum

damage to it. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

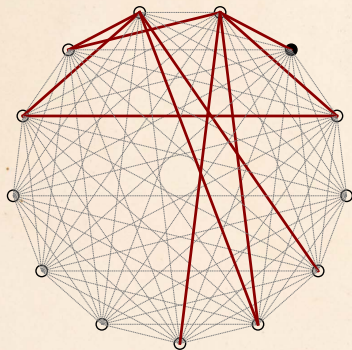
## AT HIGHER LEVELS

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

## NOTES

[illegible]

# BLINDNESS / DEAFNESS



Spoken Name: Houusine

## ATTRIBUTES

## 2nd Level Necromancy

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V

**Duration:** 1 minute

## SPELL DESCRIPTION

You can blind or deafen a foe. Choose one creature that you can see within range to make a constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a constitution saving throw. On a success, the spell ends.

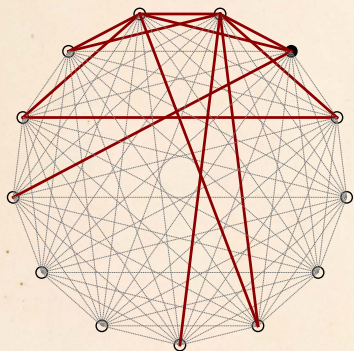
## AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## NOTES

[illegible]

# BLINK



Spoken Name: Liepore

## ATTRIBUTES

*3rd Level Transmutation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

## SPELL DESCRIPTION

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Ethereal Plane (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Ethereal Plane, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from.

If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action. While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

## NOTES

---

---

---

---

---

---

---

---

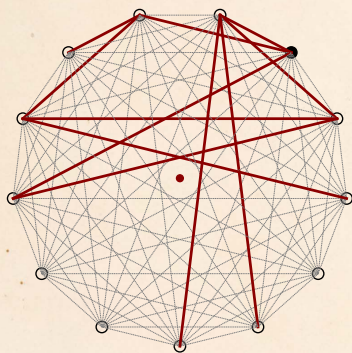
---

---





## BLUR



Spoken Name: Haiporse

## ATTRIBUTES

## 2nd Level Illusion (Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V

**Duration:** Up to 1 minute

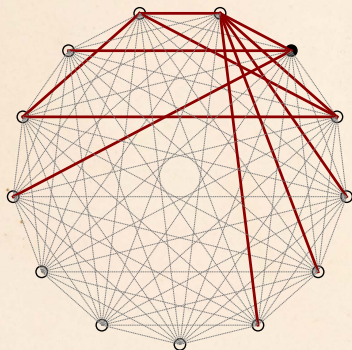
## SPELL DESCRIPTION

Your body becomes blurred, shifting and wavering to all who can see you. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. On the right side, there is a large, faint, stylized watermark of a classical building facade, possibly a temple or a grand house, with columns and a pediment. The watermark is rendered in a light, golden-brown color, blending into the background of the paper.

# BURNING HANDS



Spoken Name: Suire-Nupor

## ATTRIBUTES

### 1st Level Evocation

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

## 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.

## NOTES

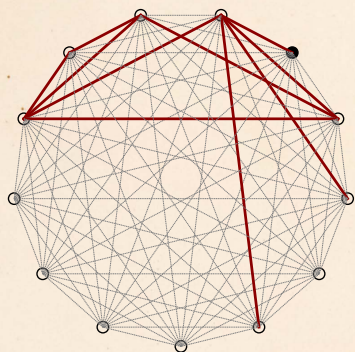
[illegible]





## CHAPTER 5: C

# CHAIN LIGHTNING



Spoken Name: Runin-'nosin

## ATTRIBUTES

### 6th Level Evocation

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be

targeted by only one of the bolts. A target must make a dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

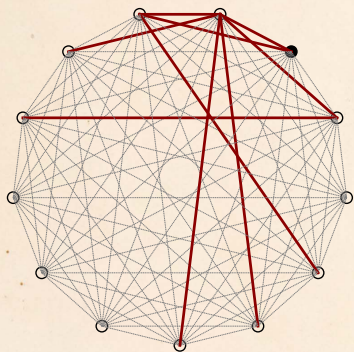
## AT HIGHER LEVELS

When you cast this spell using a spell slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

## NOTES

[illegible]

## CHARM PERSON



Spoken Name: Sousina

## ATTRIBUTES

### 1st Level Enchantment

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

## SPELL DESCRIPTION

You attempt to charm a humanoid you can see within range. It must make a wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

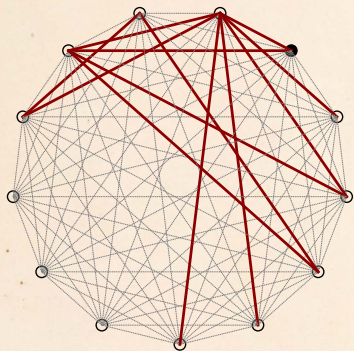
## AT HIGHER LEVELS

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 30 feet of each other when you target them.

## NOTES

[illegible]

# CHILL TOUCH



Spoken Name: Courho-'muli

## ATTRIBUTES

*0th Level Necromancy*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

## SPELL DESCRIPTION

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn. This spell's damage increases by 1d8

when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

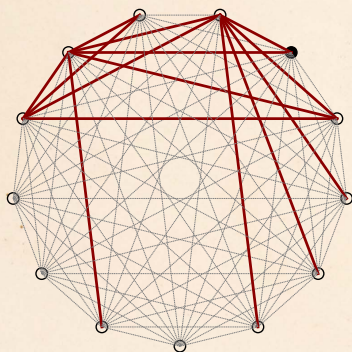
---

---





# CIRCLE OF DEATH



Spoken Name: Rourho-Sinosin

## ATTRIBUTES

### 6th Level Necromancy

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

A sphere of negative energy ripples out in a 60-foot radius sphere from a point within range. Each creature in that area must make a constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

## AT HIGHER LEVELS

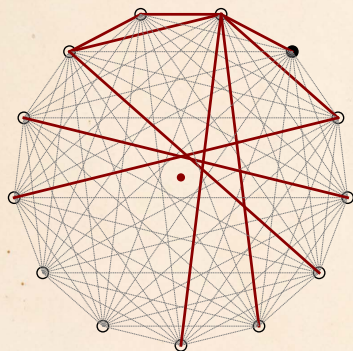
When you cast this spell using a spell slot of 7th level or higher,

the damage increases by 2d6 for each slot level above 6th.

## NOTES

[illegible]

# CLAIRVOYANCE



Spoken Name: Liyply

## ATTRIBUTES

### 3rd Level Divination (Concentration)

**Casting Time:** 10 Minutes

**Range:** 1 mile

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

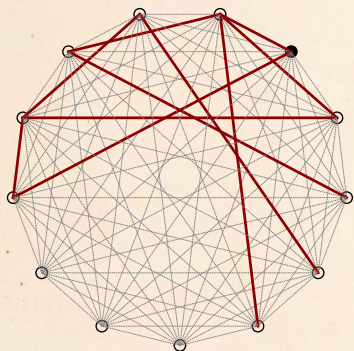
You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with. When you cast the spell, you choose seeing or hearing. You can use the chosen sense

through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefiting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

## NOTES

[illegible]

# CLONE



Spoken Name: Noulix

## ATTRIBUTES

### 8th Level Necromancy

**Casting Time:** 1 Hour

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

This spell grows an inert duplicate of a living creature as a safeguard against death. This clone forms inside a sealed vessel and grows to full size and maturity after 120 days; you can also choose to have the clone be a younger version of the same creature. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. At any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is

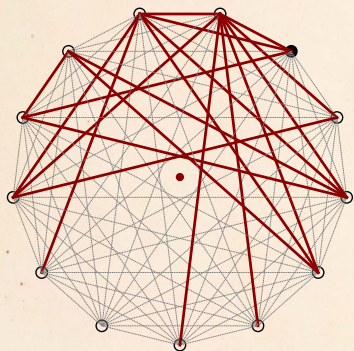
free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere.

## NOTES

[illegible]



# CLOUDKILL



Spoken Name: Tennis-Somully

## ATTRIBUTES

*5th Level Conjuraction  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a constitution saving throw. The

creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

## 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.

## NOTES

---

---

---

---

---

---

---

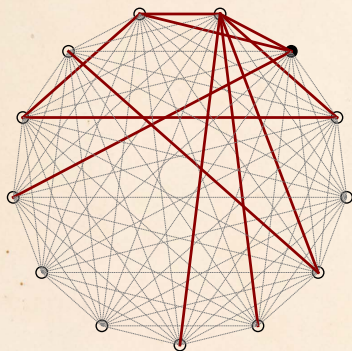
---

---

---



# COLOR SPRAY



Spoken Name: Sai'-Nupori

## ATTRIBUTES

## 1st Level Illusion

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** 1 round

## SPELL DESCRIPTION

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that can't see). Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the spell ends. Subtract each creature's

hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

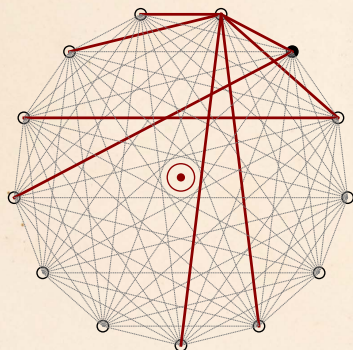
## AT HIGHER LEVELS

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

## NOTES

[illegible]

## NOTES



Spoken Name: Sipora

## ATTRIBUTES

### 1st Level Divination

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** 1 hour

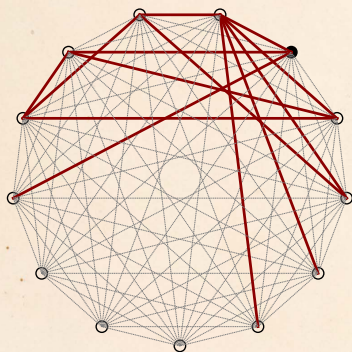
## SPELL DESCRIPTION

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.





# CONE OF COLD



Spoken Name: Tulod-Nopor

## ATTRIBUTES

### 5th Level Evocation

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

## AT HIGHER LEVELS

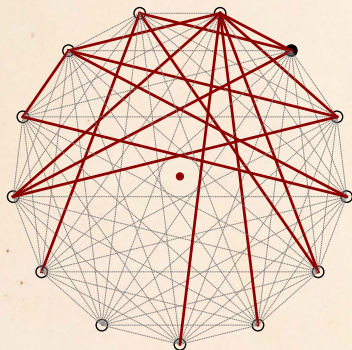
When you cast this spell using a spell slot of 6th level or higher,

the damage increases by 1d8 for each slot level above 5th.

## NOTES

[illegible]

# CONFUSION



Spoken Name: Vo'-Seylarse

## ATTRIBUTES

### 4th Level Enchantment (Concentration)

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that 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.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

## NOTES

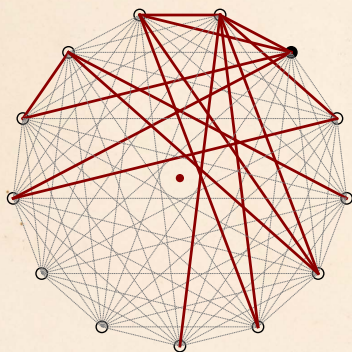
[illegible]

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.





# CONJURE ELEMENTAL



Spoken Name: Te'-Beylarsi

## ATTRIBUTES

*5th Level Conjuraction  
(Concentration)*

**Casting Time:** 1 Minute

**Range:** 90 feet

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The

elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

The GM has the elemental's statistics.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

## NOTES

---

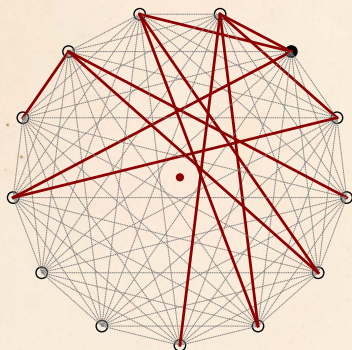
---

---

---



# CONJURE MINOR ELEMENTALS



Spoken Name: Veylarsi

## ATTRIBUTES

*4th Level Conjunction  
(Concentration)*

**Casting Time:** 1 Minute

**Range:** 90 feet

**Components:** V, S

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

You summon elementals that appear in unoccupied spaces that you can see within range. You choose one the following options for what appears:

- One elemental of challenge rating 2 or lower
- Two elementals of challenge rating 1 or lower

- Four elementals of challenge rating 1/2 or lower
- Eight elementals of challenge rating 1/4 or lower.

An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics.

## AT HIGHER LEVELS

When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

## NOTES

---

---

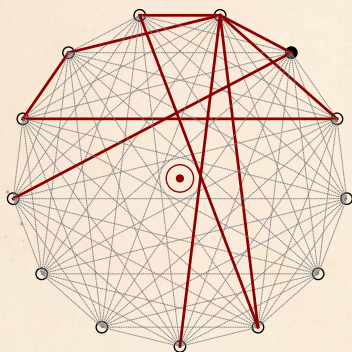
---

---

---



# CONTACT OTHER PLANE



Spoken Name: Tipore

## ATTRIBUTES

*5th Level Divination*

**Casting Time:** 1 Minute

**Range:** Self

**Components:** V

**Duration:** 1 minute

## SPELL DESCRIPTION

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what

other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM might instead offer a short phrase as an answer.

## NOTES

---

---

---

---

---

---

---

---

---

---

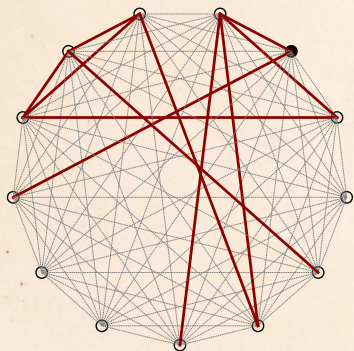
---

---





# CONTINGENCY



Spoken Name: Rupory

## ATTRIBUTES

*6th Level Evocation*

**Casting Time:** 10 Minutes

**Range:** Self

**Components:** V, S, M

**Duration:** 10 days

## SPELL DESCRIPTION

Choose a spell of 5th level or lower that you can cast, that has a casting time of 1 action, and that can target you. You cast that spell—called the contingent spell—as part of casting contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, a contingency cast with water breathing might

stipulate that water breathing comes into effect when you are engulfed in water or a similar liquid. The contingent spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends. The contingent spell takes effect only on you, even if it can normally target others. You can use only one contingency spell at a time. If you cast this spell again, the effect of another contingency spell on you ends. Also, contingency ends on you if its material component is ever not on your person.

## NOTES

---

---

---

---

---

---

---

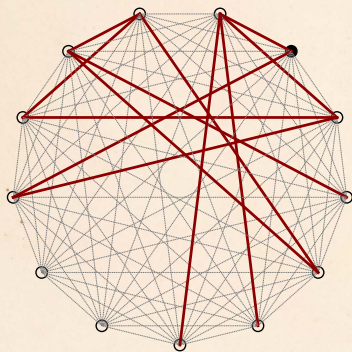
---

---

---



# CONTINUAL FLAME



Spoken Name: Hulixis

## ATTRIBUTES

## 2nd Level Evocation

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Until dispelled

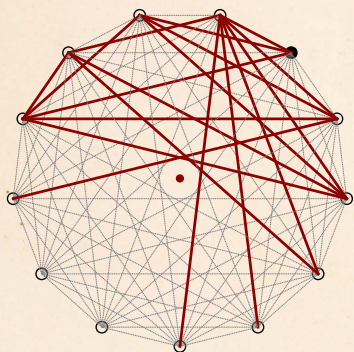
## SPELL DESCRIPTION

A flame, equivalent in brightness to a torch, springs forth from an object that you touch. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A continual flame can be covered or hidden but not smothered or quenched.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade is visible in the center, featuring columns and a pediment. The watermark is rendered in a light, yellowish-green color.

# CONTROL WATER



Spoken Name: Viedeg-Bisphinyly

## ATTRIBUTES

*4th Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 300 feet

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

**Flood.** You cause the water level of all standing water in the area to rise by as much as 20

feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

**Part Water.** You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

**Redirect Flow.** You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in





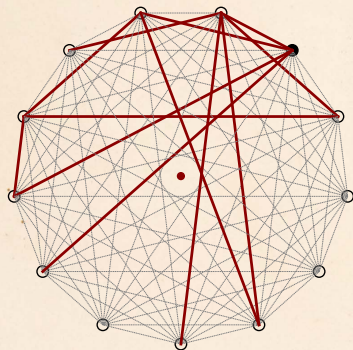
the direction you chose until the spell ends or you choose a different effect.

**Whirlpool.** This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

## NOTES

[illegible]

# CONTROL WEATHER



Spoken Name: Nieporos

## ATTRIBUTES

8th Level Transmutation  
(Concentration)

**Casting Time:** 10 Minutes

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 8 hours

## SPELL DESCRIPTION

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early. When you cast the spell, you change the current weather conditions, which are determined by the GM based on the climate and season. You can change precipitation,

temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do so, you can change the conditions again. When the spell ends, the weather gradually returns to normal. When you change the weather conditions, find a current condition on the following tables and change its stage by one, up or down. When changing the wind, you can change its direction.

## PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

## TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold



## WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

## NOTES

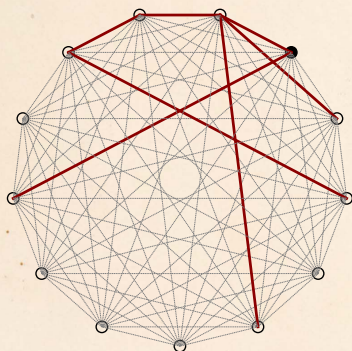
[illegible]

Blank lined paper with a faint watermark of a crest or logo on the right side.





# COUNTERSPELL



Spoken Name: Lawyn

## ATTRIBUTES

### 3rd Level Abjuration

**Casting Time:** 1 Reaction

**Range:** 60 feet

### Components: S

**Duration:** Instantaneous

## SPELL DESCRIPTION

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

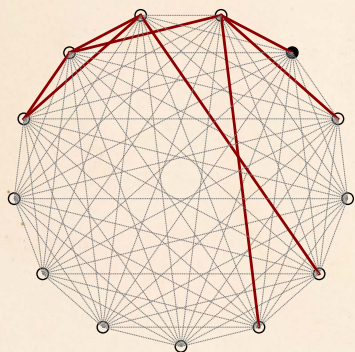
## AT HIGHER LEVELS

When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

## NOTES

[illegible]

# CREATE UNDEAD



Spoken Name: Rouspul

## ATTRIBUTES

*6th Level Necromancy*

**Casting Time:** 1 Minute

**Range:** 10 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The GM has game statistics for these creatures.) As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures,

you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

## AT HIGHER LEVELS

When you cast this spell using a 7th-level spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8th-level spell slot, you can animate or reassert control over five ghouls or two ghaunts or wights. When you cast this spell using a 9th-level spell slot, you can animate or reassert control over six ghouls, three ghaunts or wights, or two



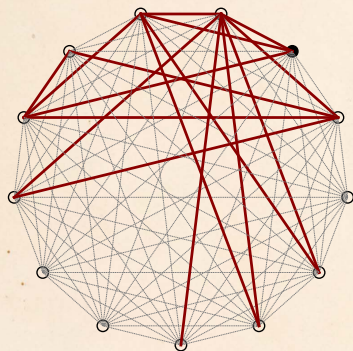
## NOTES

## NOTES

This image shows a blank, lined page from a notebook. The page is cream-colored and features horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is a faint, large, stylized watermark or logo in the background, which appears to be a shield or crest with some text inside, though it is not clearly legible. The page is otherwise empty of any writing or markings.



# CREATION



Spoken Name: Tai'-Buusinyl

## ATTRIBUTES

*5th Level Illusion*

**Casting Time:** 1 Minute

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Special

## SPELL DESCRIPTION

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before. The duration depends on the object's material. If the object is composed of multiple

materials, use the shortest duration.

Material	Duration
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

Using any material created by this spell as another spell's material component causes that spell to fail.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 6th level or higher, the cube increases by 5 feet for each slot level above 5th.

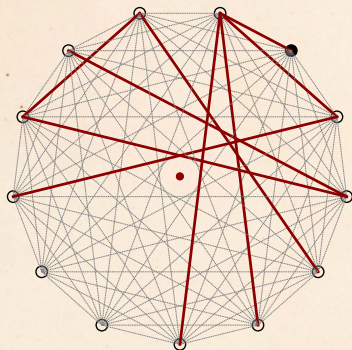
## NOTES





## CHAPTER 6: D

# DANCING LIGHTS



Spoken Name: Cumulse

## ATTRIBUTES

### 0th Level Evocation (Concentration)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size.

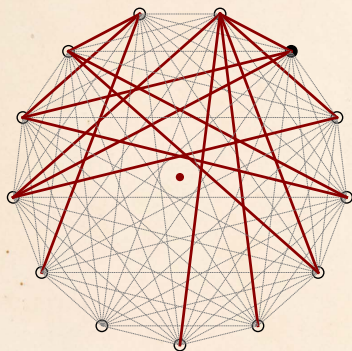
Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

## NOTES

[illegible]



# DARKNESS



Spoken Name: Hu'-Séwynly

## ATTRIBUTES

### 2nd Level Evocation (Concentration)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

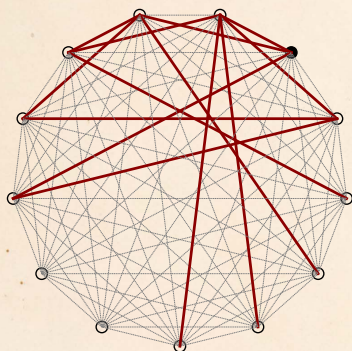
Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source

of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

## NOTES

This image shows a single page of lined notebook paper. The paper has a light cream or off-white color. It features approximately 20 horizontal blue ruling lines spaced evenly down the page. In the center-right portion of the page, there is a large, faint, yellowish-gold watermark. This watermark appears to be a heraldic crest or coat of arms, possibly featuring a shield with various symbols, though the details are too faded to discern clearly. The overall appearance is that of a clean, unused page from a vintage-style notebook.

# DARKVISION



Spoken Name: Hielixiy

## ATTRIBUTES

## 2nd Level Transmutation

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** 8 hours

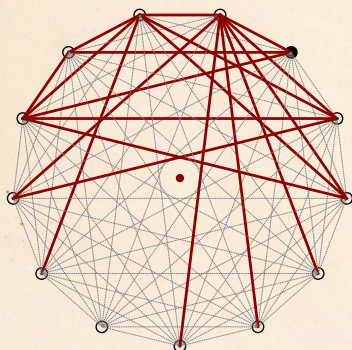
## SPELL DESCRIPTION

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf of a book. The page features faint, horizontal ruling lines. On the right side, there is a large, faint, stylized watermark of a classical building facade, possibly a library or institutional emblem. The watermark is rendered in a light, yellowish-green color and includes architectural details like columns and a pediment. The overall texture of the paper appears slightly aged or off-white.

# DELAYED BLAST FIREBALL



Spoken Name: Muire-Sonosinse

## ATTRIBUTES

*7th Level Evocation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius

sphere centered on that point must make a dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6. If the glowing bead is touched before the interval has expired, the creature touching it must make a dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

## AT HIGHER LEVELS

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

## NOTES

---

---

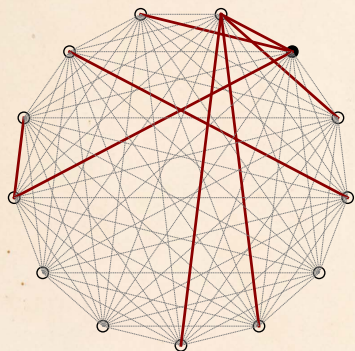
---

---





# DEMIPLANE



Spoken Name: Newyna

## ATTRIBUTES

### 8th Level Conjuratation

**Casting Time:** 1 Action

**Range:** 60 feet

**Components: S**

**Duration:** 1 hour

## SPELL DESCRIPTION

You create a shadowy door on a flat solid surface that you can see within range. The door is large enough to allow Medium creatures to pass through unhindered. When opened, the door leads to a demiplane that appears to be an empty room 30 feet in each dimension, made of wood or stone. When the spell ends, the door disappears, and any creatures or objects inside the demiplane remain trapped there, as the door also disappears from the other side.

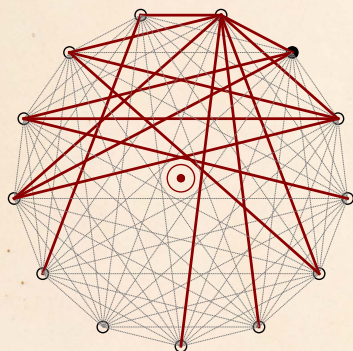
Each time you cast this spell, you can create a new demiplane, or have the shadowy door connect to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can have the shadowy door connect to its demiplane instead.

## NOTES

[illegible]

# DETECT MAGIC

## NOTES



Spoken Name: Si'-Sorporly

## ATTRIBUTES

*1st Level Divination*  
(Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

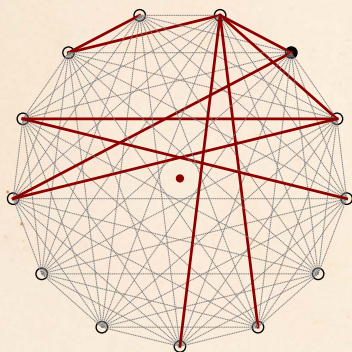
**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.



# DETECT THOUGHTS



Spoken Name: Hiporse

## ATTRIBUTES

*2nd Level Divination*  
(Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn

the surface thoughts of the creature - what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make 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). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, 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. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation. You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with



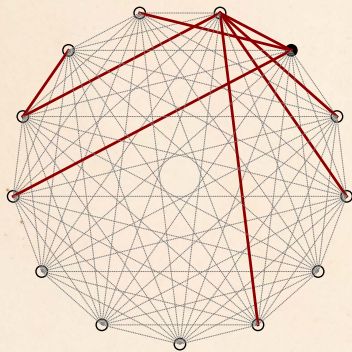


an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

## NOTES



# DIMENSION DOOR



Spoken Name: Veton-'sin

## ATTRIBUTES

### 4th Level Conjuration

**Casting Time:** 1 Action

**Range:** 500 feet

**Components:** V

**Duration:** Instantaneous

## SPELL DESCRIPTION

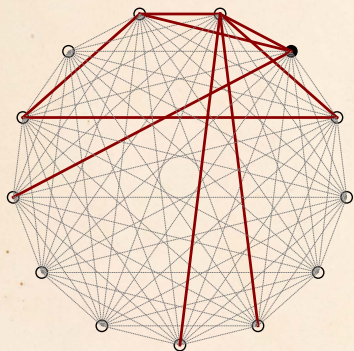
You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet." You can bring along objects as long as their weight doesn't exceed what you

can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

## NOTES

[illegible]

# DISGUISE SELF



Spoken Name: Saipora

## ATTRIBUTES

*1st Level Illusion*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

## SPELL DESCRIPTION

You make yourself—including your clothing, armor, weapons, and other belongings on your person—look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs.

Otherwise, the extent of the illusion is up to you. The changes wrought by this spell

fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

## NOTES

---

---

---

---

---

---

---

---

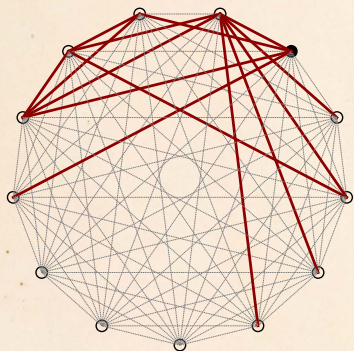
---

---





# DISINTEGRATE



Spoken Name: Rieton-Bewyn

## ATTRIBUTES

*6th Level Transmutation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force. A creature targeted by this spell must make a dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and

carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

## NOTES

---

---

---

---

---

---

---

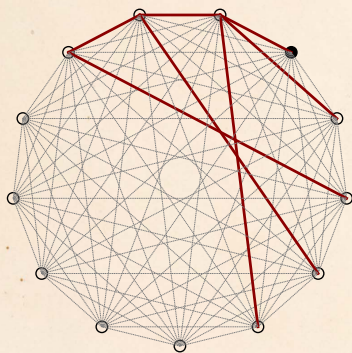
---

---

---



# DISPEL MAGIC



Spoken Name: Lamul

## ATTRIBUTES

*3rd Level Abjuration*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 4th level or higher,

you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

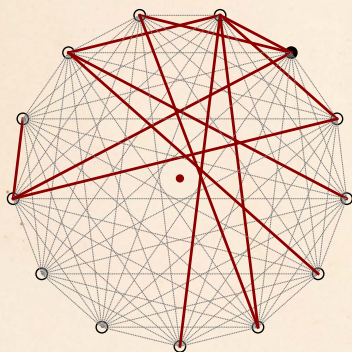
---

---

---



# DOMINATE MONSTER



Spoken Name: Nowynsi

## ATTRIBUTES

*8th Level Enchantment  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

You attempt to beguile a creature that you can see within range. It must succeed on a wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of

existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

## AT HIGHER LEVELS

When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

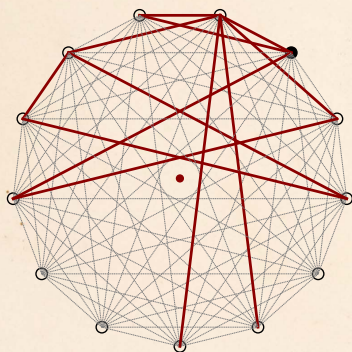




## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or logo on the right side.

# DOMINATE PERSON



Spoken Name: Towynse

## ATTRIBUTES

*5th Level Enchantment  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You attempt to beguile a humanoid that you can see within range. It must succeed on a wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of

existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

## AT HIGHER LEVELS

When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

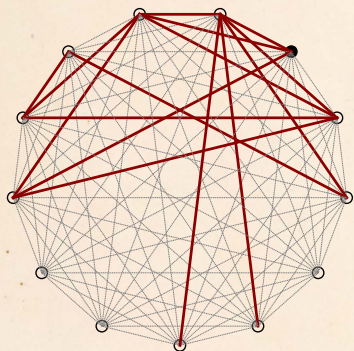


[illegible]

Blank lined paper with a faint watermark of a crest or shield in the background.



# DREAM



Spoken Name: Taichar-'intixiy

## ATTRIBUTES

---

*5th Level Illusion*

**Casting Time:** 1 Minute

**Range:** Special

**Components:** V, S, M

**Duration:** 8 hours

## SPELL DESCRIPTION

---

This spell shapes a creature's dreams. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. Creatures that don't sleep, such as elves, can't be contacted by this spell. You, or a willing creature you touch, enters a trance state, acting as a messenger. While in the trance, the messenger is aware of his or her surroundings, but can't take actions or move. If the target is asleep, the messenger appears in

the target's dreams and can converse with the target as long as it remains asleep, through the duration of the spell. The messenger can also shape the environment of the dream, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the effect of the spell early. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it, and can either end the trance (and the spell) or wait for the target to fall asleep, at which point the messenger appears in the target's dreams. You can make the messenger appear monstrous and terrifying to the target. If you do, the messenger can deliver a message of no more than ten words and then the target must make a wisdom saving throw. On a failed save, echoes of the phantasmal monstrosity spawn a nightmare that lasts the duration of the target's sleep and prevents the target from gaining any benefit from that rest. In addition, when the target wakes up, it takes 3d6 psychic damage. If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw with disadvantage.

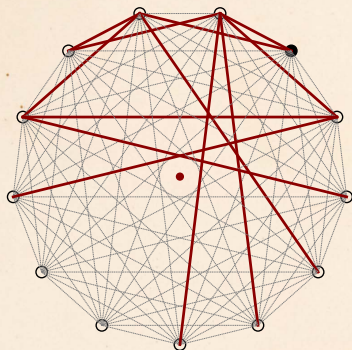


## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or shield on the right side.

# CHAPTER 7: E

## ENLARGE / REDUCE



Spoken Name: Hieusinse

### ATTRIBUTES

---

*2nd Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

### SPELL DESCRIPTION

---

You cause a creature or an object you can see within range to grow larger or smaller for the duration. Choose either a creature or an object that is neither worn nor carried. If the target is unwilling, it can make a Constitution saving throw. On a

success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. **Enlarge.** The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category—from Medium to Large, for example. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and Strength saving throws. The target's weapons also grow to match its new size. While these weapons are enlarged, the target's attacks with them deal 1d4 extra damage. **Reduce.** The target's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category—from Medium to Small, for example. Until the spell ends, the target also has disadvantage on Strength checks and Strength saving throws. The target's weapons also shrink to match its new size. While these weapons are reduced, the target's attacks with them deal



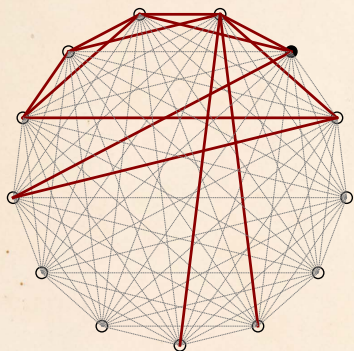


1d4 less damage (this can't reduce the damage below 1).

## NOTES

This image shows a blank, lined page from a notebook. The page is cream-colored and features horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is a faint, large watermark or ghost image of a crest or shield on the right side of the page, which is partially obscured by the ruling lines. The page is otherwise empty of any text or markings.

# ETHEREALNESS



Spoken Name: Mieporiy

## ATTRIBUTES

*7th Level Transmutation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

## SPELL DESCRIPTION

You step into the border regions of the Ethereal Plane, in the area where it overlaps with your current plane. You remain in the Border Ethereal for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet

away. While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from. When the spell ends, you immediately return to the plane you originated from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved. This spell has no effect if you cast it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.

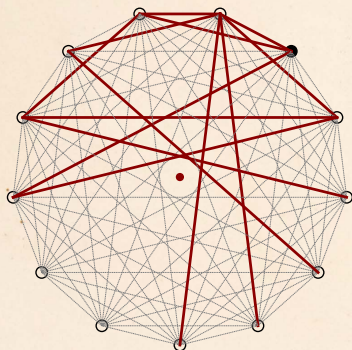


[illegible]

Blank lined paper with a faint watermark of a crest or shield in the background.



# EXPEDITIOUS RETREAT



Spoken Name: Sieporly

## ATTRIBUTES

### 1st Level Transmutation (Concentration)

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S

**Duration:** Up to 10 minutes

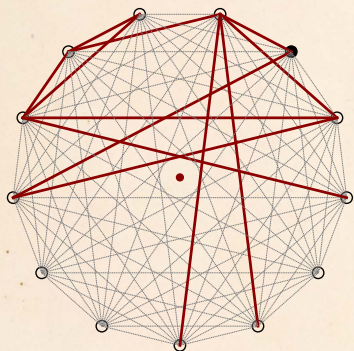
## SPELL DESCRIPTION

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade is visible in the center, featuring columns and a pediment. The watermark is rendered in a light, yellowish-green color.

# EYEBITE



Spoken Name: Rouporse

## ATTRIBUTES

6th Level Necromancy  
(Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

For the spell's duration, your eyes become an inky void imbued with dread power. One creature of your choice within 60 feet of you that you can see must succeed on a wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw

against this casting of eyebite.

**Asleep.** The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake. **Panicked.** The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends. **Sickened.** The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another wisdom saving throw. If it succeeds, the effect ends.

## NOTES

---

---

---

---

---

---

---

---

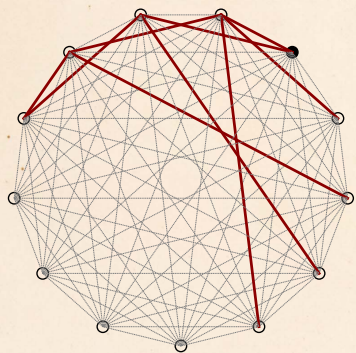
---

---



# CHAPTER 8: F

## FABRICATE



Spoken Name: Viemul

### ATTRIBUTES

*4th Level Transmutation*

**Casting Time:** 10 Minutes

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

### SPELL DESCRIPTION

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, and clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube, or eight connected

5-foot cubes), given a sufficient quantity of raw material. If you are working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a single 5-foot cube). The quality of objects made by the spell is commensurate with the quality of the raw materials. Creatures or magic items can't be created or transmuted by this spell. You also can't use it to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

### NOTES

---

---

---

---

---

---

---

---

---

---





## ATTRIBUTES

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 8 hours

## SPELL DESCRIPTION

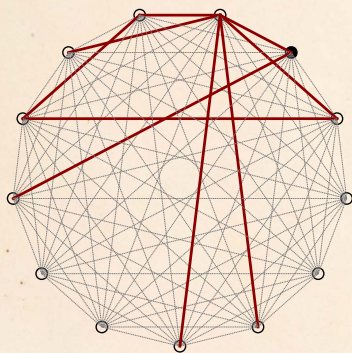
when you cast this spell, the hound starts barking loudly. The hound sees invisible creatures and can see into the Ethereal Plane. It ignores illusions. At the start of each of your turns, the hound attempts to bite one creature within 5 feet of it that is hostile to you. The hound's attack bonus is equal to your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 4d8 piercing damage.

## NOTES

[illegible]

# FALSE LIFE

## NOTES



Spoken Name: Soupora

## ATTRIBUTES

*1st Level Necromancy*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

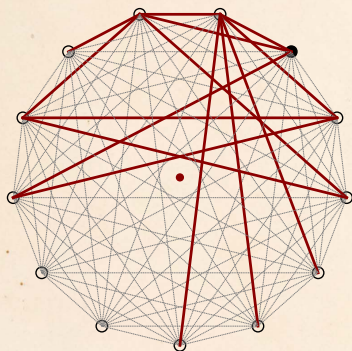
Bolstering yourself with a necromantic facsimile of life, you gain  $1d4 + 4$  temporary hit points for the duration.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.



# FEAR



Spoken Name: Lai'-Neporse

## ATTRIBUTES

### 3rd Level Illusion (Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You project a phantasmal image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a wisdom saving throw or drop whatever it is holding and become frightened for the duration. While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to

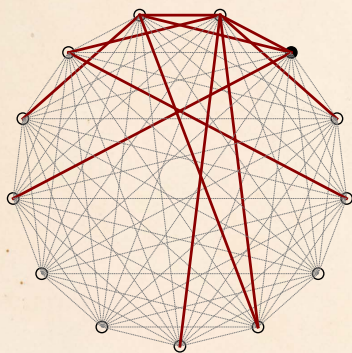
you, the creature can make a wisdom saving throw. On a successful save, the spell ends for that creature.

## NOTES

[illegible]



# FEATHER FALL



Spoken Name: Siewyne

## ATTRIBUTES

## 1st Level Transmutation

**Casting Time:** 1 Reaction

**Range:** 60 feet

**Components:** V, M

**Duration:** 1 minute

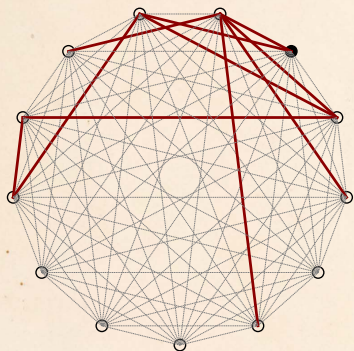
## SPELL DESCRIPTION

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If the creature lands before the spell ends, it takes no falling damage and can land on its feet, and the spell ends for that creature.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. On the right side, there is a large, faint, stylized watermark of a classical building facade, possibly a temple or a grand house, with columns and a pediment. The watermark is rendered in a light, golden-brown color.

# FEEBLEMIND



Spoken Name: Nochar-'nosin

## ATTRIBUTES

*8th Level Enchantment*

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them,

and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends. The spell can also be ended by greater restoration, heal, or wish.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

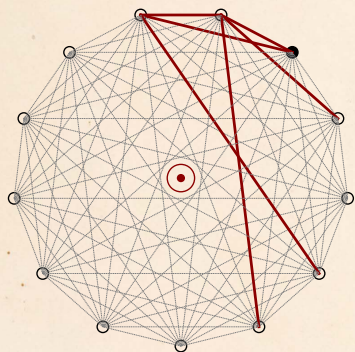
---

---

---



# FIND FAMILIAR



Spoken Name: Sespul

## ATTRIBUTES

*1st Level Conjuraction*

**Casting Time:** 1 Hour

**Range:** 10 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

You gain the service of a familiar, a spirit that takes an animal form you choose: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it always obeys your commands.

In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you cast this spell again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses. As an action, you can temporarily dismiss your familiar. It disappears into a pocket dimension where it awaits your summons. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell.



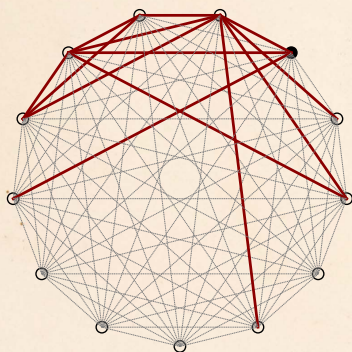


Your familiar must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your action modifier for the roll.

## NOTES

This image shows a blank, lined page from a notebook. The page is cream-colored and features horizontal ruling lines. A faint watermark is visible on the right side of the page, depicting a shield with a cross and the letters 'F' and 'S'. The page is part of a bound volume, with the binding visible on the left edge.

# FINGER OF DEATH



Spoken Name: Mourho-'wyn

## ATTRIBUTES

*7th Level Necromancy*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a constitution saving throw. It takes  $7d8 + 30$  necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following

your verbal orders to the best of its ability.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

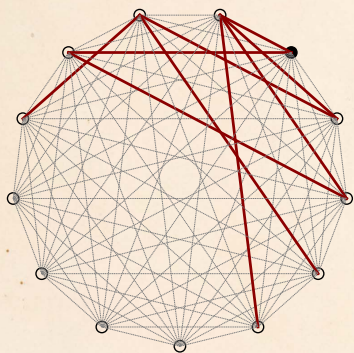
---

---



# FIRE BOLT

## NOTES



Spoken Name: Cuire-'mul

## ATTRIBUTES

*0th Level Evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

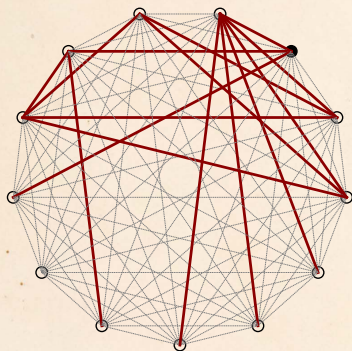
## SPELL DESCRIPTION

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).





# FIRE SHIELD



Spoken Name: Vuire-Supors

## ATTRIBUTES

### 4th Level Evocation

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** 10 minutes

## SPELL DESCRIPTION

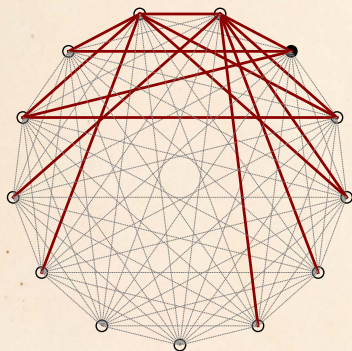
Thin and vaporous flame surround your body for the duration of the spell, radiating a bright light bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell using an action to make it disappear. The flames are around you a heat shield or cold, your choice. The heat shield gives you cold damage resistance and the cold resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with

a melee attack, flames spring from the shield. The attacker then suffers 2d8 points of fire damage or cold, depending on the model.

## NOTES

[illegible]

# FIREBALL



Spoken Name: Luire-Sonosin

## ATTRIBUTES

*3rd Level Evocation*

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

## 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.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

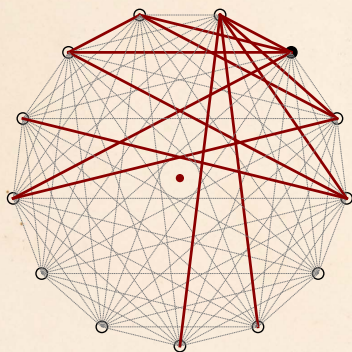
---

---

---



# FLAMING SPHERE



Spoken Name: Heire-'wynse

## ATTRIBUTES

*2nd Level Conjunction*  
(Concentration)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet. If

you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

## 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.

## NOTES

---

---

---

---

---

---

---

---

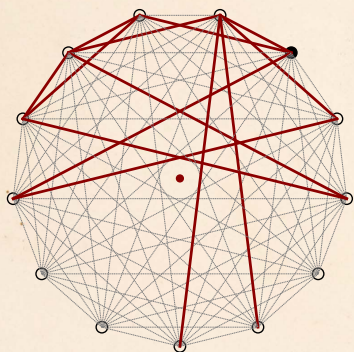
---

---





# FLESH TO STONE



Spoken Name: Riewynse

## ATTRIBUTES

*6th Level Transmutation*  
(Concentration)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature restrained by this spell must make another constitution saving throw at the end of each

of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state. If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

## NOTES

---

---

---

---

---

---

---

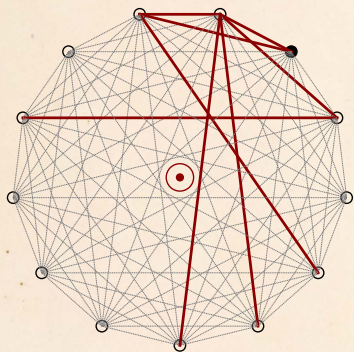
---

---

---



# FLOATING DISK



Spoken Name: Seusina

## ATTRIBUTES

### 1st Level Conjunction

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

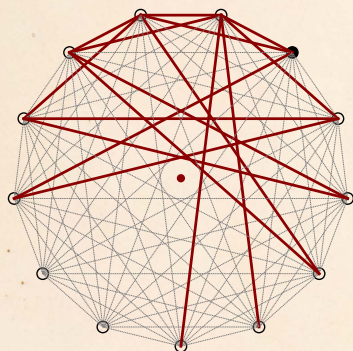
This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the

disk follows you so that it remains within 20 feet of you. It can move across uneven terrain up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, nor could it leave such a pit if it was created at the bottom. If you move more than 100 feet away from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

## NOTES

This image shows a single page from a notebook or sketchbook. The paper has a light cream or off-white color. It features horizontal blue or grey ruling lines spaced evenly down the page. On the right side, there is a large, faint, stylized illustration of a person's face, possibly a woman, looking towards the left. The drawing is done in a simple, sketchy style with soft shading. The overall appearance is that of a clean, unused page from a creative journal or sketchbook.

# FLY



Spoken Name: Lielixly

## ATTRIBUTES

*3rd Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

## 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.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

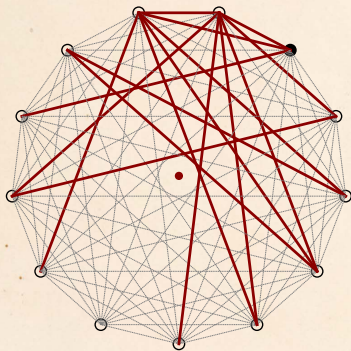
---

---





# FOG CLOUD



Spoken Name: Se'-Somulsi

## ATTRIBUTES

### 1st Level Conjuration (Concentration)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

You create a 20-foot-radius sphere of fog centered 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.

## AT HIGHER LEVELS

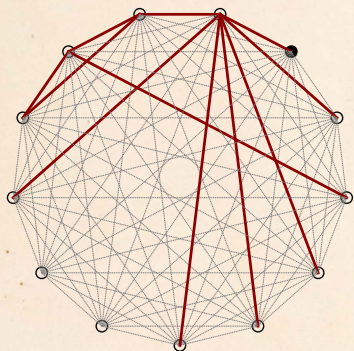
When you cast this spell using a spell slot of 2nd level or higher,

the radius of the fog increases by 20 feet for each slot level above 1st.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. In the background, there is a faint, large watermark of a classical building facade, possibly a library or museum entrance, which adds a subtle decorative element to the otherwise plain paper.

# FORCECAGE



Spoken Name: Mu'-Bospona

## ATTRIBUTES

*7th Level Evocation*

**Casting Time:** 1 Action

**Range:** 100 feet

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and

blocking any spells cast into or out from the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This spell can't be dispelled by dispel magic.

## NOTES

---

---

---

---

---

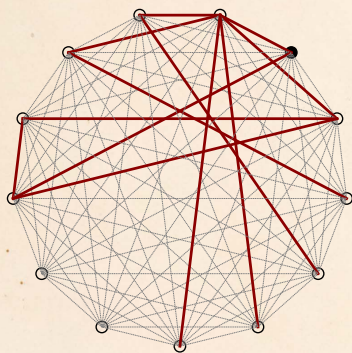
---

---

---



# FORESIGHT



Spoken Name: Xyilixiy

## ATTRIBUTES

### 9th Level Divination

**Casting Time:** 1 Minute

**Range:** Touch

**Components:** V, S, M

**Duration:** 8 hours

## SPELL DESCRIPTION

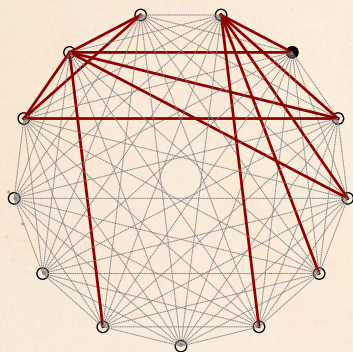
You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. This spell immediately ends if you cast it again before its duration ends.

## NOTES

[illegible]



# FREEZING SPHERE



Spoken Name: Rulod-Sisphin

## ATTRIBUTES

*6th Level Evocation*

**Casting Time:** 1 Action

**Range:** 300 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage. If the globe strikes a body of water or a liquid that is principally

water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free. You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

## 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.

## NOTES

---

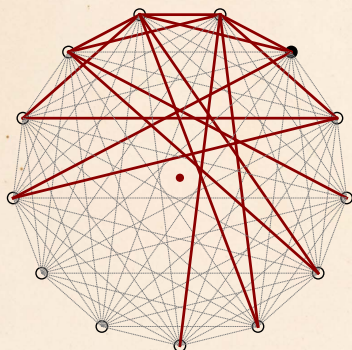
---

---



# CHAPTER 9: G

## GASEOUS FORM



Spoken Name: Lielixsi

### ATTRIBUTES

*3rd Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Up to 1 hour

### SPELL DESCRIPTION

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected. While in this form, the target's only method of movement is a flying speed of 10

feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated. While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

### NOTES

---

---

---

---

---

---

---

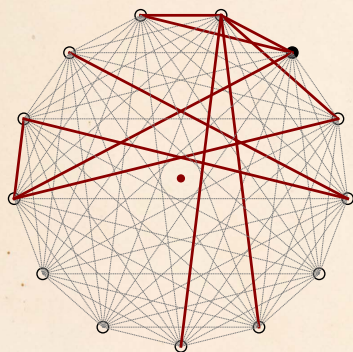
---

---

---



# GATE



Spoken Name: Xyewynse

## ATTRIBUTES

*9th Level Conjunction  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that

does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains. When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the GM deems appropriate. It might leave, attack you, or help you.

## NOTES

---

---

---

---

---

---

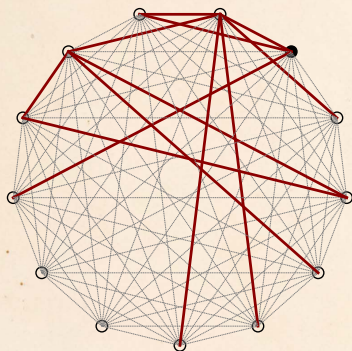
---

---





# GEAS



Spoken Name: Towynai

## ATTRIBUTES

*5th Level Enchantment*

**Casting Time:** 1 Minute

**Range:** 60 feet

**Components:** V

**Duration:** 30 days

## SPELL DESCRIPTION

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the creature can understand you, it must succeed on a wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A

creature that can't understand you is unaffected by the spell. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

## NOTES

---

---

---

---

---

---

---

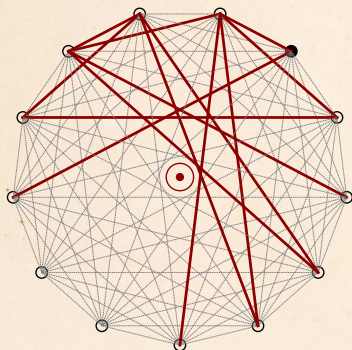
---

---

---



# GENTLE REPOSE



Spoken Name: Houlixxy

## ATTRIBUTES

## 2nd Level Necromancy

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** 10 days

## SPELL DESCRIPTION

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as *raise dead*.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf of a book. The page features faint, horizontal ruling lines. On the right side, there is a large, faint, stylized watermark of a classical building facade, possibly a library or institutional emblem. The watermark is rendered in a light, yellowish-tan color, blending into the background. The overall texture of the paper appears slightly aged and smooth.

## ATTRIBUTES

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

Similarly, the area within the barrier is excluded from the areas affected by such spells.

## AT HIGHER LEVELS

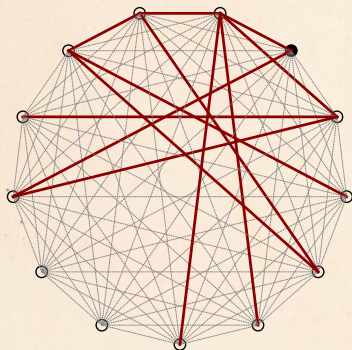
When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

## NOTES

[illegible]



# GLYPH OF WARDING



Spoken Name: Lalixis

## ATTRIBUTES

*3rd Level Abjuration*

**Casting Time:** 1 Hour

**Range:** Touch

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must

remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose \*explosive runes\* or a \*spell glyph\*.



**Explosive Runes.** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

**Spell Glyph.** You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

## AT HIGHER LEVELS

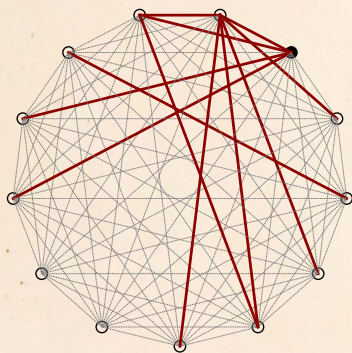
When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for

each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The paper has a slightly textured appearance. In the background, there is a faint, large watermark of a classical building facade, possibly a library or museum entrance, which adds a decorative element to the page. The watermark features columns and arches, though it is too light to be clearly legible as text.

# GREASE



Spoken Name: Se'-Bewyne

## ATTRIBUTES

### 1st Level Conjunction

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 1 minute

## SPELL DESCRIPTION

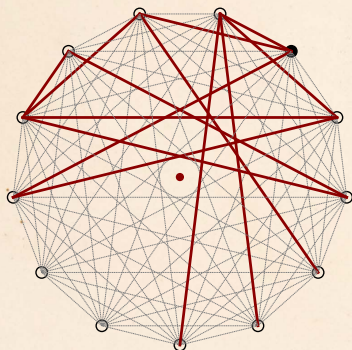
Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a dexterity saving throw or fall prone.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade, possibly a temple or a grand house, is visible in the center of the page. The watermark is rendered in a light, golden-brown color, blending subtly with the background. The overall tone is warm and aged.



# GREATER INVISIBILITY



Spoken Name: Vailixse

## ATTRIBUTES

#### 4th Level Illusion (Concentration)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 1 minute

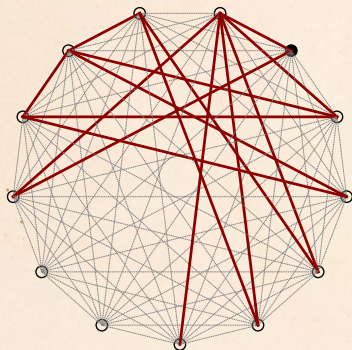
## SPELL DESCRIPTION

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade is visible in the center, featuring columns and a pediment. The watermark is rendered in a light, yellowish-green color.

# GUARDS AND WARDS



Spoken Name: Ra'-Boélixl

## ATTRIBUTES

*6th Level Abjuration*

**Casting Time:** 10 Minutes

**Range:** Touch

**Components:** V, S, M

**Duration:** 24 hours

## SPELL DESCRIPTION

You create a ward that protects up to 2,500 square feet of floor space (an area 50 feet square, or one hundred 5-foot squares or twenty-five 10-foot squares). The warded area can be up to 20 feet tall, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them, as long as you can walk into each contiguous area while you are casting the spell. When you cast this spell, you

can specify individuals that are unaffected by any or all of the effects that you choose. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects. Guards and wards creates the following effects within the warded area. **Corridors.** Fog fills all the warded corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than you will believe it is going in the opposite direction from the one it chooses. **Doors.** All doors in the warded area are magically locked, as if sealed by an arcane lock spell. In addition, you can cover up to ten doors with an illusion (equivalent to the illusory object function of the minor illusion spell) to make them appear as plain sections of wall. **Stairs.** Webs fill all stairs in the warded area from top to bottom, as the web spell. These strands regrow in 10 minutes if they are burned or torn away while guards and wards lasts. **Other Spell Effect.** You can place your choice of one of the following magical effects within the warded area of the stronghold.

- Place dancing lights in four corridors. You can designate a simple program that the lights repeat as long as guards and



wards lasts.

- Place magic mouth in two locations.
- Place stinking cloud in two locations. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while guards and wards lasts.
- Place a constant gust of wind in one corridor or room.
- Place a suggestion in one location. You select an area of up to 5 feet square, and any creature that enters or passes through the area receives the suggestion mentally. The whole warded area radiates magic. A dispel magic cast on a specific effect, if successful, removes only that effect.

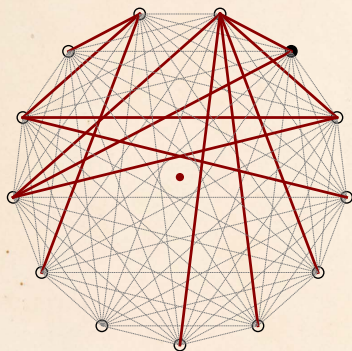
You can create a permanently guarded and warded structure by casting this spell there every day for one year.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade is visible in the center, featuring columns and a pediment. The watermark is rendered in a light, yellowish-green color.



# GUST OF WIND



Spoken Name: Hu'-Leporse

## ATTRIBUTES

### 2nd Level Evocation (Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a strength saving throw or be pushed 15 feet away from you in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes

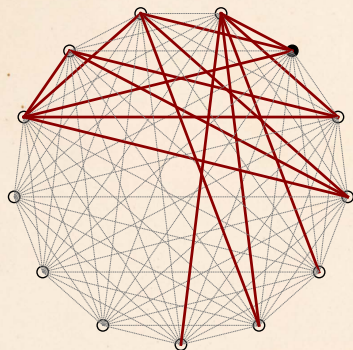
candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

## NOTES

[illegible]

# CHAPTER 10: H

## HALLUCINATORY TERRAIN



Spoken Name: Vai'-Basphinl

### ATTRIBUTES

*4th Level Illusion*

**Casting Time:** 10 Minutes

**Range:** 300 feet

**Components:** V, S, M

**Duration:** 24 hours

### SPELL DESCRIPTION

You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a

grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your spell save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

### NOTES

---

---

---

---

---

---

---

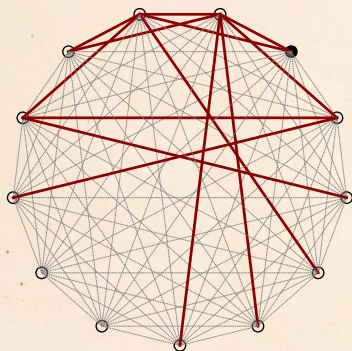
---

---

---



# HASTE



Spoken Name: Lieusinse

## ATTRIBUTES

*3rd Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next

turn, as a wave of lethargy sweeps over it.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

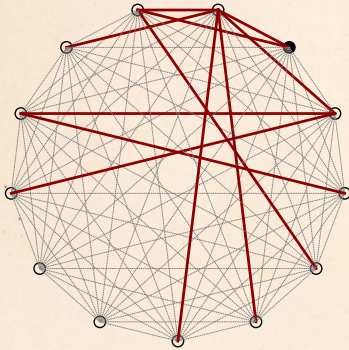
---

---





# HIDEOUS LAUGHTER



Spoken Name: Sousinse

## ATTRIBUTES

### 1st Level Enchantment (Concentration)

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

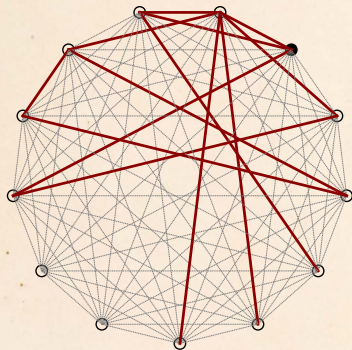
A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this spell affects it. The target must succeed on a wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another wisdom saving throw. The target had advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The paper has a slightly textured appearance. In the background, there is a large, faint watermark of a crest or shield, which appears to be a stylized representation of a coat of arms. The watermark is centered vertically and horizontally on the page. The ruling lines are evenly spaced and run across the width of the paper. There are no margins or other markings on the paper.

# HOLD MONSTER



Spoken Name: Toylarse

## ATTRIBUTES

### 5th Level Enchantment (Concentration)

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

Choose a creature you can see and reach. The target must make a saving throw of Wisdom or be paralyzed for the duration of the spell. This spell has no effect against the undead. At the end of each round, the target can make a new saving throw of Wisdom. If successful, the spell ends for the creature.

## AT HIGHER LEVELS

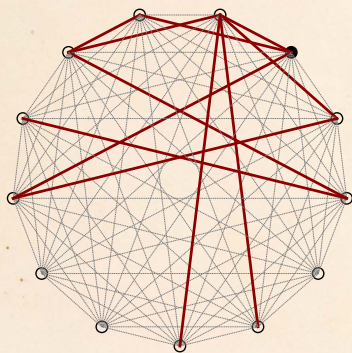
When you cast this spell using a level 6 or higher location, you

can target an additional creature for each level of location beyond the fifth. The creatures must be within 30 feet of each other when you target them.

## NOTES

This image shows a single page from a notebook or ledger. The paper is cream-colored and features horizontal ruling lines spaced evenly down its length. On the right side, there is a large, faint watermark of a heraldic crest or coat of arms, which appears to be a shield with various symbols and a crown-like element at the top. The overall appearance is that of a vintage or antique document.

# HOLD PERSON



Spoken Name: Howynse

## ATTRIBUTES

### 2nd Level Enchantment (Concentration)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

Choose a humanoid that you can see within range. The target must succeed on a wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another wisdom saving throw. On a success, the spell ends on the target.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher,

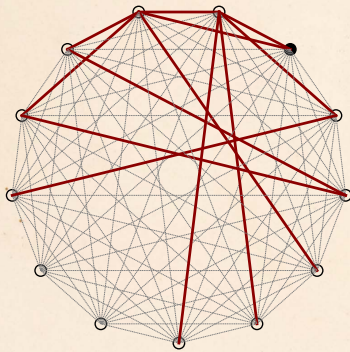
you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

## NOTES

[illegible]



# HYPNOTIC PATTERN



Spoken Name: Laimulse

## ATTRIBUTES

### 3rd Level Illusion (Concentration)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The spell ends

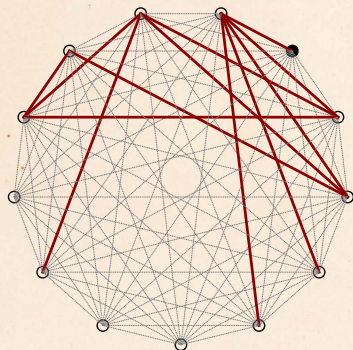
for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

## NOTES

[illegible]

# CHAPTER 11: I

## ICE STORM



Spoken Name: Vudeg-Xésphin

### ATTRIBUTES

*4th Level Evocation*

**Casting Time:** 1 Action

**Range:** 300 feet

**Components:** V, S, M

**Duration:** Instantaneous

### SPELL DESCRIPTION

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area

of effect into difficult terrain until the end of your next turn.

### AT HIGHER LEVELS

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

### NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

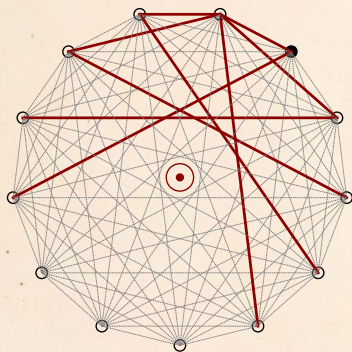
---

---

---



# IDENTIFY



Spoken Name: Silix

## ATTRIBUTES

### 1st Level Divination

**Casting Time:** 1 Minute

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbuéd object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. If you instead touch a creature throughout the casting,

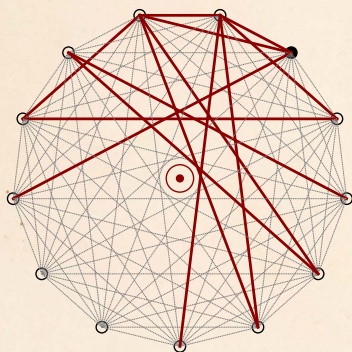
you learn what spells, if any, are currently affecting it.

## NOTES

[illegible]



# ILLUSORY SCRIPT



Spoken Name: Sailixy

## ATTRIBUTES

### 1st Level Illusion

**Casting Time:** 1 Minute

**Range:** Touch

**Components:** S, M

**Duration:** 10 days

## SPELL DESCRIPTION

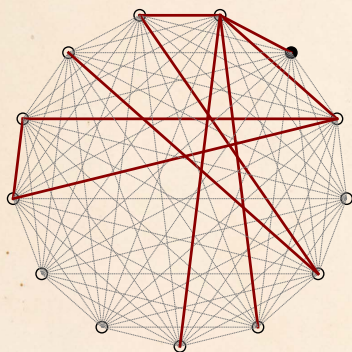
You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or

magical script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the spell be dispelled, the original script and the illusion both disappear. A creature with truesight can read the hidden message.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal blue or grey ruling lines. The paper has a slightly textured appearance. In the background, there is a large, faint watermark of the number '10' in a stylized font. The watermark is positioned towards the right side of the page and appears to be part of the paper's design or branding. The overall lighting is even, and the colors are soft and muted.

# IMPRISONMENT



Spoken Name: Xyausinis

## ATTRIBUTES

*9th Level Abjuration*

**Casting Time:** 1 Minute

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

You create a magical restraint to hold a creature that you can see within range. The target must succeed on a wisdom saving throw or be bound by the spell; if it succeeds, it is immune to this spell if you cast it again. While affected by this spell, the creature doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the target. When you cast the spell, you choose one of the following forms of imprisonment.

**Burial.** The target is entombed far beneath the earth in a sphere of magical force that is just large enough to contain the target. Nothing can pass through the sphere, nor can any creature teleport or use planar travel to get into or out of it. The special component for this version of the spell is a small mithral orb.

**Chaining.** Heavy chains, firmly rooted in the ground, hold the target in place. The target is restrained until the spell ends, and it can't move or be moved by any means until then. The special component for this version of the spell is a fine chain of precious metal.

**Hedged Prison.** The spell transports the target into a tiny demiplane that is warded against teleportation and planar travel. The demiplane can be a labyrinth, a cage, a tower, or any similar confined structure or area of your choice. The special component for this version of the spell is a miniature representation of the prison made from jade.

**Minimus Containment.** The target shrinks to a height of 1 inch and is imprisoned inside a gemstone or similar object. Light can pass through the gemstone normally (allowing the target to see out and other creatures to see in), but nothing else can pass through, even by means of teleportation or planar travel. The gemstone can't be cut or



**Slumber.** The target falls asleep and can't be awoken. The special component for this version of the spell consists of rare soporific herbs.

## NOTES

[illegible]



## ATTRIBUTES

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S

**Duration:** Up to 1 minute

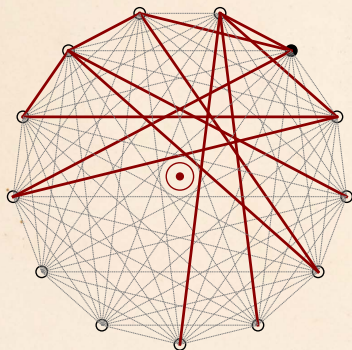
## SPELL DESCRIPTION

must make a dexterity saving throw. A creature takes 10d8 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. The cloud moves 10 feet directly away from you in a direction that you choose at the start of each of your turns.

## NOTES

[illegible]

# INSTANT SUMMONS



Spoken Name: Relixis

## ATTRIBUTES

*6th Level Conjuraction*

**Casting Time:** 1 Minute

**Range:** Touch

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

You touch an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on its surface and invisibly inscribes the name of the item on the sapphire you use as the material component. Each time you cast this spell, you must use a different sapphire. At any time thereafter, you can use your action to speak the item's name and crush the sapphire. The

item instantly appears in your hand regardless of physical or planar distances, and the spell ends. 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. Dispel magic or a similar effect successfully applied to the sapphire ends this spell's effect.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

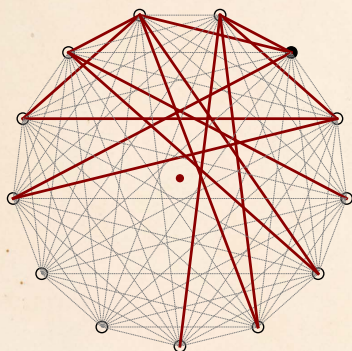
---

---



# INVISIBILITY

## NOTES



Spoken Name: Hailixsi

## ATTRIBUTES

*2nd Level Illusion (Concentration)*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

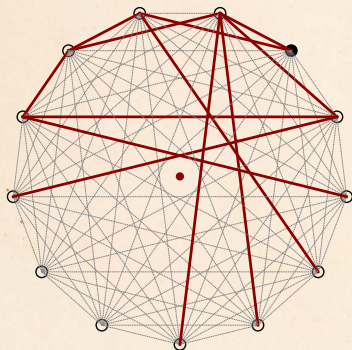
## AT HIGHER LEVELS

When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.





# IRRESISTIBLE DANCE



Spoken Name: Rousinse

## ATTRIBUTES

### 6th Level Enchantment (Concentration)

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration.

Creatures that can't be charmed are immune to this spell. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on dexterity saving throws and attack rolls. While

the target is affected by this spell, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a wisdom saving throw to regain control of itself. On a successful save, the spell ends.

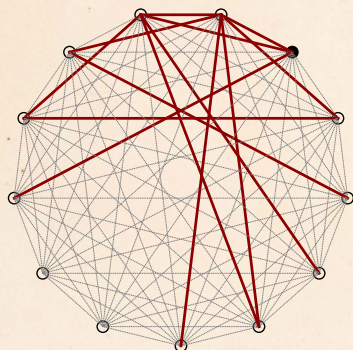
## NOTES

[illegible]



## CHAPTER 12: J

# JUMP



Spoken Name: Sielixe

## ATTRIBUTES

### 1st Level Transmutation

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 minute

## SPELL DESCRIPTION

You touch a creature. The creature's jump distance is tripled until the spell ends.

## NOTES

[illegible]





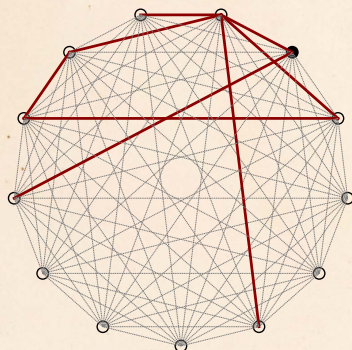






# CHAPTER 14: L

## LEGEND LORE



Spoken Name: Tipor

### ATTRIBUTES

*5th Level Divination*

**Casting Time:** 10 Minutes

**Range:** Self

**Components:** V, S, M

**Duration:** Instantaneous

### SPELL DESCRIPTION

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more

information you already have about the thing, the more precise and detailed the information you receive is. The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word \*Rudnogg\* on the lips."

### NOTES

---

---

---

---

---

---

---

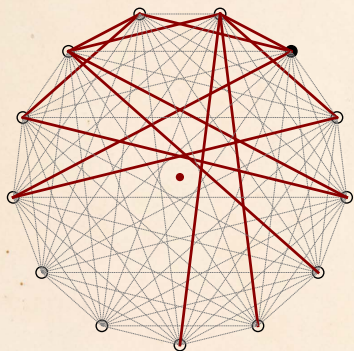
---

---

---



# LEVITATE



Spoken Name: Hiewynly

## ATTRIBUTES

### 2nd Level Transmutation (Concentration)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

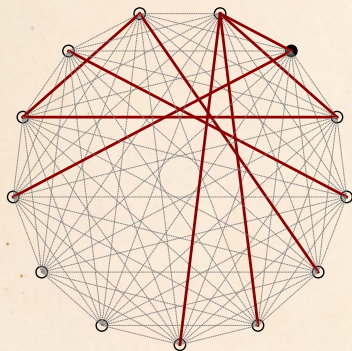
One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move

as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

## NOTES

[illegible]

# LIGHT



Spoken Name: Culixa

## ATTRIBUTES

### 0th Level Evocation

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, M

**Duration:** 1 hour

## SPELL DESCRIPTION

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like.

Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action. If you target an object held or worn by a hostile creature, that creature must

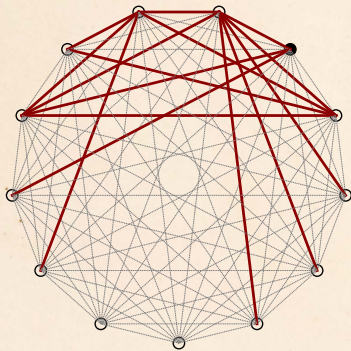
succeed on a dexterity saving throw to avoid the spell.

## NOTES

[illegible]



# LIGHTNING BOLT



Spoken Name: Lunin-Lopor

## ATTRIBUTES

### 3rd Level Evocation

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line 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. The lightning ignites flammable objects in the area that aren't being worn or carried.

## 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.

## NOTES

[illegible]

## ATTRIBUTES

**Duration:** Up to 1 hour

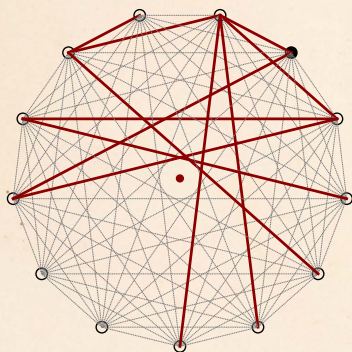
## SPELL DESCRIPTION

seen such a creature up close—within 30 feet—at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

## NOTES

[illegible]

# LOCATE OBJECT



Spoken Name: Hiporly

## ATTRIBUTES

### 2nd Level Divination (Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest

object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

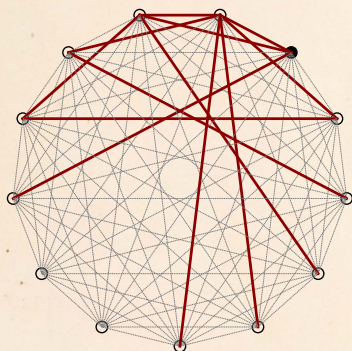
## NOTES

[illegible]



# LONGSTRIDER

## NOTES



Spoken Name: Sielixa

## ATTRIBUTES

*1st Level Transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

You touch a creature. The target's speed increases by 10 feet until the spell ends.

## 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 spell slot above 1st.

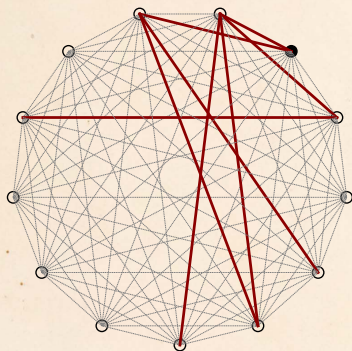








# MAGE HAND



Spoken Name: Ceusine

## ATTRIBUTES

*0th Level Conjuraction*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

## SPELL DESCRIPTION

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the

hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

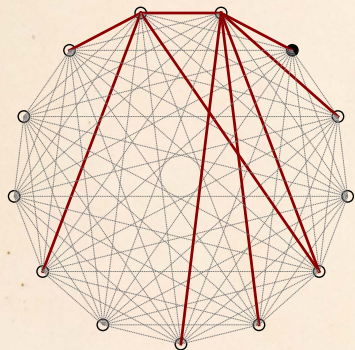
---

---

---



# MAGIC CIRCLE



Spoken Name: La'-Xespula

## ATTRIBUTES

*3rd Level Abjuration*

**Casting Time:** 1 Minute

**Range:** 10 feet

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

You create a 10-foot radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear whenever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by

nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a charisma saving throw.

- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

## NOTES

---

---

---

---

---

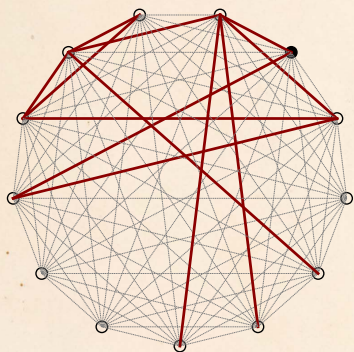
---

---

---



# MAGIC JAR



Spoken Name: Rouporis

## ATTRIBUTES

---

*6th Level Necromancy*

**Casting Time:** 1 Minute

**Range:** Self

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

---

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body. You can

attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed). The target must make a charisma saving throw. On a failure, your soul moves into the target's body, and the target's soul becomes trapped in the container. On a success, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours. Once you possess a creature's body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features. Meanwhile, the possessed creature's soul can perceive from the container using its own senses, but it can't move or take actions at all. While possessing a body, you can use your action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you must make a charisma saving throw against your own spellcasting DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die. If





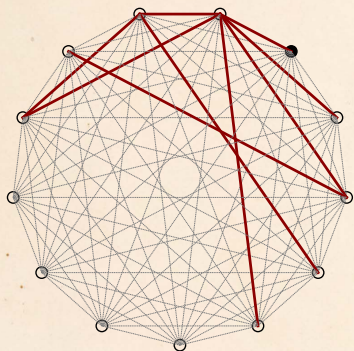
This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint watermark of a crest or seal is visible on the right side of the page. The watermark features a shield with a crown on top, and the letters 'S' and 'F' are visible within the shield. The overall tone is warm and aged.

## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There is no handwriting or other markings on the paper.



# MAGIC MISSILE

## NOTES



Spoken Name: Suton-'mul

## ATTRIBUTES

*1st Level Evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

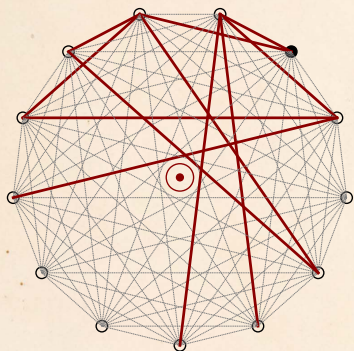
You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals  $1d4 + 1$  force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.



# MAGIC MOUTH



Spoken Name: Haiusinis

## ATTRIBUTES

*2nd Level Illusion*

**Casting Time:** 1 Minute

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

You plant a message to an object in the range of the spell. The message is verbalized when the trigger conditions are met.

Choose an object that you see, and that is not worn or carried by another creature. Then say the message, which should not exceed 25 words but listening can take up to 10 minutes.

Finally, establish the circumstances that trigger the spell to deliver your message.

When these conditions are satisfied, a magical mouth

appears on the object and it articulates the message imitating your voice, the same tone used during implantation of the message. If the selected object has a mouth or something that approaches such as the mouth of a statue, the magic mouth come alive at this point, giving the illusion that the words come from the mouth of the object. When you cast this spell, you may decide that the spell ends when the message is delivered or it can persist and repeat the message whenever circumstances occur. The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

## NOTES

---

---

---

---

---

---

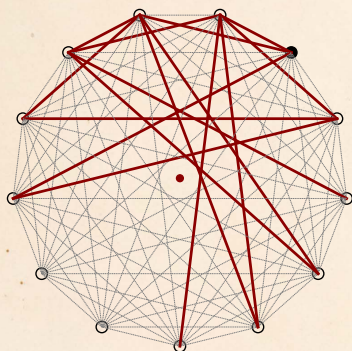
---





# MAGIC WEAPON

## NOTES



Spoken Name: Hielixsi

## ATTRIBUTES

*2nd Level Transmutation  
(Concentration)*

**Casting Time:** 1 Bonus Action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

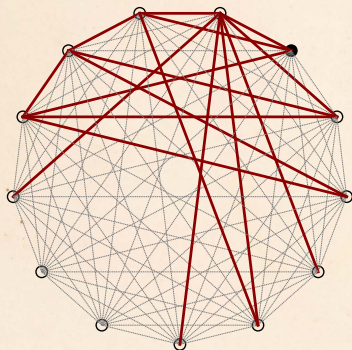
You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.



# MAGNIFICENT MANSION



Spoken Name: Me'-Busphini

## ATTRIBUTES

*7th Level Conjuraction*

**Casting Time:** 1 Minute

**Range:** 300 feet

**Components:** V, S, M

**Duration:** 24 hours

## SPELL DESCRIPTION

You conjure an extradimensional dwelling in range that lasts for the duration. You choose where its one entrance is located. The entrance shimmers faintly and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the portal remains open. You can open or close the portal if you are within 30 feet of it. While closed, the

portal is invisible. Beyond the portal is a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm. You can create any floor plan you like, but the space can't exceed 50 cubes, each cube being 10 feet on each side. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine course banquet for up to 100 people. A staff of 100 near-transparent servants attends all who enter. You decide the visual appearance of these servants and their attire. They are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the mansion but can't leave it. Furnishings and other objects created by this spell dissipate into smoke if removed from the mansion. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

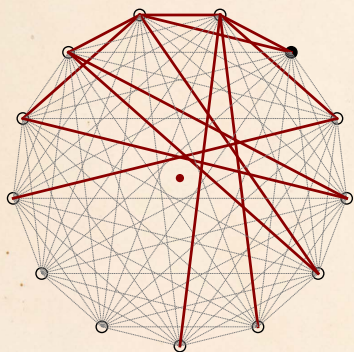


## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or logo on the right side.



# MAJOR IMAGE



Spoken Name: Laimully

## ATTRIBUTES

*3rd Level Illusion (Concentration)*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It 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 deafen a creature, 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 to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. 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 reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image 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 creature can see through the image, and its other sensory qualities become faint to the creature.

## AT HIGHER LEVELS

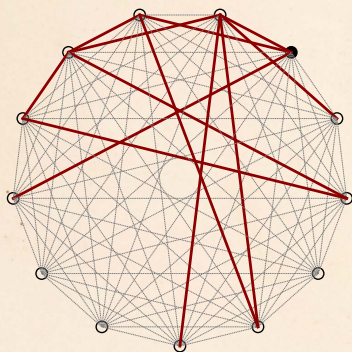
When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.



## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or shield in the background.

# MASS SUGGESTION



Spoken Name: Rowynl

## ATTRIBUTES

*6th Level Enchantment*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, M

**Duration:** 24 hours

## SPELL DESCRIPTION

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw

itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. Each target must make a wisdom saving throw. 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. 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 group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed. If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

## AT HIGHER LEVELS

When you cast this spell using a 7th-level spell slot, the duration is 10 days. When you use an 8th-level spell slot, the duration is 30 days. When you use a 9th-level spell slot, the duration is a year and a day.

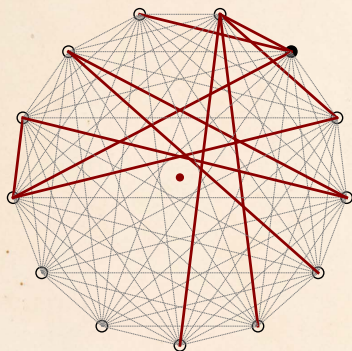




## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or logo on the right side.

## MAZE



Spoken Name: Newynly

## ATTRIBUTES

### 8th Level Conjuration (Concentration)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

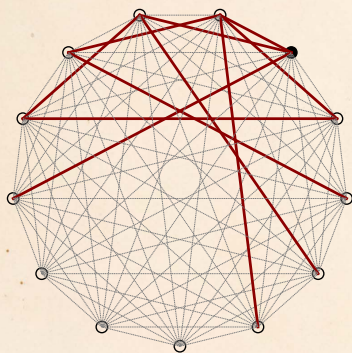
You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the spell ends (a minotaur or goristro demon automatically succeeds). When the spell ends, the target reappears in the space

it left or, if that space is occupied, in the nearest unoccupied space.

## NOTES

[illegible]

## MENDING



Spoken Name: Cielix

## ATTRIBUTES

## 0th Level Transmutation

**Casting Time:** 1 Minute

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

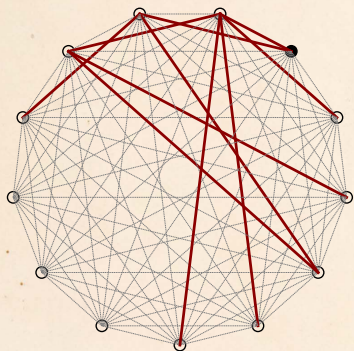
This spell repairs a single break or tear in an object you touch, such as a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no longer than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf of a book. The page features faint, horizontal ruling lines. A large, faint, stylized watermark of a classical building facade, possibly a library or institutional emblem, is visible in the center. The watermark includes architectural details like columns and a pediment. The overall appearance is that of an old, unused document page.



# MESSAGE



Spoken Name: Ciemuli

## ATTRIBUTES

## 0th Level Transmutation

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** 1 round

## SPELL DESCRIPTION

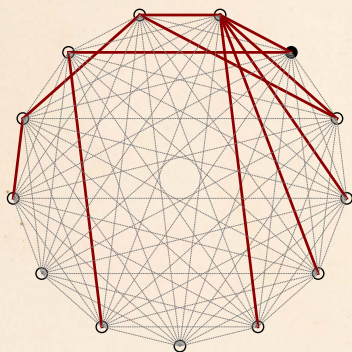
You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can

travel freely around corners or through openings.

## NOTES

[illegible]

# METEOR SWARM



Spoken Name: Xyuire-Soeyp

## ATTRIBUTES

### 9th Level Evocation

**Casting Time:** 1 Action

**Range:** 1 mile

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

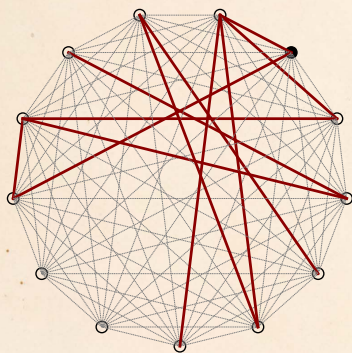
Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in

the area of more than one fiery burst is affected only once. The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

## NOTES

[illegible]

# MIND BLANK



Spoken Name: Nalixl

## ATTRIBUTES

### 8th Level Abjuration

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** 24 hours

## SPELL DESCRIPTION

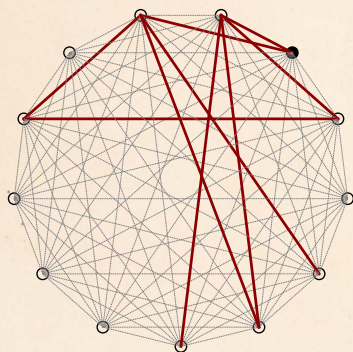
Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade is visible in the center, featuring columns and a pediment. The watermark is rendered in a light, yellowish-green color.



# MINOR ILLUSION



Spoken Name: Caiusine

## ATTRIBUTES

*0th Level Illusion*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S, M

**Duration:** 1 minute

## SPELL DESCRIPTION

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you

can make discrete sounds at different times before the spell ends. If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature 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 illusion becomes faint to the creature.

## NOTES

---

---

---

---

---

---

---

---

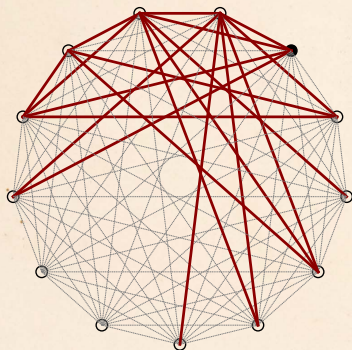
---

---



# MIRAGE

## ARCANES



Spoken Name: Mai'-Baetory

### ATTRIBUTES

*7th Level Illusion*

**Casting Time:** 10 Minutes

**Range:** Sight

**Components:** V, S

**Duration:** 10 days

### SPELL DESCRIPTION

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. The terrain's general shape remains the same, however. Open fields or a road could be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like

a wide and smooth road. Similarly, you can alter the appearance of structures, or add them where none are present. The spell doesn't disguise, conceal, or add creatures. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately. Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion.

### NOTES

---

---

---

---

---

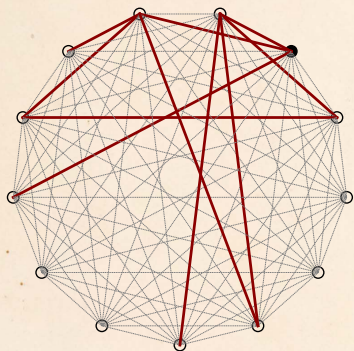
---

---

---



# MIRROR IMAGE



Spoken Name: Haipore

## ATTRIBUTES

*2nd Level Illusion*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

## SPELL DESCRIPTION

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you

must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

## NOTES

---

---

---

---

---

---

---

---

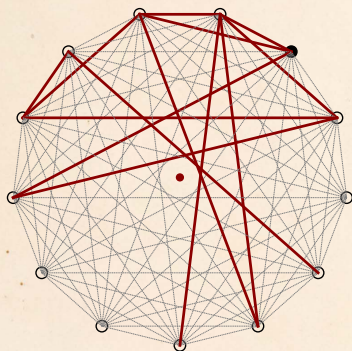
---

---





# MISLEAD



Spoken Name: Taiporsi

## ATTRIBUTES

### 5th Level Illusion (Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components: S**

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. You can see through its eyes and hear through its ears as if you were located where it is. On each of your turns as a bonus action,

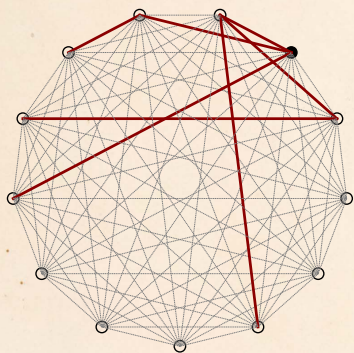
you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

## NOTES

[illegible]

# MISTY STEP

## NOTES



Spoken Name: Hepor

## ATTRIBUTES

*2nd Level Conjuration*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V

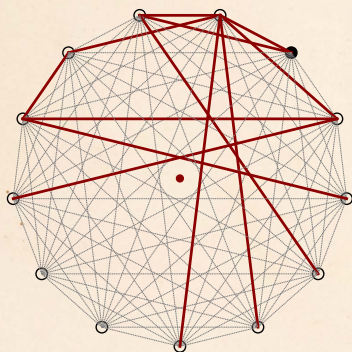
**Duration:** Instantaneous

## SPELL DESCRIPTION

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.



# MODIFY MEMORY



Spoken Name: Tousinse

## ATTRIBUTES

*5th Level Enchantment*  
*(Concentration)*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You attempt to reshape another creature's memories. One creature that you can see must make a wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it

takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event. You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature





in a significant manner. A remove curse or greater restoration spell cast on the target restores the creature's true memory.

## AT HIGHER LEVELS

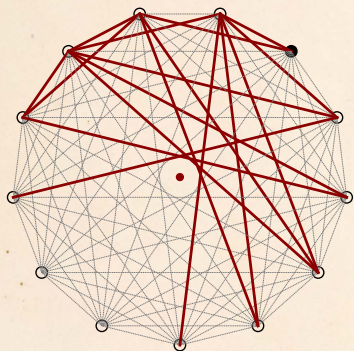
If you cast this spell using a spell slot of 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

## NOTES

Blank lined paper with a faint watermark of a crest or logo on the right side.



# MOVE EARTH



Spoken Name: Rie'-Némulay

## ATTRIBUTES

*6th Level Transmutation*  
(Concentration)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 2 hours

## SPELL DESCRIPTION

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or

lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse. Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

## NOTES

---

---

---

---

---

---

---

---





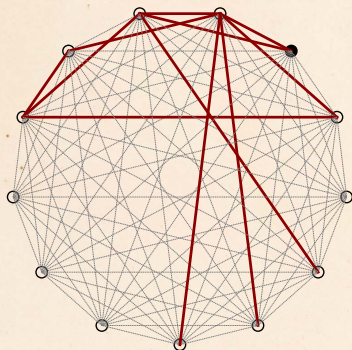






## CHAPTER 17: P

# PASSWALL



Spoken Name: Tieusina

## ATTRIBUTES

## 5th Level Transmutation

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it. When

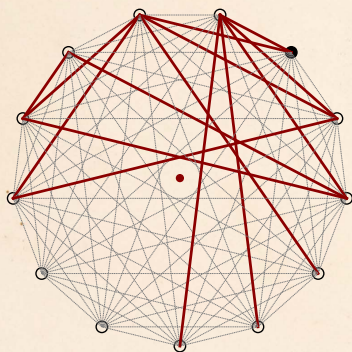
the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. In the center-right area, there is a large, faint watermark of a crest or shield. The crest features a crown at the top, a central emblem, and decorative flourishes below. The overall appearance is that of a clean, unused page from a notebook or ledger.



# PHANTASMAL KILLER



Spoken Name: Vaichar-'mulse

## ATTRIBUTES

#### 4th Level Illusion (Concentration)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the start of each of the target's turns before the spell ends, the target must succeed on a wisdom saving throw or take

4d10 psychic damage. On a successful save, the spell ends.

## 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.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal blue ruling lines. A large, faint watermark of a shield-shaped crest is visible in the background, featuring a crown at the top and various heraldic symbols within the shield. The paper appears to be from a notebook or a set of stationery.

## ATTRIBUTES

**Casting Time:** 1 Minute

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

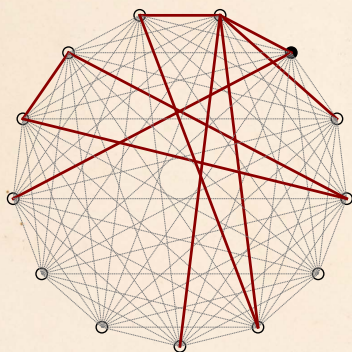
## SPELL DESCRIPTION

statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage.

## NOTES

[illegible]

# PLANAR BINDING



Spoken Name: Tawynl

## ATTRIBUTES

---

*5th Level Abjuration*

**Casting Time:** 1 Hour

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 24 hours

## SPELL DESCRIPTION

---

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted magic circle in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a charisma saving throw. On a failed save, it

is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

## AT HIGHER LEVELS

---

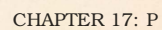
When you cast this spell using a spell slot of a higher level, the duration increases to 10 days with a 6th-level slot, to 30 days with a 7th-level slot, to 180 days with an 8th-level slot, and to a year and a day with a 9th-level spell slot.



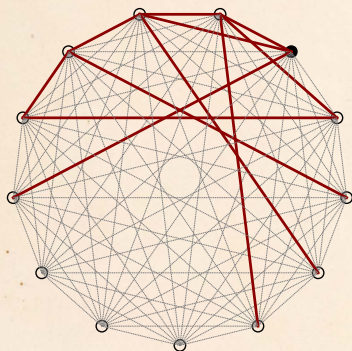


## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or shield in the background.



# PLANE SHIFT



Spoken Name: Melix

## ATTRIBUTES

*7th Level Conjuraction*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispaten on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or

looking at the city from across the Sea of Fire, at the GM's discretion. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this spell to banish an unwilling creature to another plane.

Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

## NOTES

---

---

---

---

---

---

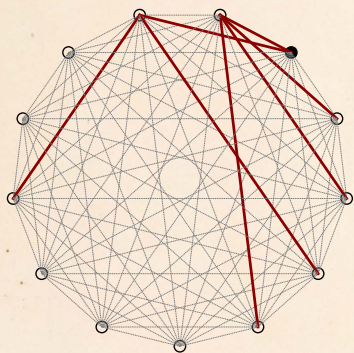
---

---



# POISON SPRAY

## NOTES



Spoken Name: Cenis-'spul

## ATTRIBUTES

*0th Level Conjunction*

**Casting Time:** 1 Action

**Range:** 10 feet

**Components:** V, S

**Duration:** Instantaneous

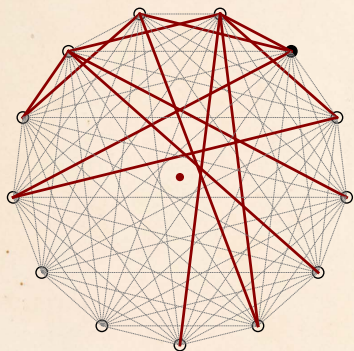
## SPELL DESCRIPTION

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a constitution saving throw or take 1d12 poison damage. This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).





# POLYMORPH



Spoken Name: Viewynsi

## ATTRIBUTES

*4th Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

This spell transforms a creature that you can see within range into a new form. An unwilling creature must make a wisdom saving throw to avoid the effect. A shapechanger automatically succeeds on this saving throw. The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be any beast whose challenge rating is equal to or less than the target's (or the target's level, if it doesn't

have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast. It retains its alignment and personality. The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.

## NOTES

---

---

---

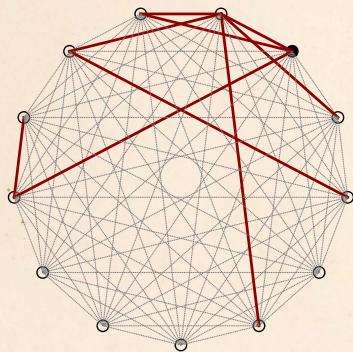
---

---

---



## NOTES



Spoken Name: Xyowyn

## ATTRIBUTES

### 9th Level Enchantment

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

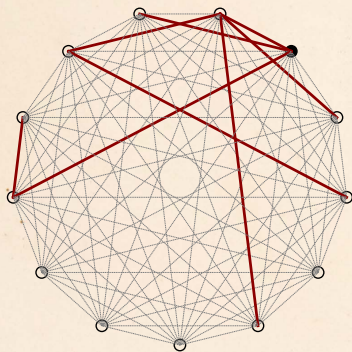
## SPELL DESCRIPTION

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.



# POWER WORD

## STUN



Spoken Name: Nowyn

## ATTRIBUTES

### 8th Level Enchantment

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

## SPELL DESCRIPTION

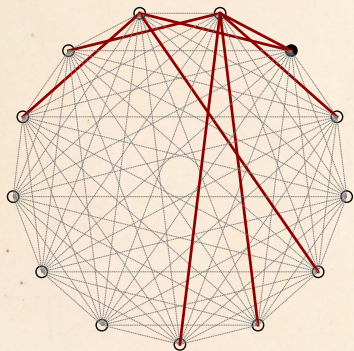
You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect. The stunned target must make a constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. On the right side, there is a large, faint, stylized watermark of a classical building facade, possibly a temple or a grand house, with columns and a pediment. The watermark is rendered in a light, golden-brown color, blending into the background of the page.



# PRESTIDIGITATION



Spoken Name: Ciespula

## ATTRIBUTES

### 0th Level Transmutation

**Casting Time:** 1 Action

**Range:** 10 feet

**Components:** V, S

**Duration:** 1 hour

## SPELL DESCRIPTION

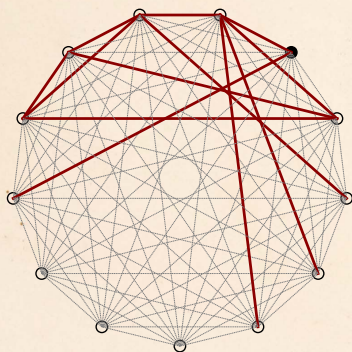
This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within 'range': You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. You instantaneously light or snuff out a candle, a torch, or a small campfire. You instantaneously clean or soil an object no larger than 1 cubic foot. You chill, warm, or flavor

up to 1 cubic foot of nonliving material for 1 hour. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The paper has a slightly textured appearance. In the background, there is a large, faint watermark of a bird, possibly a crane or heron, standing and facing left. The watermark is light yellow or beige, blending into the paper's color. The ruling lines are thin and dark, spaced evenly across the page. There is no handwriting or other markings on the paper.

# PRISMATIC SPRAY



Spoken Name: Mu'-Nopor

## ATTRIBUTES

*7th Level Evocation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

Eight multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

**1. Red.** The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.

**2. Orange.** The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.

**3. Yellow.** The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.

**4. Green.** The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.

**5. Blue.** The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

**6. Indigo.** On a failed save, the target is restrained. It must then make a constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

**7. Violet.** On a failed save, the target is blinded. It must then make a wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home,



while other creatures are usually cast into the Astral or Ethereal planes.)

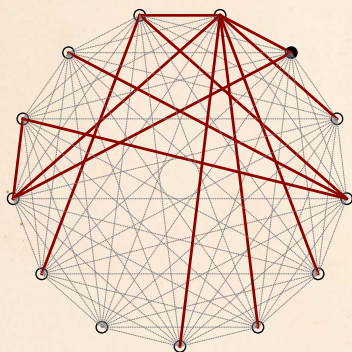
**8. Special.** The target is struck by two rays. Roll twice more, rerolling any 8.

## NOTES





# PRISMATIC WALL



Spoken Name: Xya'-Léwyns

## ATTRIBUTES

*9th Level Abjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** 10 minutes

## SPELL DESCRIPTION

A shimmering, multicolored plane of light forms a vertical opaque wall—up to 90 feet long, 30 feet high, and 1 inch thick—centered on a point you can see within range.

Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space

occupied by a creature, the spell fails, and your action and the spell slot are wasted. The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a constitution saving throw or become blinded for 1 minute.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a dexterity saving throw or be affected by that layer's properties as described below. The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. A rod of cancellation destroys a prismatic wall, but an antimagic field has no effect on it.

**1. Red.** The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass



through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.

**2. Orange.** The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.

**3. Yellow.** The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.

**4. Green.** The creature takes 10d6 poison damage on a failed save, or half as much damage on a successful one. A passwall spell, or another spell of equal or greater level that can open a portal on a solid surface, destroys this layer.

**5. Blue.** The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.

**6. Indigo.** On a failed save, the creature is restrained. It must then make a constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and

failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a daylight spell or a similar spell of equal or higher level.

**7. Violet.** On a failed save, the creature is blinded. It must then make a wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) This layer is destroyed by a dispel magic spell or a similar spell of equal or higher level that can end spells and magical effects.

## NOTES

---

---

---

---

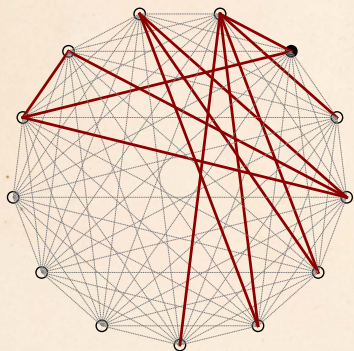
---

---

---



# PRIVATE SANCTUM



Spoken Name: Va'-Bimull

## ATTRIBUTES

*4th Level Abjuration*

**Casting Time:** 10 Minutes

**Range:** 120 feet

**Components:** V, S, M

**Duration:** 24 hours

## SPELL DESCRIPTION

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it. When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for a year makes this effect permanent.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 5th level or higher, you can increase the size of the cube by 100 feet for each slot level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by using a spell slot of 5th level.

## NOTES

---

---

---

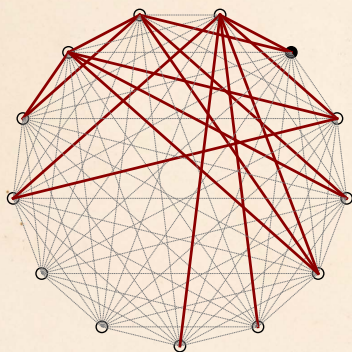
---

---





# PROGRAMMED ILLUSION



Spoken Name: Rai'-Bormulis

## ATTRIBUTES

*6th Level Illusion*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes. When the condition

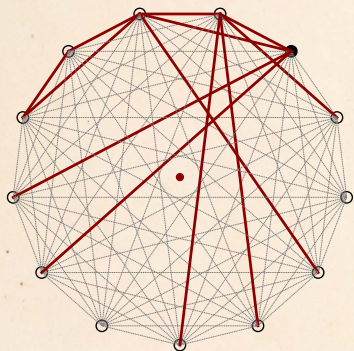
you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes. After this time, the illusion can be activated again. The triggering condition can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the area. For example, you could create an illusion of yourself to appear and warn off others who attempt to open a trapped door, or you could set the illusion to trigger only when a creature says the correct word or phrase. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image 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 creature can see through the image, and any noise it makes sounds hollow to the creature.



## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or logo on the right side.

# PROJECT IMAGE



Spoken Name: Maiqulyi

## ATTRIBUTES

*7th Level Illusion (Concentration)*

**Casting Time:** 1 Action

**Range:** 500 miles

**Components:** V, S, M

**Duration:** Up to 24 hours

## SPELL DESCRIPTION

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends. You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your

mannerisms perfectly. You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image 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 creature can see through the image, and any noise it makes sounds hollow to the creature.

## NOTES

---

---

---

---

---

---

---

---





## NOTES



## ATTRIBUTES

**Casting Time:** 1 Action

**Components:** V, S

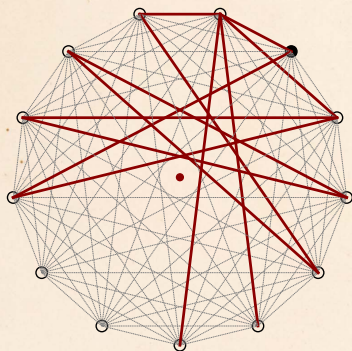
**Duration:** Up to 1 hour

## SPELL DESCRIPTION

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.



# PROTECTION FROM EVIL AND GOOD



Spoken Name: Salixly

## ATTRIBUTES

### 1st Level Abjuration (Concentration)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed,

frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

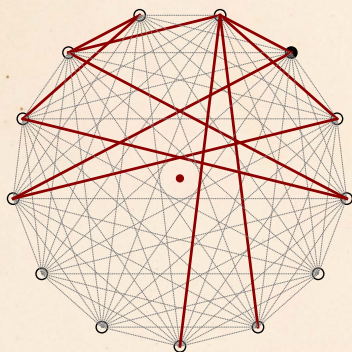
## NOTES

[illegible]





# RAY OF ENFEEBLEMENT



## ATTRIBUTES

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

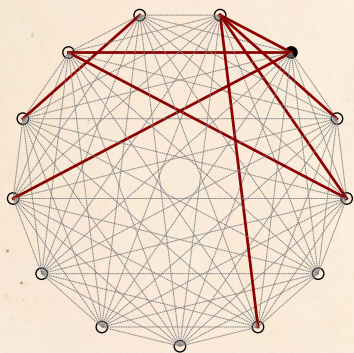
the end of each of the target's turns, it can make a constitution saving throw against the spell. On a success, the spell ends.

## NOTES

[illegible]

# RAY OF FROST

## NOTES



Spoken Name: Culod-'wyn

## ATTRIBUTES

*0th Level Evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

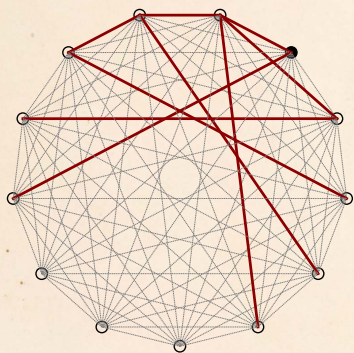
## SPELL DESCRIPTION

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn. The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).



# REMOVE CURSE

## NOTES



Spoken Name: Lalix

## ATTRIBUTES

*3rd Level Abjuration*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

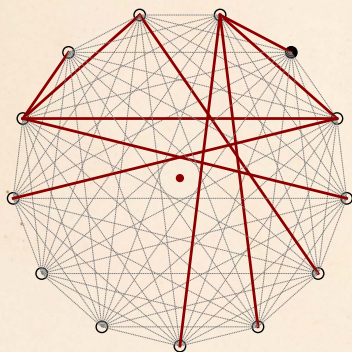
## SPELL DESCRIPTION

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.





# RESILIENT SPHERE



Spoken Name: Vuusinse

## ATTRIBUTES

*4th Level Evocation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

A sphere of shimmering force encloses a creature or object of Large size or smaller within range. An unwilling creature must make a dexterity saving throw. On a failed save, the creature is enclosed for the duration. Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can

breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures. A disintegrate spell targeting the globe destroys it without harming anything inside it.

## NOTES

---

---

---

---

---

---

---

---

---

---



## ATTRIBUTES

**Duration:** Up to 1 minute

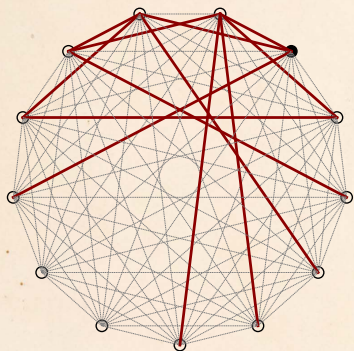
## SPELL DESCRIPTION

solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

## NOTES

[illegible]

# ROPE TRICK



Spoken Name: Hielixa

## ATTRIBUTES

## 2nd Level Transmutation

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

You touch a length of rope that is up to 60 feet long. One end of the rope then rises into the air until the whole rope hangs perpendicular to the ground. At the upper end of the rope, an invisible entrance opens to an extradimensional space that lasts until the spell ends. The extradimensional space can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making

the rope disappear from view outside the space. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope. Anything inside the extradimensional space drops out when the spell ends.

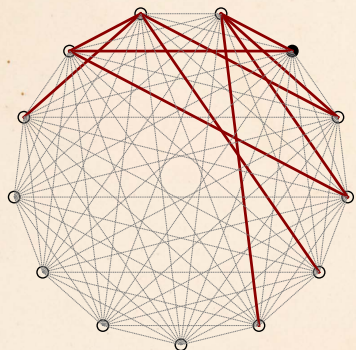
## NOTES

[illegible]



# CHAPTER 19: S

## SCORCHING RAY



Spoken Name: Huire-'mul

### ATTRIBUTES

*2nd Level Evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

### SPELL DESCRIPTION

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

### 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.

### NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

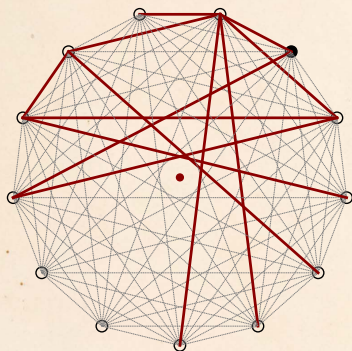
---

---

---



# SCRYING



Spoken Name: Tiporly

## ATTRIBUTES

*5th Level Divination  
(Concentration)*

**Casting Time:** 10 Minutes

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

On a successful save, the target isn't affected, and you

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	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, or the like	-10

can't use this spell against it again for 24 hours. On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

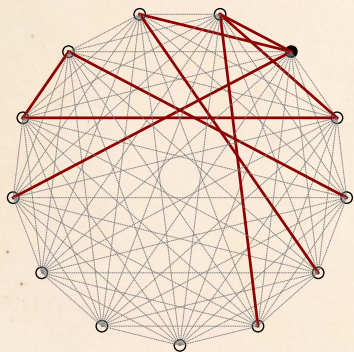


## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or shield in the background.



# SECRET CHEST



Spoken Name: Velix

## ATTRIBUTES

### 4th Level Conjunction

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

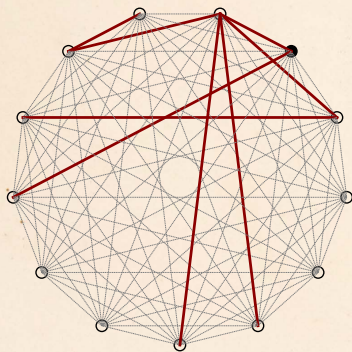
You hide a chest, and all its contents, on the Ethereal Plane. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Ethereal Plane, you can use an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the

Ethereal Plane by using an action and touching both the chest and the replica. After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again, if the smaller replica chest is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger chest is on the Ethereal Plane, it is irretrievably lost.

## NOTES

[illegible]

# SEE INVISIBILITY



Spoken Name: Hipora

## ATTRIBUTES

## 2nd Level Divination

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** 1 hour

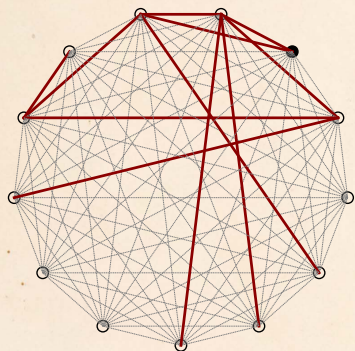
## SPELL DESCRIPTION

For the duration of the spell, you see invisible creatures and objects as if they were visible, and you can see through Ethereal. The ethereal objects and creatures appear ghostly translucent.

## NOTES

This is a blank, cream-colored page, likely an endpaper or flyleaf of a book. The page features faint, horizontal lines and a large, faint, stylized watermark of a person's head and shoulders in the center. The watermark is rendered in a light, yellowish-brown color, matching the page's background. The overall appearance is that of a vintage or antique document.

# SEEMING



Spoken Name: Taiusiniy

## ATTRIBUTES

*5th Level Illusion*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 8 hours

## SPELL DESCRIPTION

This spell allows you to change the appearance of any number of creatures that you can see within range. You give each target you choose a new, illusory appearance. An unwilling target can make a charisma saving throw, and if it succeeds, it is unaffected by this spell. The spell disguises physical appearance as well as clothing, armor, weapons, and equipment. You can make each creature seem 1 foot shorter or taller and appear thin, fat, or in between.

You can't change a target's body type, so you must choose a form that has the same basic arrangement of limbs.

Otherwise, the extent of the illusion is up to you. The spell lasts for the duration, unless you use your action to dismiss it sooner. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel the creature's head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. A creature can use its action to inspect a target and make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

## NOTES

---

---

---

---

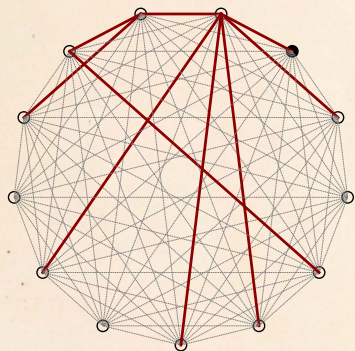
---

---





# SENDING



Spoken Name: Luashi

## ATTRIBUTES

### 3rd Level Evocation

**Casting Time:** 1 Action

**Range:** Unlimited

**Components:** V, S, M

**Duration:** 1 round

## SPELL DESCRIPTION

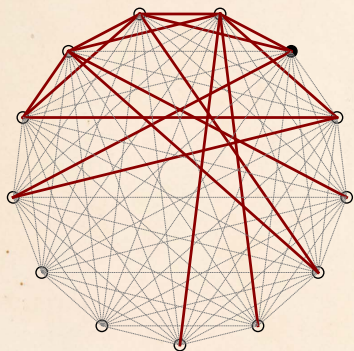
You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables creatures with Intelligence scores of at least 1 to understand the meaning of your message. 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.

## NOTES

[illegible]

# SEQUESTER



Spoken Name: Mielixis

## ATTRIBUTES

## 7th Level Transmutation

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

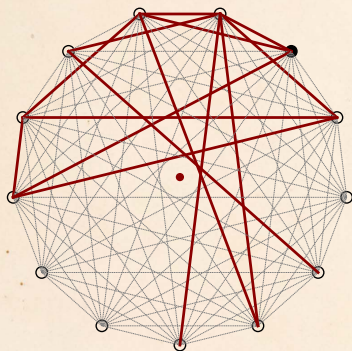
By means of this spell, a willing creature or an object can be hidden away, safe from detection for the duration. When you cast the spell and touch the target, it becomes invisible and can't be targeted by divination spells or perceived through scrying sensors created by divination spells. If the target is a creature, it falls into a state of suspended animation. Time ceases to flow for it, and it doesn't grow older. You can set a condition for the spell to end early. The condition

can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

## NOTES

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. In the center-right area, there is a large, faint watermark of a crest or shield. The crest features a crown at the top, a central shield with internal details, and decorative flourishes extending from the sides. The overall appearance is that of a clean, unused page from a notebook or ledger.

# SHAPECHANGE



Spoken Name: Xyieporisi

## ATTRIBUTES

*9th Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

You assume the form of a different creature for the duration. The new form can be of any creature with a challenge rating equal to your level or lower. The creature can't be a construct or an undead, and you must have seen the sort of creature at least once. You transform into an average example of that creature, one without any class levels or the Spellcasting trait. Your game statistics are replaced by the

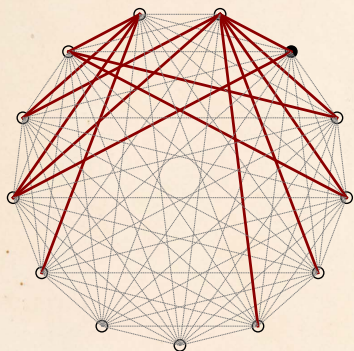
statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form. 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 aren't knocked unconscious. You retain the benefit of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You can't use any special senses you have (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







# SHATTER



Spoken Name: Huder-Sewyn

## ATTRIBUTES

## 2nd Level Evocation

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A non-magical item that

is not worn or carried also suffers damage if it is in the area of the spell.

## AT HIGHER LEVELS

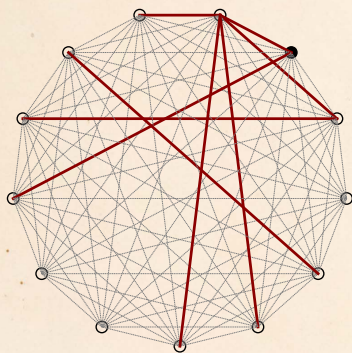
When you cast this spell using a 3 or higher level spell slot, the damage of the spell increases by 1d8 for each level of higher spell slot 2.

## NOTES

[illegible]

# SHIELD

## NOTES



Spoken Name: Saporì

## ATTRIBUTES

*1st Level Abjuration*

**Casting Time:** 1 Reaction

**Range:** Self

**Components:** V, S

**Duration:** 1 round

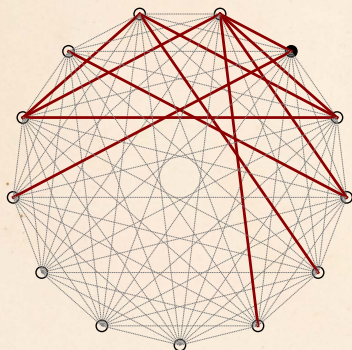
## SPELL DESCRIPTION

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from magic missile.





# SHOCKING GRASP



Spoken Name: Cunin-'lix

## ATTRIBUTES

### 0th Level Evocation

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

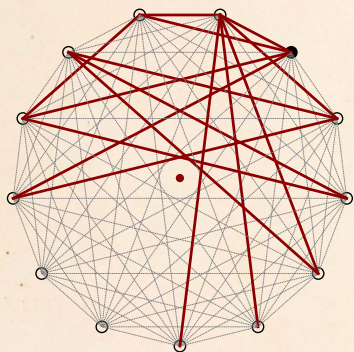
Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn. The spell's damage increases by 1d8 when you

reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## NOTES

[illegible]

# SILENT IMAGE



Spoken Name: Sai'-Béwynly

## ATTRIBUTES

### 1st Level Illusion (Concentration)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

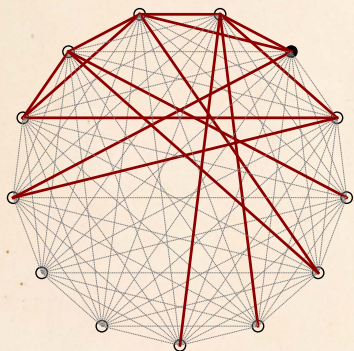
You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for

the image. 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. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image 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 creature can see through the image.

## NOTES

[illegible]

# SIMULACRUM



Spoken Name: Mailixis

## ATTRIBUTES

*7th Level Illusion*

**Casting Time:** 12 Hours

**Range:** Touch

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment.

Otherwise, the illusion uses all the statistics of the creature it

duplicates. The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots. If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly. If you cast this spell again, any currently active duplicates you created with this spell are instantly destroyed.

## NOTES

---

---

---

---

---

---

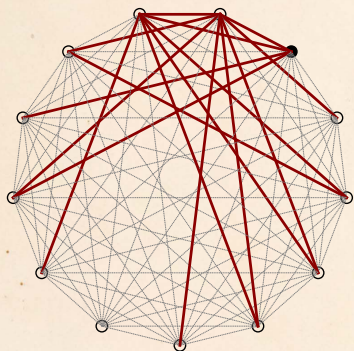
---

---





# SLEEP



Spoken Name: So'-Soylare

## ATTRIBUTES

*1st Level Enchantment*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M

**Duration:** 1 minute

## SPELL DESCRIPTION

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an

action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

## AT HIGHER LEVELS

When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

## NOTES

---

---

---

---

---

---

---

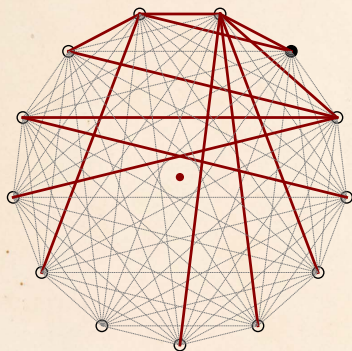
---

---

---



# SLEET STORM



Spoken Name: Le'-Xonosinse

## ATTRIBUTES

*3rd Level Conjuraction  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

Until the spell ends, freezing rain and sleet fall in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a dexterity saving throw. On a failed save, it falls

prone. If a creature is concentrating in the spell's area, the creature must make a successful constitution saving throw against your spell save DC or lose concentration.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

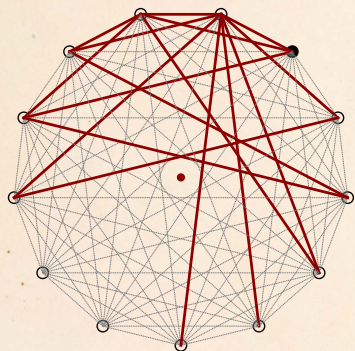
---

---

---



# SLOW



Spoken Name: Lie'-Boemulse

## ATTRIBUTES

*3rd Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic

items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this spell makes another wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

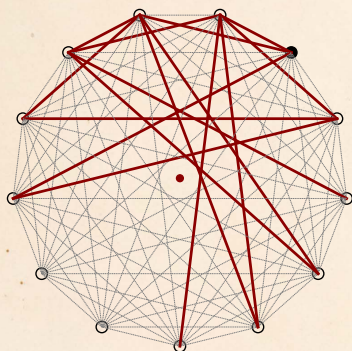
---





# SPIDER CLIMB

## NOTES



Spoken Name: Hielixsi

## ATTRIBUTES

*2nd Level Transmutation*  
(Concentration)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.



## ATTRIBUTES

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

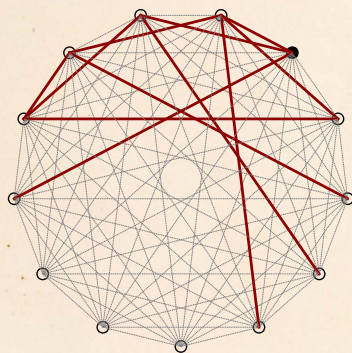
## SPELL DESCRIPTION

the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

## NOTES

[illegible]

# STONE SHAPE



Spoken Name: Vielix

## ATTRIBUTES

*4th Level Transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges

and a latch, but finer mechanical detail isn't possible.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

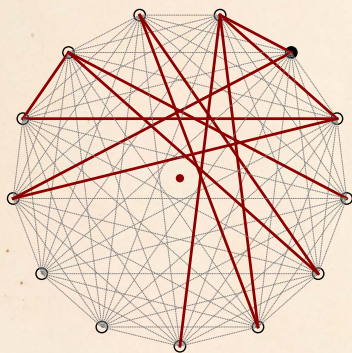
---

---





# STONESKIN



Spoken Name: Valixsi

## ATTRIBUTES

### 4th Level Abjuration (Concentration)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** Up to 1 hour

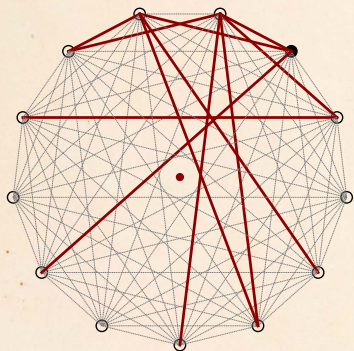
## SPELL DESCRIPTION

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. On the right side, there is a large, faint, stylized watermark of a classical building facade, possibly a temple or a grand house, with columns and a pediment. The watermark is rendered in a light, golden-brown color.

# SUGGESTION



Spoken Name: Housinos

## ATTRIBUTES

*2nd Level Enchantment*  
*(Concentration)*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, M

**Duration:** Up to 8 hours

## SPELL DESCRIPTION

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously

harmful act ends the spell. The target must make a wisdom saving throw. 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. 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.

## NOTES

---

---

---

---

---

---

---

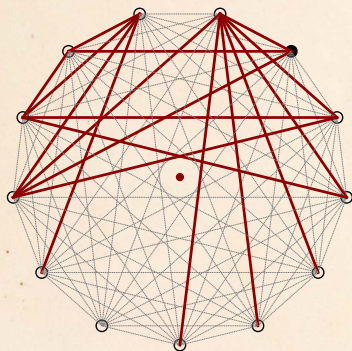
---

---

---



# SUNBEAM



Spoken Name: Runat-Leporse

## ATTRIBUTES

### 6th Level Evocation (Concentration)

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. You can create a new line

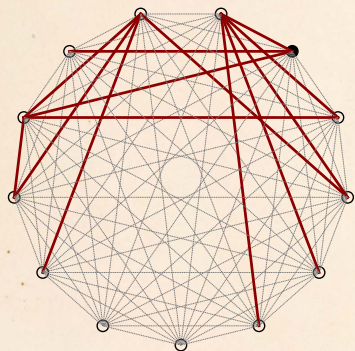
of radiance as your action on any turn until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

## NOTES

[illegible]



# SUNBURST



Spoken Name: Nunat-Xanosin

## ATTRIBUTES

### 8th Level Evocation

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S, M

**Duration:** Instantaneous

## SPELL DESCRIPTION

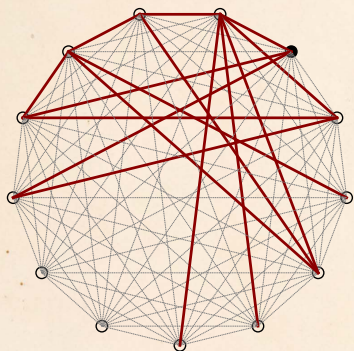
Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw. A creature blinded by this spell makes another

constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This spell dispels any darkness in its area that was created by a spell.

## NOTES

[illegible]

# SYMBOL



Spoken Name: Ma'-Belixis

## ATTRIBUTES

*7th Level Abjuration*

**Casting Time:** 1 Minute

**Range:** Touch

**Components:** V, S, M

**Duration:** Until dispelled

## SPELL DESCRIPTION

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the

glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or stepping on the glyph, removing another object covering it, approaching within a certain distance of it, or manipulating the object that holds it. For glyphs inscribed within an object, the most common triggers are opening the object, approaching within a certain distance of it, or seeing or reading the glyph. You can further refine the trigger so the spell is activated only under certain circumstances or according to a creature's physical characteristics (such as height or weight), or physical kind (for example, the ward could be set to affect hags or shapechangers). You can also specify creatures that don't trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its



effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

**Death.** Each target must make a constitution saving throw, taking 10d 10 necrotic damage on a failed save, or half as much damage on a successful save.

**Discord.** Each target must make a constitution saving throw. On a failed save, a target bickers and argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication and has disadvantage on attack rolls and ability checks.

**Fear.** Each target must make a wisdom saving throw and becomes frightened for 1 minute on a failed save. While frightened, the target drops whatever it is holding and must move at least 30 feet away from the glyph on each of its turns, if able.

**Hopelessness.** Each target must make a charisma saving throw. On a failed save, the target is overwhelmed with despair for 1 minute. During this time, it can't attack or target any creature with harmful abilities, spells, or other magical effects.

**Insanity.** Each target must make an intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't

take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The GM controls its movement, which is erratic.

**Pain.** Each target must make a constitution saving throw and becomes incapacitated with excruciating pain for 1 minute on a failed save.

**Sleep.** Each target must make a wisdom saving throw and falls unconscious for 10 minutes on a failed save. A creature awakens if it takes damage or if someone uses an action to shake or slap it awake.

**Stunning.** Each target must make a wisdom saving throw and becomes stunned for 1 minute on a failed save.

## NOTES

---

---

---

---

---

---

---

---

---

---

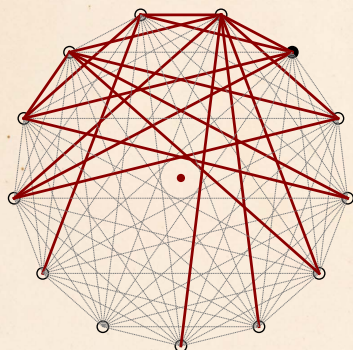






# CHAPTER 20: T

## TELEKINESIS



Spoken Name: Tie'-Sorwynly

### ATTRIBUTES

*5th Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 10 minutes

### SPELL DESCRIPTION

You gain the ability to move or manipulate creatures or objects by thought. When you cast the spell, and as your action each round for the duration, you can exert your will on one creature or object that you can see within range, causing the appropriate effect below. You can affect the same target round after round,

or choose a new one at any time. If you switch targets, the prior target is no longer affected by the spell.

**Creature.** You can try to move a Huge or smaller creature. Make an ability check with your spellcasting ability contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air.

On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

**Object.** You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by a creature, you must make an ability check with your spellcasting ability contested by that creature's Strength check. If you succeed, you pull the object away from that creature and can move it up to 30 feet in



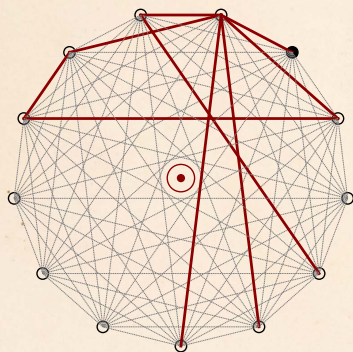
any direction but not beyond the range of this spell. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

## NOTES





# TELEPATHIC BOND



Spoken Name: Tiusina

## ATTRIBUTES

### 5th Level Divination

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

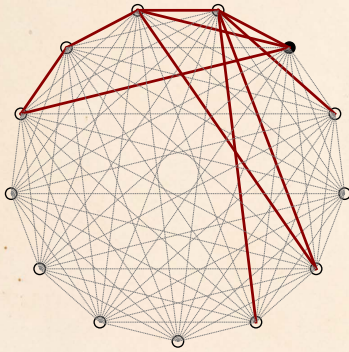
You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures with Intelligence scores of 2 or less aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether or not they have a common language. The communication is possible

over any distance, though it can't extend to other planes of existence.

## NOTES

[illegible]

# TELEPORT



Spoken Name: Me'-Bespul

## ATTRIBUTES

*7th Level Conjuration*

**Casting Time:** 1 Action

**Range:** 10 feet

**Components:** V

**Duration:** Instantaneous

## SPELL DESCRIPTION

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination

determines whether you arrive there successfully. The GM rolls d100 and consults the table.

**Familiarity.** "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb. "Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map. "False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

**On Target.** You and your group (or the target object) appear where you want to.

**Off Target.** You and your group (or the target object) appear a random distance away from the destination in a random



direction. Distance off target is 1d10 x 1d10 percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The GM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

**Similar Area.** You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

**Mishap.** The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur,

dealing damage each time).

## NOTES

Blank lined paper with a faint watermark of a building and the year 1919.

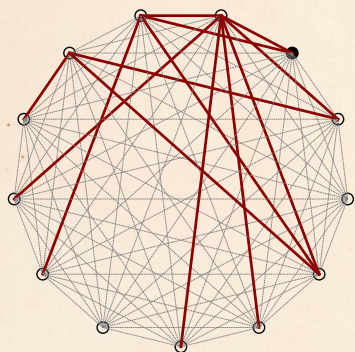




Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	–	–	–	01-100
Associated object	–	–	–	01-100
Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	–	–



# TELEPORTATION CIRCLE



Spoken Name: Te'-Sespuli

## ATTRIBUTES

---

*5th Level Conjunction*

**Casting Time:** 1 Minute

**Range:** 10 feet

**Components:** V, M

**Duration:** 1 round

## SPELL DESCRIPTION

---

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that

link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence—a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute. You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

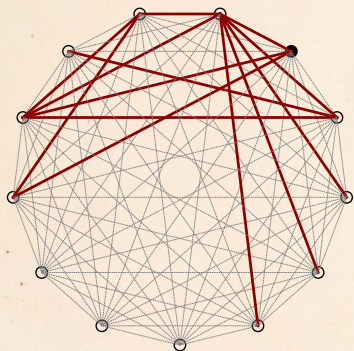


## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or shield in the background.



# THUNDERWAVE



Spoken Name: Suder-Bépor

## ATTRIBUTES

### 1st Level Evocation

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

## SPELL DESCRIPTION

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the

spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

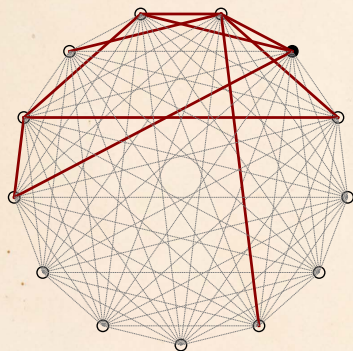
## AT HIGHER LEVELS

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.

## NOTES

[illegible]

# TIME STOP



Spoken Name: Xyiepor

## ATTRIBUTES

*9th Level Transmutation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

## SPELL DESCRIPTION

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take  $1d4 + 1$  turns in a row, during which you can use actions and move as normal. This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000

feet from the location where you cast it.

## NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

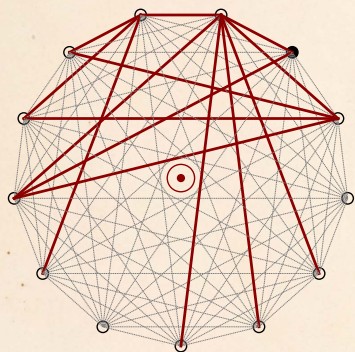
---

---

---



# TINY HUT



Spoken Name: Lu'-Seporiy

## ATTRIBUTES

### 3rd Level Evocation

**Casting Time:** 1 Minute

**Range:** Self

**Components:** V, S, M

**Duration:** 8 hours

## SPELL DESCRIPTION

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred

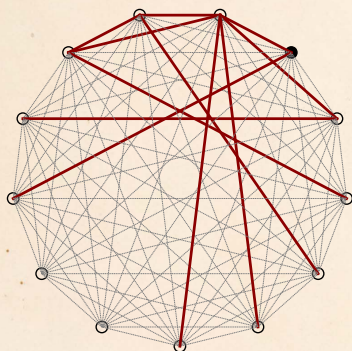
from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

## NOTES

[illegible]



# TONGUES



Spoken Name: Lilixa

## ATTRIBUTES

### 3rd Level Divination

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, M

**Duration:** 1 hour

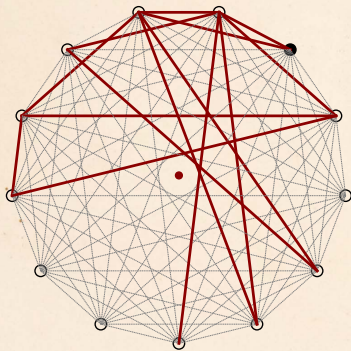
## SPELL DESCRIPTION

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade is visible in the center, featuring columns and a pediment. The watermark is rendered in a light, yellowish-green color.

# TRUE POLYMORPH



Spoken Name: Xyieusinsi

## ATTRIBUTES

*9th Level Transmutation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

Choose one creature or nonmagical object that you can see within range. You transform the creature into a different creature, the creature into an object, or the object into a creature (the object must be neither worn nor carried by another creature). The transformation lasts for the duration, or until the target drops to 0 hit points or dies. If

you concentrate on this spell for the full duration, the transformation becomes permanent. Shapechangers aren't affected by this spell. An unwilling creature can make a wisdom saving throw, and if it succeeds, it isn't affected by this spell.

### **Creature into Creature.** If

you turn a creature into another kind of creature, the new form can be any kind you choose whose challenge rating is equal to or less than the target's (or its level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the new form. It retains its alignment and personality. The target assumes the hit points of its new form, and when it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech unless its new form is capable of such actions. The target's gear melds into the new



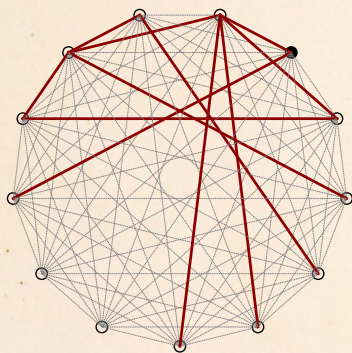
**Object into Creature.** You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature's challenge rating is 9 or lower. The creature is friendly to you and your companions. It acts on each of your turns. You decide what action it takes and how it moves. The GM has the creature's statistics and resolves all of its actions and movement. If the spell becomes permanent, you no longer control the creature. It might remain friendly to you, depending on how you have treated it.

## NOTES

[illegible]



# TRUE SEEING



Spoken Name: Rilixa

## ATTRIBUTES

### 6th Level Divination

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M

**Duration:** 1 hour

## SPELL DESCRIPTION

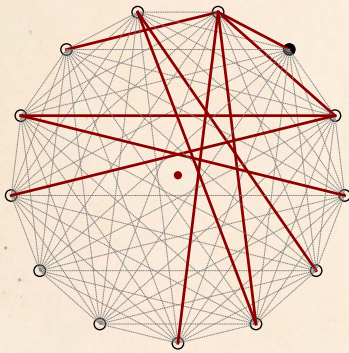
This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

## NOTES

This image shows a blank, cream-colored page, likely an endpaper or flyleaf from an old book. The paper has a slightly textured appearance with some minor discoloration and faint horizontal lines. A large, faint, stylized watermark of a classical building facade is visible in the center, featuring columns and a pediment. The watermark is rendered in a light, yellowish-green color.

# TRUE STRIKE

## NOTES



Spoken Name: Ciusines

## ATTRIBUTES

*0th Level Divination*  
(Concentration)

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S

**Duration:** Up to 1 round

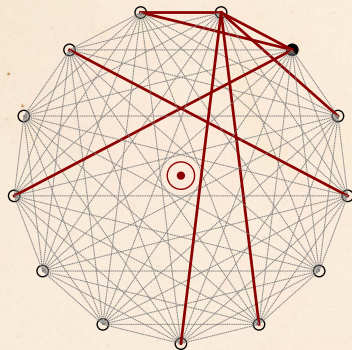
## SPELL DESCRIPTION

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this spell hasn't ended.



# CHAPTER 21: U

## UNSEEN SERVANT



Spoken Name: Sewyna

### ATTRIBUTES

*1st Level Conjuraction*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** 1 hour

### SPELL DESCRIPTION

This spell creates an invisible, mindless, shapeless force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't

attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

### NOTES

---

---

---

---

---

---

---

---

---

---

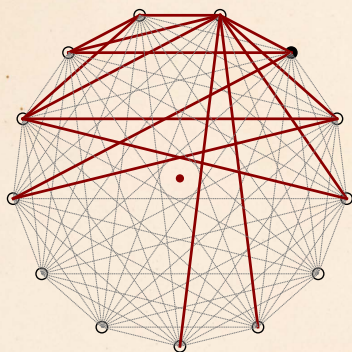






# CHAPTER 22: V

## VAMPIRIC TOUCH



Spoken Name: Lourho-'porse

### ATTRIBUTES

*3rd Level Necromancy*  
*(Concentration)*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

### SPELL DESCRIPTION

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit

points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

### 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.

### NOTES

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

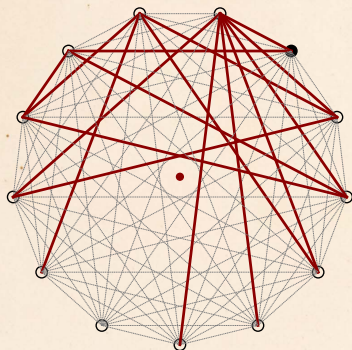






# CHAPTER 23: W

## WALL OF FIRE



Spoken Name: Vuire-Lemulse

### ATTRIBUTES

*4th Level Evocation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 1 minute

### SPELL DESCRIPTION

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its

area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage. The other side of the wall deals no damage.

### AT HIGHER LEVELS

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

### NOTES

---

---

---

---

---

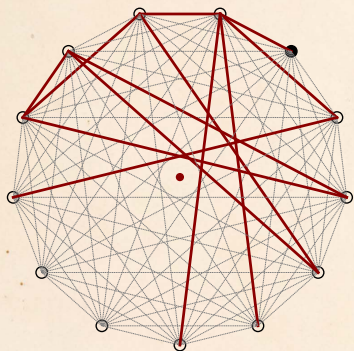
---

---

---



# WALL OF FORCE



Spoken Name: Tumully

## ATTRIBUTES

### 5th Level Evocation (Concentration)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

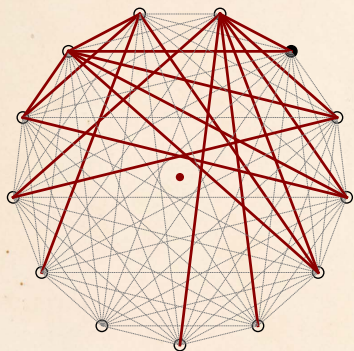
An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with

another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

## NOTES

[illegible]

# WALL OF ICE



Spoken Name: Rulod-Semully

## ATTRIBUTES

*6th Level Evocation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of

the wall and must make a dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save. The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a constitution saving throw. That creature takes 5d6 cold 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 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each slot level above 6th.

## NOTES

---

---

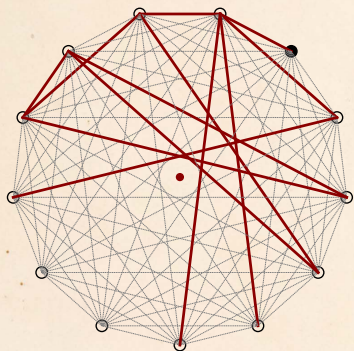
---

---





# WALL OF STONE



Spoken Name: Tumully

## ATTRIBUTES

*5th Level Evocation  
(Concentration)*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M

**Duration:** Up to 10 minutes

## SPELL DESCRIPTION

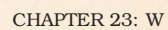
A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of

the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp. If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion. If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.



## This image shows a single sheet of cream-colored paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or foxing, particularly towards the edges. The overall tone is a warm, off-white or light beige.

Blank lined paper with a faint watermark of a crest or shield in the background.



## NOTES



## ATTRIBUTES

**Casting Time:** 1 Action

**Components:** V, S, M

**Duration:** 24 hours

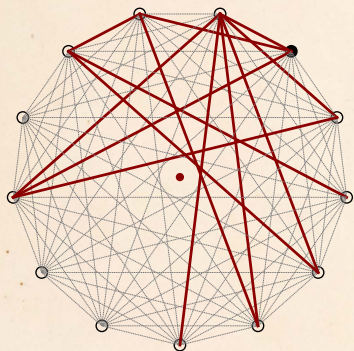
## SPELL DESCRIPTION

CHAPTER 23: W





# WEB



Spoken Name: He'-Bowynsi

## ATTRIBUTES

*2nd Level Conjuration*  
(Concentration)

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M

**Duration:** Up to 1 hour

## SPELL DESCRIPTION

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat

surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

## NOTES

---

---

---

---

---

---

---

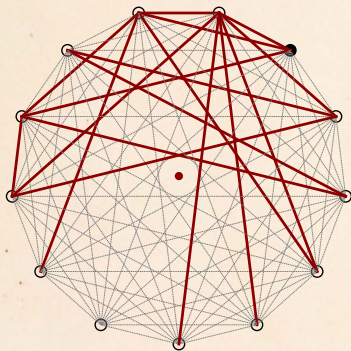
---

---

---



# WEIRD



Spoken Name: Xyai'-Sormulse

## ATTRIBUTES

### 9th Level Illusion (Concentration)

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Up to 1 minute

## SPELL DESCRIPTION

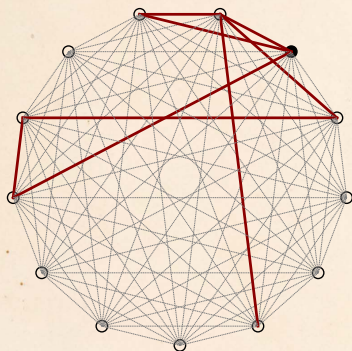
Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the start of each of the frightened

creature's turns, it must succeed on a wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.

## NOTES

[illegible]

# WISH



Spoken Name: Xyepor

## ATTRIBUTES

*9th Level Conjuraction*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

## SPELL DESCRIPTION

Wish is the mightiest spell a mortal creature can cast. By simply speaking aloud, you can alter the very foundations of reality in accord with your desires. The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll. You might be able to achieve something beyond the scope of the above examples. State







\_\_\_\_\_ (st/nd/th) Level \_\_\_\_\_

**Range:** \_\_\_\_\_

**Duration:** \_\_\_\_\_

## NOTES

[illegible]