

WITCH

Three old crones stoop over a boiling cauldron filled with all manner of bizarre filth, churning and bubbling with a noxious fume. In the smoke and vapor above the pot, the trio can make out shapes and figures of great import, and one cackles loudly at what she sees.

A young girl sits underneath a tree, far from where the other children play. She glances about to make sure noone is watching, and snaps her fingers once to the empty air. After a moment of silence, a black cat appears around the tree's bend and locks eyes with the girl, staring with a strange intelligence for a long moment. She gestures at one of the playing children, a heavy-set boy with a permanently affixed scowl; the cat understands. It wanders close to the boy, stretches its claws, and gets very low, ready to pounce for the boy's eyes.

A young elf intently mutters something underneath his breath each time he exhales. Visible only to him, a string of the foulest magic winds out from him and seizes a charging orc, which drops to its knees in agony.

Witches are stricken by magic so dark it imprints a lasting shadow upon their essence. Through force of personality alone, they can spin this darkness outward, hexing creatures, casting manipulative spells, and even commanding a familiar with their thoughts.

Cursed

While others are blessed with magic, witches are cursed by it. Afflicted by some hateful arcana, whether accidentally or intentionally, witches are twisted inside and out by its daily tortures. With gruesome effort, they can warp this power into spells to wrack others with the same torture which plagues them.

Pariahs and Outcasts

Almost without exception, witches are feared and hated. They are victim to a number of misconceptions, usually relating them to hags and other evil creatures of the night. As a result, known witches are in great personal danger and can usually be found dwelling on the outskirts of civilization where townsfolk seldom tread. This does little to stop witch hunting and burnings, but provides some measure of safety from them.

In reality, very few choose to become witches, and many of them can hide adeptly in society, using their magic to fill a number of roles, from seer, to healer, to apothecary. Being accused as a witch carries grave consequences, no matter the validity of the claim, so wise witches relocate frequently, never residing in one place for too long.

Familiar Masters

It is rare to find a witch without his or her constant companion, the familiar. Though familiars might be conjured by other spellcasters as well, a witch's familiar is ubiquitous to common folk for good reason. Witches command intuitive magic, and have a deep link to their familiars. As a result, they can conjure more exotic familiars, and command them more swiftly than other spellcasters.

Creating a Witch

Creating a witch necessarily involves a powerful, malicious curse in your backstory. Who cast it? Did you take a curse upon yourself for power? Was your entire lineage cursed generations ago, leading to a bloodline of witches, or did another spellcaster use sinister, forbidden magic to curse you for life? Decide on the nature of your witch's curse and think about how you relate to it. Do you feel like the curse was secretly a blessing, or does the desire for vengeance burn in your heart?

What negative effects does the curse leverage on your personality and mind? Are you haunted by spirits, or is your mind plagued by destructive thoughts? How do you feel manipulating the power of this curse outwards into hexes and spells?

Work with your GM to determine how witches are perceived in the world. Are they feared, burned, and persecuted? Are you an openly-known witch? Do the other characters in your party know of your witchhood? Some witches keep the source of their magic a secret, or claim to be wizards or sorcerers to conceal the true darkness of their magic.

QUICK BUILD

To build a witch quickly, make Charisma your highest ability score, followed by Constitution. Then, choose the *chill touch* and *minor illusion* cantrips, and the spells *hideous laughter* and *thunderwave*. Lastly, choose the Hideous witch's curse, and the hexes Evil Eye and Misfortune.

THE WITCH

LEVEL	PROF. BONUS	FEATURES	HEXES KNOWN	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
			2	4	2	2	—	—	—	—	—	—	—	—
1st	+2	Hexes, Spellcasting, Witch's Curse	2	4	2	2	—	—	—	—	—	—	—	—
2nd	+2	Cackle, Familiar	3	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	Witch's Craft	3	4	4	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	5	5	4	3	—	—	—	—	—	—	—
5th	+3	Insidious Spell	4	5	6	4	3	2	—	—	—	—	—	—
6th	+3	Craft feature	4	5	7	4	3	3	—	—	—	—	—	—
7th	+3	Improved Familiar	4	5	8	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	5	9	4	3	3	2	—	—	—	—	—
9th	+4	Dying Curse	5	5	10	4	3	3	3	1	—	—	—	—
10th	+4	Craft feature	5	6	11	4	3	3	3	2	—	—	—	—
11th	+4	Grand Hex	5	6	12	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	6	12	4	3	3	3	2	1	—	—	—
13th	+5	Grand Hex	6	6	13	4	3	3	3	2	1	1	—	—
14th	+5	Craft feature	6	6	13	4	3	3	3	2	1	1	—	—
15th	+5	Grand Hex	6	6	14	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	6	6	14	4	3	3	3	2	1	1	1	—
17th	+6	—	7	6	15	4	3	3	3	2	1	1	1	1
18th	+6	Grand Hex	7	6	15	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	7	6	15	4	3	3	3	3	2	1	1	1
20th	+6	Hexmaster	7	6	15	4	3	3	3	3	2	2	1	1

CLASS FEATURES

As a witch, you have the following class features.

HIT POINTS

HIT DICE: 1d8 per witch level

HIT POINTS AT 1ST LEVEL: 8 + your Constitution modifier

HIT POINTS AT HIGHER LEVELS: 1d8 (or 5) + your Constitution modifier per witch level after 1st

PROFICIENCIES

ARMOR: Light armor

WEAPONS: Simple weapons, blowguns, shortswords, and whips

TOOLS: Alchemist supplies, poisoner's kit

SAVING THROWS: Wisdom, Charisma

SKILLS: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a whip and blowgun, (b) a light crossbow and 20 bolts or, (c) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and a dagger

Spellcasting

You have learned to mold and reshape the magic that curses you into spells.

Cantrips

You know four cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

SPELL SLOTS

The Witch table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *bane* and have a 1st-level and a 2nd-level spell slot available, you can cast *bane* using either slot.

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know two 1st-level spells of your choice from the witch spell list. The Spells Known column of the Witch table shows when you learn more witch spells of your choice.

Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the witch spells you know and replace it with another spell from the witch spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your witch spells. Your magic originates deep within yourself, where your insidious curse stirs restlessly. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

SPELL SAVE DC = 8 + your proficiency bonus + your Charisma modifier

SPELL ATTACK MODIFIER = your proficiency bonus + your Charisma modifier

RITUAL CASTING

You can cast any witch spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your witch spells.

Witches: drop a house on 'em. Works every time.



MALE AND FEMALE WITCHES

Witches are commonly considered to be only female, but in reality, male and female witches exist in equal number. This misconception is due to the fact that male witches are often called "hexers," or are incorrectly deemed warlocks by common folk.

Witch's Curse

You are wracked by a terrible curse which infects your body and soul. At 1st level, choose the form that this curse takes from the options below.

BURNED. Almost all of your body has been scorched by arcane flames, leaving you with striking black scars and embers of magic that burn under the skin. As a result, you have resistance to fire damage, and you know the cantrip *produce flame*, which does not count against your total number of cantrips known.

DROWNED. Water fills your lungs, and yet you do not die. You can breathe air and water. Additionally, you have a swimming speed equal to your walking speed.

FERAL. Through your curse, you have forgotten the manners and customs of civilized men and gone to live among beasts in the wild. Hunting and fighting daily, you have become savage. You have proficiency in the Survival skill. Additionally, while you are wearing no armor and not wielding a shield, your AC equals $12 + \text{your Dexterity modifier}$.

HIDEOUS. Your appearance is ghastly to behold. You have proficiency in the Intimidation skill. When you roll initiative, you can choose one humanoid you can see to scare. That creature must make a Wisdom saving throw against your spell save DC or be frightened until the end of your next turn.

HOLLOW. Your soul has been divorced from your body, trapping you in a limbo between life and death. When you or your familiar reduces a hostile creature to 0 hit points, you drain some of its life force, and gain temporary hit points equal to your witch level + Charisma modifier (minimum of 1).

INFESTED. You are constantly followed by vermin, like insects and rats, which crawl on your skin and swarm in your wake. As a result, you are immune to being diseased.

Additionally, you can command these pests as your own. Starting at 2nd level, you can choose the form of a swarm of rats for your familiar. Starting at 7th level, you can choose a swarm of insects.

LOVELESS. You are cursed to never find true love. Jaded and disaffected, not even magic can turn your heart; as a result, you are immune to being charmed.

POSSESSED. Your soul is occupied by a foreign spirit that sometimes tries to wrest away your consciousness. However, while you sleep, the spirit

whispers magical secrets to you. You learn an additional witch spell at a level for which you have spell slots at 1st level, and again at 4th level, 8th level, and 12th level. These spells do not count against your total number of spells known.

STARVING. No matter how much you eat, food turns to ash in your mouth. Your curse nourishes you, but only at the edge of starvation, and you are constantly wracked by pangs of hunger. You don't need to eat or drink, but can still imbibe and benefit from potions. Additionally, you are immune to being poisoned.

VISIONS. You are cursed to have terrible visions of the future, presaging the death of your friends, family, and yourself. However many of these visions are cruel deceptions, they are sometimes grimly accurate. You can add your Charisma modifier, in addition to your Dexterity modifier, to your initiative rolls.

WHISPERS. Unseen voices murmur in your ears at all times. As such, you can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathy, but the creature must be able to understand at least one language.

Hexes

You can learn a number of powerful incantations, known as hexes, derived from the same insidious magic which cursed you.

At 1st level, you gain two hexes of your choice. Your hex options are detailed at the end of the class description. When you gain certain witch levels, you gain additional hexes of your choice, as shown in the Hexes Known column of the Witch table. Additionally, when you gain a level in this class, you can choose one of the hexes you know and replace it with another hex.

Unless otherwise stated, if a hex calls for an attack roll or saving throw, it uses your spell attack bonus or spell save DC. All hexes require verbal or somatic components (caster's choice at the time of casting.)

Unless otherwise noted, if a hex lasts for a duration, you concentrate on it as you would a spell. You can concentrate on a hex and a spell at the same time, and you make only one Constitution saving throw to maintain your concentration on both.

Cackle

At 2nd level, you can use your bonus action to cackle. The duration of your hex extends by 1 round for each creature affected within 60 feet of you.

Not all witches laugh maniacally when they cackle, but all cackles require a verbal component, as a spell. These range from mundane curses and insults, to the murmuring of dead languages and speaking backwards.

Familiar

At 2nd level, you learn the *find familiar* spell and can cast it as a ritual without material components. The spell doesn't count against your number of spells known. The spell is improved in the following ways:

- Your familiar takes its turn immediately before or after your turn each round (your choice).
- Once per turn as an action or a bonus action, you can mentally command your familiar to use its reaction to make one attack.
- When you cast a spell, you can deliver it through your familiar as if it had cast the spell, even if the spell doesn't have a range of touch.
- When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: death snail*, flying book*, homunculus, mock*, moon jelly*, pet rock*, pseudodragon, rag doll*, sprite, tin soldier*, winter wolf pup*, and yarn golem*. The statistics for creatures marked with an asterisk are in Appendix C.

Witch's Craft

Your knowledge of magic has culminated in learning a Craft, an innate variety of magic which exists apart from the schools of magic. When you reach 3rd level, choose one Witch's Craft. Your choice grants you features at 3rd level, and again at 6th, 10th, and 14th level.

If your craft grants you a hex at any level, it doesn't count against your total number of hexes known.

CRAFT SPELLS

Each craft is associated with a branch of arcana, represented by a number of spells which you learn. The levels of these spells are noted in the craft description. These spells count as witch spells for you and don't count against your total number of spells known.

WITCH FAMILIAR

As a witch, familiars you summon are imbued with your insidious magic, granting them the following benefits:

- Your familiar can use your spell attack bonus for its attack rolls.
- Your familiar adds your proficiency bonus to its Armor Class, saving throws, and damage rolls.
- You add twice your witch level to your familiar's maximum hit points.

Insidious Spell

Starting at 5th level, when you cast a witch spell that affects a creature that is under the effect of your hex, that creature has disadvantage on its first saving throw against the spell. This feature only applies to a hostile creature which is the sole target of your hex.

Improved Familiar

At 7th level, your familiar's attacks count as magical for the purposes of overcoming damage resistance and immunity. Additionally, you can choose the following forms for your familiar: brass dragon wyrmling (without its breath weapon), fright*, grep*, imp, or quasit. The statistics for creatures marked with an asterisk are in Appendix C.

Dying Curse

Beginning at 9th level, when a creature reduces you to 0 hit points but does not kill you outright, you can lay a nefarious curse upon them. The creature is cursed for up to 24 hours. While cursed, the creature has disadvantage on attack rolls, ability checks, and saving throws. If you regain consciousness or the creature is targeted by the *remove curse* spell, the curse ends at the end of the creature's next turn.

Once you use this ability, you can't use it again until you finish a long rest.

Grand Hex

By 11th level, you have perfected deeply malevolent forms of magic. You learn one Grand Hex, and you learn another at 13th, 15th, and 18th level. Grand hexes are detailed at the end of the class description.

Hexmaster

By 20th level, you have mastered your foul magic. Humanoid creatures have disadvantage on saving throws against your hexes.



HEXES

The Hexes below are presented in alphabetical order.

ABATE

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, the creature can't take reactions until the end of your next turn.

APATHY

As an action, choose one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, until the end of your next turn, the creature becomes indifferent toward one creature of your choice that it is hostile towards. This indifference ends if the target is attacked or harmed by a spell by the creature to which it is indifferent. When the hex ends, the creature becomes hostile again, unless the GM rules otherwise.

BECKON FAMILIAR

You can cast the *find familiar* spell as an action without expending a spell slot or spell components. Once you cast this spell in this manner, you can't do so again for 1 minute.

You must have the Familiar feature to choose this hex.

BLEEDING

As an action, choose one creature you can see within 60 feet of you to make a Constitution saving throw. On a failed save, each time this creature takes damage, it loses an additional 1d4 hit points. This effect lasts until the end of your next turn.

CHARM

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the creature is charmed by you until the end of your next turn. When the hex ends, the creature knows it was charmed by you.

DIRE FAMILIAR

As an action, you can bolster your summoned familiar. For 1 minute, your familiar's current and maximum hit points is increased by twice your witch level and it gains a bonus to its damage rolls equal to your Charisma modifier.

You can cast other hexes while this hex is in effect. Once you cast this hex, you can't cast it again until your familiar is dismissed, or until its duration expires.

You must have the Familiar feature to choose this hex.

DISORIENT

As an action, choose one creature that you can see within 60 feet to make a Constitution saving throw. On a failed save, whenever this target makes an attack roll before the end of your next turn, it must roll a d6 and subtract the number rolled from the attack roll.

DOOMWARD

As an action, choose one friendly creature other than yourself you can see within 60 feet. If this creature drops to 0 hit points before the end of your next turn and doesn't die outright, it drops to 1 hit point instead. This hex then ends and can't be used to

target the same creature until you finish a short or long rest.

DUPLEXITY

As an action, you can create an illusory duplicate self, composed of shadowstuff, to confuse your enemies. When a creature attacks you, roll any die. On an odd number, the attack strikes the duplicate and misses, regardless of its roll, and the hex ends. On an even roll, the attack targets you as normal. This effect lasts until the end of your next turn.

EVIL EYE

As an action, choose one creature you can see that can see you within 60 feet to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the end of your next turn.

FORTUNE

As an action, choose one friendly creature other than yourself you can see within 60 feet. The creature has advantage on saving throws until the end of your next turn.

GO UNSEEN

As an action, you and your familiar become invisible. The effect ends at the end of your next turn, or if you or your familiar attack or cast a spell.

Once you cast this hex, you can't cast it again for 1 minute.

HOBBLE

As an action, choose one creature you can see within 60 feet of you to make a Strength saving throw. On a failed save, the creature's movement speed is reduced to 10 feet until the end of your next turn. If the creature is flying, it falls.

KNOWING

As an action, you open your third eye and become intuitively aware of your surroundings. You have advantage on Wisdom (Insight) rolls until the end of your next turn. Additionally, choose of the following pieces of information:

- If a creature can speak a language
- If a creature is at or below half its maximum hit points
- What a creature's lowest ability score is

You learn that piece of information for each creature within 30 feet. You can only learn one of these things about a creature, even if you cast this hex more than once.

HEXES AND MAGIC

A witch casts their terrible hexes as an extension of their curse. As their curses are magical in nature, their hexes are considered 0th-level spells for the purposes of feature and spells, such as *counterspell* or *dispel magic*, which interact with magic. Furthermore, all hexes cease while in the area of an *antimagic field* or similar effect.

MIRE

As an action, you can transform the ground within 30 feet of where you cast this hex into murky swamp, which is difficult terrain. You can move without penalty in this area. This effect lasts until the end of your next turn.

MISFORTUNE

As an action, choose one creature you can see within 60 feet. Until the end of your next turn, whenever this creature rolls a 20 on a d20 roll, the roll instead becomes a 1.

OBFUSCATE

As an action, you create a 20-foot radius sphere of fog centered on yourself. The sphere spreads around corners, and its area is heavily obscured. This effect lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

PEACEBOND

As an action, you can lock weapons to their owners. The weapons and ammunition of each creature within 30 feet become locked in their sheaths, quivers, or holsters until the end of your next turn. During this time, a creature can use its action to free its weapon with a Strength check, opposed by your spell save DC.

POX

As an action, choose one creature you can see within 5 feet to make a Constitution saving throw. On a failed save, the creature is poisoned until the end of your next turn.

RUIN

As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature's Armor Class decreases by 3, to a minimum of 10, until the end of your next turn.

SCURRY

As an action, a nonmagical object you choose within 30 feet sprouts legs and runs away. You can't target an object that weighs more than 10 pounds, nor can you target one that is being worn as clothing or armor; however, you can target certain objects that are being carried, as long as they are not affixed entirely around a creature's body and are not being held in a hand. For example, you can't target a creature's helmet or a sword it is wielding, but you can target a drawstring pouch it is wearing or a dagger that is sheathed at its side.

The object animates, wriggles free of its owner, if it has one, sprouts two legs, and moves 20 feet in a direction you choose. At the beginning of your turn, you can choose which direction the object moves. The object has an AC of 10, if its AC was not already higher, and remains animated until the end of your next turn, or until it is picked up.

SHRIEK

As a bonus action, you can release a thunderous, blood-curdling screech. Each Large or smaller creature you choose within 5 feet of you is pushed 5 feet away from you.

SLUMBER

As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. On a failed save, the target falls unconscious until it takes damage, or until the end of your next turn. Undead, creatures which are immune to being charmed, and creatures whose current hit points are greater than five times your witch level are immune to this effect.

SLUR

As an action, choose one creature you can see within 60 feet to make a Charisma saving throw. On a failed save, the creature can't speak coherently until the end of your next turn. If the creature attempts to cast a spell that requires a verbal component, it must roll a d20. On an odd roll, the casting fails.

TREMORS

As an action, you can create a small quake. Each creature on the ground within 10 feet of you must succeed a Dexterity saving throw or be knocked prone.

WARD

As an action, choose 1 creature you can see other than yourself within 60 feet. Each time the creature takes damage before the end of your next turn, it reduces the damage it takes by 3.

GRAND HEXES

The Grand Hexes below are presented in alphabetical order. Unless otherwise stated, if a grand hex calls for an attack roll or saving throw, it uses your spell attack bonus or spell save DC. Grand hex features do not count as hexes.

CAULDRON

You can brew potions in a bubbling cauldron using raw components scavenged from nature. To this end, you have a pool of alchemy points equal to half your witch level, rounded down. You regain all expended alchemy points when you finish a long rest.

You can spend 10 minutes and expend any number of alchemy points to brew potions. These potions retain potency for 24 hours, after which they become inert. If a potion calls for a saving throw, it uses your spell save DC.

The potions available for you to brew are given on the Cauldron Potions table below.

CAULDRON POTIONS

Potion	Alchemy Points
Potion of Animal Friendship	1
Potion of Growth	1
Potion of Healing	1
Potion of Water Breathing	1
Oil of Slipperiness	2
Philter of Love	2
Potion of Greater Healing	2
Potion of Heroism	2
Potion of Resistance	2
Potion of Clairvoyance	3
Potion of Diminution	3
Potion of Gaseous Form	3

COVEN

You can induct others into your insidious coven. By performing a special ritual over the course of 8 hours, which can be done during a long rest, you can intermingle your cursed magic with a willing creature which has the Spellcasting or Pact Magic feature. This creature enters into your coven. You can have up to two creatures other than yourself in your coven at one time.

While two or more members of your coven are within 30 feet of one another, they gain the ability to cast additional spells, as shown on the Coven

Spellcasting table. Additionally, members of your coven gain access to a shared pool of 5 spell slots—one of each level, from 1st to 5th level—which they can use to cast any spell known to them. Expended spell slots are regained when all members of the coven finish a long rest.

Coven members use their own spellcasting ability to determine spell attack bonuses and spell save DCs. A coven member can't cast spells of a level for which they do not have personal spell slots, even if using a higher level shared spell slot. A shared spell slot can be used, for instance, to cast a lower level spell at higher levels, but it can't be used to cast a spell normally too high-level for a spellcaster.

COVEN SPELLCASTING

Spell Level Spells

1st	<i>bane, hideous laughter</i>
2nd	<i>invisibility, ray of enfeeblement</i>
3rd	<i>bestow curse, counterspell</i>
4th	<i>banishment, polymorph</i>
5th	<i>contagion, scrying</i>

DUAL HEX

When you cast a hex which targets one creature, you can target two creatures instead. While both targets are under the effect of your hex, you gain the benefits of your Insidious Spell feature against each of them.

FORCEFUL PERSONALITY

Your Charisma score increases by 2, to a maximum of 22.

HYBRID

As a bonus action, if your familiar is within 5 feet of you, you can meld with it, transforming into a magical hybrid. For the next minute, you gain the following benefits:

- You gain temporary hit points equal to your familiar's hit points.
- Your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your Charisma modifier}$, as long as you are not holding a shield.
- You gain two natural melee weapons, corresponding to your familiar's attacks. You have proficiency with these weapons, and use Charisma for the attack and damage rolls. On a hit, these natural weapons deal $1d10$ bludgeoning, piercing, or slashing damage (your choice).
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore

this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

- You can use any action or movement your familiar possesses.

This transformation lasts one minute or until you dismiss it on your turn (no action required). When it ends, your familiar is dismissed, and you can't summon it again until you finish a short or long rest.

POISON APPLE

As an action, you can produce a magical apple out of thin air. This apple can possess whatever appearance you wish, be that a ruby red coloration, a golden skin, or the appearance of crystal. On your turn, you can use your action to eat the apple, granting you the following benefits:

- You regain hit points equal to twice your witch level, plus your Charisma modifier.
- You regain an expended spell slot of 5th level or lower.
- You can end one of the following conditions affecting you: blinded, deafened, paralyzed, or poisoned.

However, the apple is suffused with your insidious magic. If a creature other than yourself eats the apple, it does not gain any benefits and instead must make a Wisdom saving throw against your spell save DC with disadvantage. On a failed save, the creature becomes poisoned for up to 24 hours. For each hour the creature is poisoned, it loses $4d8$ hit points. This loss can't be reduced or avoided. If this reduction causes the creature to drop to 0 hit points, the creature instead drops to 1 hit point and falls into a catatonic sleep, remaining unconscious for up to 7 days. A *remove curse* spell or similar magic can awaken this creature early.

The apple shrivels and become nonmagical if it isn't eaten in 24 hours. Once you produce a magic apple, you can't produce another one until you finish a long rest.

POSSESSION

As an action, your body becomes immaterial, and your spirit dives into a Large or smaller creature you can see within 10 feet of you in an attempt to possess it. This target must make a Charisma saving throw. A creature with a challenge rating greater than your witch level automatically succeeds on this save. On a failed save, you disappear and the target becomes incapacitated and possessed; you gain control of its body but don't deprive the target of its



I store the Spire's chicken legs on the sublevels

awareness. While possessing the creature, you can't be targeted by any attack, spell, or other effect. You maintain your Intelligence, Wisdom, and Charisma ability scores and your alignment, but otherwise use the creature's statistics. You don't gain access to the target's knowledge, class features, or proficiencies.

For the purposes of spells and effects which can end possession, such as the spell *dispel evil and good*, you are treated as an undead spirit and can be banished from the target, returning to your own body, which rematerializes within 5 feet of the target.

This possession lasts for 1 hour, or until the body drops to 0 hit points or you are forced out by a spell or other magical effect that ends possession.

Once you use this ability, you can't do so again until you finish a long rest.

WAR HEX

When you cast a hex that targets a single creature, you can use your bonus action to cast a cantrip targeting the same creature.

WITCH'S BROOM

You can use your action to enchant a mundane object—like a broom, cauldron, or rug—to fly for you. You gain a flying speed of 60 feet while holding this item with one hand, as long as you are not wearing medium or heavy armor, or wielding a shield. You can only enchant one object using this ability at a time. If you target another object using this effect, the enchantment on the previous object ends.

WITCH'S HUT

You can perform a 24-hour long ritual to enchant a structure which can fit within a 15-foot cube, animating it as a Huge object, as per the *animate objects* spell. The structure rises up on a pair of magical legs and follows your commands.

The entrance to the structure is linked to an extradimensional abode, as per the *magnificent mansion* spell. You can command the structure from inside this abode. If the structure is destroyed, the extradimensional abode is unharmed, but its occupants are ejected to unoccupied spaces adjacent to the structure.

As an action, you can teleport the structure to an unoccupied space within 60 feet of you. Once you teleport the structure, you can't do it again until you finish a long rest.

You can repeat the 24-hour ritual to end the enchantment on your previous structure and enchant a new one.

WITCH'S CRAFTS

A witch's craft is distinct from a school of magic. Whereas magical schools seek to categorize spells, crafts are defined by the use of magic, and seek to capture the essence of spells. There are dozens of varieties, from those practiced by covens in secret, to those plied in marketplace potion shops.

Each craft has a number of Craft Spells. New spells are marked with an asterisk.

Black Magic

Black magic is associated with hexes that cause pain and suffering, and spells which give rise to undeath. Harnessing such a craft can lend you great power, but inevitably carries a cost. Darkness cannot be contained, after all; it merely seeps forth from wherever it is kept.

BLACK MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>exhume*</i> , <i>inflict wounds</i>
2nd	<i>gentle repose</i> , <i>magic weapon</i>
3rd	<i>animate dead</i> , <i>vampiric touch</i>
4th	<i>blight</i> , <i>death ward</i>
5th	<i>cloudkill</i> , <i>contagion</i>

HEX: DECAY

When you adopt this craft at 3rd level, you learn to drain the vitality from a living being. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage at the beginning of its next turn and its hit point maximum

is reduced by the amount of necrotic damage taken. This reduction lasts until the hex ends. The target dies if this effect reduces its hit point maximum to 0. This hex ends at the end of your next turn.

UNDEATH COMMAND

Starting at 6th level, you have intertwined the magic of your familiar with the magic you use to animate the dead. When you use your bonus action to command your familiar, you can use the same bonus action to issue a command to any undead you control via the *animate dead* spell or similar magic.

LIFE TETHER

At 10th level, as a reaction when you take damage from a creature you can see, you can transfer some of that damage to a creature which is the sole target of your hex. You take half the damage (rounded down) and the hexed creature takes the remaining damage. Once you use this ability, you can't use it again until you finish a short or long rest.

BLACK SACRIFICE

Beginning at 14th level, if your familiar is within 10 feet of you, you can use your action to command it to dissolve its magical bond to this plane, which unleashes a torrent of necromantic energy. Each creature you choose within 20 feet must make a Dexterity saving throw against your spell save DC. A creature takes $8d10$ necrotic damage on a failed save, or half as much on a successful one, and its hit point maximum is reduced by the amount of necrotic damage taken. A target dies if this effect reduces its hit point maximum to 0. Once you use this ability, you can't summon your familiar again until you finish a long rest.

WITCH'S CRAFTS

NAME	DESCRIPTION
Black Magic	Practices the necromantic arts uses dark spells of suffering
Blood Magic	Lays terrible curses and draws power from blood sacrifices
Green Magic	Practices magic associated with plants, animals, the living world
Purple Magic	Wields illusions and enchantments in equal measure
Red Magic	A destructive spellcaster wielding magic that ruins and burns
Steel Magic	Melds swordsmanship with wicked hexes
Tea Magic	A peaceful witch that practices tea ceremonies and divination
Technicolor Magic	Makes friends with just about everyone they meet
White Magic	A natural healer and practitioner of restorative magic

Blood Magic

Forbidden by most witch covens, blood magic centers on the use of dark spells and mortal hexes that draw from the spellcaster's very essence. It is fundamentally more perilous than other witch crafts, but its many risks come with copious rewards.

BLOOD MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>hellish rebuke, hollowing curse*</i>
2nd	<i>acid arrow, hold person</i>
3rd	<i>ruby-eye curse*, vampiric touch</i>
4th	<i>blight, dominate beast</i>
5th	<i>cloudkill, dominate person</i>

HEX: BLOOD CURSE

Starting when you choose this craft at 3rd level, you can mark a creature with a sinister blood curse. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw. On a failed save, this creature is on the brink of death until the end of your next turn. If the creature at any point in this duration has less than its maximum hit points and has fewer hit points than twice your witch level, it immediately drops to 0 hit points.

NOVICE HEMOMANCY

Also at 3rd level, when you cast a spell which requires material components that do not have a specific cost, you can replace the material components with a drop of blood.

ARCANE BLOODLETTING

Lastly at 3rd level, you can impel your magic with a measure of your own blood. When you cast a spell that has a casting time of 1 action, you can choose to lose 5 hit points to change the casting time to 1 bonus action for this casting.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

DEATHSEEKER

At 6th level, you can see those near death shrouded in a crimson aura. Even in heavily obscured conditions, you can detect the location of creatures within 60 feet that have less than their maximum hit points. This sense 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. Additionally, you have advantage on ability checks

you make to track a creature you or your familiar has damaged.

HEMOMANTIC RECOVERY

Beginning at 10th level, you can perform a blood ritual to bolster your magic. Once per day when you finish a short rest, you can spend hit dice to recover expended spell slots. The cost for each spell slot is given on the table below. You can't use this ability to recover spell slots of 6th level or higher.

Spell Level	Hit Dice
1st	2
2nd	3
3rd	5
4th	6
5th	7

SANGUINE

By 14th level, you can wield your own blood like a vicious lash. Once per round, when you cast a spell which deals damage to a creature that is under the effect of your hex, you can choose to lose hit points to increase the amount of damage dealt. For every 5 hit points you lose you can add 2d8 necrotic damage to the damage roll, up to a maximum of 6d8 damage. This feature only applies to a hostile creature which is the sole target of your hex.

Green Magic

Plants, nature, and things that grow are the domain of green magic. Normally a type of arcana championed by druids, some witches have a close tie to the powers of green magic, and can coax plants and animals into their bidding.

GREEN MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>entangle, goodberry</i>
2nd	<i>barkskin, beast sense</i>
3rd	<i>conjure animals, plant growth</i>
4th	<i>conjure woodland beings, stoneskin</i>
5th	<i>awaken, tree stride</i>

HEX: ELDER TONGUE

Starting when you choose this craft at 3rd level, you know the speech of the forest. As a bonus action, you can attune yourself to the forest, granting you the ability to speak with beasts and plants in a limited manner until the end of your next turn. Most beasts and plants lack the intelligence to convey or

understand sophisticated concepts, but could relay what they have seen or heard in the recent past. While you can speak with them, you have advantage on all Charisma checks you make to influence beasts and plants.

PRIMAL ALLY

Also at 3rd level, whenever you summon your familiar, you conjure one that is hardier than normal. Add three times your witch level, instead of twice your witch level, to your familiar's maximum hit points.

TWIN FAMILIAR

By 6th level, when you summon your familiar, you can divide its spirit into two bodies. When summoned this way, your familiar is two identical creatures which share a single pool of hit points. Your twin familiars roll only once for initiative and act on subsequent turns. You can use your bonus action to command one twin to attack and your action to command the other to attack. A spell or feature which targets or dismisses your familiar affects both twins.

VITAL NOURISHMENT

By 10th level, you exude an aura of Green Magic that restores and reinvigorates life around you. When you finish a long rest, plant life within 100 feet of where you finished your long rest grows as if a month had passed with abundant food, water, and other necessities. If the plants would produce fruits, berries, or vegetables, the plants grow enough food to feed six creatures for one day.

Additionally, choose up to six creatures you can see at the end of the rest. Those creatures each gain temporary hit points equal to half your witch level + your Charisma modifier. You can also end one disease affecting each creature, or end one of the following conditions: blinded, deafened, paralyzed, or poisoned.

SACRIFICIAL FAMILIAR

At 14th level, whenever you are targeted by a melee attack while your familiar is within 5 feet of you, you can use your reaction to command it to dive in the way of the attack. This attack targets the familiar instead.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Purple Magic

Purple magic holds sway over the domains of illusions and enchantments that take hold over people's minds, and anything that is not quite as it seems. Practitioners of this form of magic are puppet masters, shaping the apparent reality of those around them to their advantage.

PURPLE MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>charm person, silent image</i>
2nd	<i>enthall, invisibility</i>
3rd	<i>hypnotic pattern, major image</i>
4th	<i>confusion, private sanctum</i>
5th	<i>modify memory, seeming</i>

HEX: HALLUCINATION

Starting at 3rd level, you can infect the minds of other creatures. As an action, choose one creature you can see within 60 feet to make a Wisdom saving throw. A creature that is immune to being charmed automatically succeeds on this saving throw. On



a failed save, the target's perspective of the world distorts into a horrific and alien place. The creature has a -1 penalty on all attack rolls and ability checks it makes. Whenever the creature begins its turn, the penalty on all attack rolls and ability checks increases by 1, up to a maximum penalty of -5. This effect lasts until the end of your next turn.

FALSE AUTHORITY

By 6th level, as an action, you can wrap yourself in an illusory air of expectation. Any creature which sees you perceives you as a figure of authority. A blacksmith might see you as a guild master, whereas a soldier might see you as a captain. The changes perceived by a viewer fail to hold up to physical inspection. This illusion lasts for 1 hour or until you end it on your turn (no action required).

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.

Once you use this ability, you can't use it again until you finish a short or long rest.

DECEITFUL TRANSPOSITION

Starting at 10th level, you can use your bonus action to create an illusory disguise over two creatures within 60 feet of you, making it seem as if they have teleported and switched places. The disguise makes it seem that the creatures are in one another's spaces, moving all sounds, smells, and other effects caused by each creature to their correct points of origin. Creatures under the effect of the disguise do not perceive any part of the illusion.

A creature can use its action to examine a magically disguised creature and make an Intelligence (Investigation) check against your spell save DC. On a success, the creature can see both illusory creatures for what they are.

This illusion lasts for 1 minute, and ends early when one of the illusory creatures takes damage, or if one of the creatures performs any physical interaction which reveals itself to be an illusion.

Once you use this ability, you can't use it again until you finish a short or long rest.

WAKING NIGHTMARE

By 14th level, you can warp everything a creature sees into a hellscape, full of terrible creatures that wish them harm. When a creature fails its saving throw against your Hallucination hex, you can further distort its mind, causing it to lose the ability

to distinguish friend from foe, regarding all creatures it sees as enemies until the hex ends. Whenever the hexed creature chooses a target for an attack, spell, or other ability, it must choose the target at random from among the creatures it can see within range. The hexed creature must always use its reaction to make an opportunity attack, if a creature provokes one.

This effect ends after 1 minute. Once you use this ability, you can't use it again until you finish a long rest.

Red Magic

Arcane magic tied to channeling the elements is deemed red magic, and is extremely hazardous when used. Witches that specialize in red magic are among the deadliest spellcasters in existence, channeling their curse into unhindered arcane wrath.

RED MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>burning hands, magic missile</i>
2nd	<i>acid arrow, scorching ray</i>
3rd	<i>fireball, protection from energy</i>
4th	<i>ice storm, wall of fire</i>
5th	<i>cone of cold, telekinesis</i>

HEX: IMPERIL

Starting at 3rd level, you know how to strip away your foes' magical defenses. As an action, choose one creature you can see within 60 feet to make a Constitution saving throw, and choose any one damage type. On a failed save, the creature loses resistance to the given damage type until the end of your next turn, or is treated as having only resistance, if it is immune.

CONVOLUTE ENERGY

At 6th level, whenever you cast a spell that deals acid, cold, fire, lightning, poison, or thunder damage, you can gain resistance to that damage type until the end of your next turn.

INVULNERABILITY

Beginning at 10th level, when an attacker that you can see hits you with an attack, you can use your reaction to briefly become invulnerable. Subtract 50 from the damage dealt, to a minimum of 0.

Once you use this ability, you can't use it again until you finish a long rest.

ELEMENTAL ANNIHILATION

Starting at 14th level, when you cast a witch spell which deals acid, cold, fire, lightning, or thunder damage, you can expend another spell slot of equal or higher level to maximize the damage dealt.

Once you use this ability, you can't use it again until you finish a long rest.

Steel Magic

Secret covens throughout the Material Plane practice their magic by drawing spells into their blades. Maniacally cackling and whirling their way across the battlefield, these witches weave their curses into a bloody tapestry whenever they bring their steel to bear.

STEEL MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>heroism, shield</i>
2nd	<i>heat metal, magic weapon</i>
3rd	<i>blink, haste</i>
4th	<i>death ward, freedom of movement</i>
5th	<i>flame strike, telekinesis</i>

BONUS PROFICIENCIES

Beginning when you choose this craft at 3rd level, you gain proficiency with battleaxes, flails, longswords, morningstars, rapiers, scimitars, tridents, and warhammers.

HEX: MALEVOLENCE

Also at 3rd level, you have learned a secret hex associated with the profane rites of long-forgotten covens. You can use your bonus action to shroud yourself with an evil smog until the end of your next turn. You don't need to make Constitution saving throws to maintain concentration on this hex. You gain the following benefits:

- Your Armor Class equals $12 + \text{your Dexterity modifier} + \text{your Charisma modifier}$, as long as you are not holding a shield.
- When you make an attack with a melee weapon that lacks the Heavy property, you can use your Charisma modifier, instead of Strength or Dexterity, for its attack and damage rolls.
- Whenever you take damage from a creature which you can see that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.



CACKLING KILLER

At 6th level, when you use your Cackle feature, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SOULSWORD FAMILIAR

Starting at 10th level, as a bonus action, you can draw the essence of your familiar into your weapon, manifesting in a cloak of green flame. Your familiar is dismissed, and can't be resummoned until you finish a short or long rest. Until your familiar is resummoned, this weapon deals an additional 1d8 fire damage on a hit.

SHRIEKING STRIKE

Starting at 14th level, your accursed magic has seeped into your weapon. Once per turn, when you hit another creature with a melee weapon attack, you can perform a shrieking strike. The target must succeed a Wisdom saving throw against your spell save DC or be frightened of you until the end of your next turn.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Tea Magic

Tea witches are among the calmest and friendliest of witches, radiating warmth and contentment despite their hideous faces and hollow souls. At their very worst, they can be cranky (if forced to drink their tea in a hurry), or twitchy (after too much tea), but even then, they are likely to look for peaceful solutions to their problems.

TEA MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>hideous laughter, sanctuary</i>
2nd	<i>augury, calm emotions</i>
3rd	<i>clairvoyance, sending</i>
4th	<i>divination, private sanctum</i>
5th	<i>legend lore, scrying</i>

HEX: TASSEOGRAPHY

Starting when you choose this craft at 3rd level, you can see glimpses of the future in your tea leaves. As an action, choose a friendly creature you can see within 60 feet, roll a d20, and record the number rolled. Until the end of your next turn, you can replace any attack roll, saving throw, or ability check made by the creature with this foretelling roll. You must choose to do so before the roll. Once you replace a roll in this way, this hex ends.

TEA CEREMONY

Also at 3rd level, you can magically conjure enough tea for you and your allies whenever you take a short or long rest. A creature who drinks this tea loses one additional level of exhaustion during that rest period.

SHAPES AND OMENS

By 6th level, you can see deeper glimpses into the future through your tea leaves. When you finish a long rest, you can examine the shape of your tea leaves. The GM tells you a shape which hints at future events. For example, if you see a tower in your tea leaves, you might encounter a wizard on the following day. If you see a serpent, you might encounter a liar or a monster.

HERBAL REMEDY

At 10th level, you can cast the spell *greater restoration* without expending a spell slot or material components. Once you use this ability, you must finish a short or long rest before using it again.

INVIGORATE

By 14th level, as a bonus action, you can give yourself or a friendly creature you can see within 5 feet of you a temporary rush of energy by drinking an energizing cup of tea. On the target's next turn, the target can take one additional action on top of its regular action and a possible bonus action.

Once you use this ability, you must finish a long rest before using it again.

Technicolor Magic

Technicolor Magic witches draw their power from the friendships they find around them. They have a penchant for collecting adorable animals of all shapes and sizes, which they will never endanger, no matter how dire the situation. Above all, Technicolor witches are defined by their relentlessly positive outlook, which empowers their arcana and spurs on their allies.

TECHNICOLOR MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>color spray, speak with animals</i>
2nd	<i>animal messenger, enhance ability</i>
3rd	<i>fly, speak with plants</i>
4th	<i>freedom of movement, locate creature</i>
5th	<i>animate objects, telepathic bond</i>



ANIMAL FRIENDS

Starting when you choose this craft at 3rd level, you have advantage on all Wisdom (Animal Handling) checks you make to befriend beasts. You can use your Charisma, instead of Wisdom, on these checks if the creature is Small or smaller. If you adopt a beast as a pet, you can temporarily dismiss it into an extradimensional space, as you would a familiar.

HEX: MUSICAL INTERLUDE

At 3rd level, you gain a hex which inspires your allies with an uplifting speech or an encouraging musical number. As an action, you can grant each willing creature you can see which can see you within 30 feet a number of temporary hit points equal to your Charisma modifier plus half your witch level. These temporary hit points last until the end of your next turn.

FRIENDSHIP BRACELET

Beginning at 6th level, as an action, you can weave a small bracelet of string, beads, or some other inexpensive material. You can always determine the location of a creature wearing one of these bracelets, as long as you and it are on the same plane of existence. You can target the creature with spells and effects as if you could see it, even if an obstacle or environmental effect obscures the target from your view.

POSITIVITY

Starting at 10th level, you can leverage your bonds of friendship for protection. As an reaction, when a creature you can see attacks you, you gain a bonus to your Armor Class equal to the number of friendly creatures within 5 feet of you.

Once you use this ability, you can't use it again until you finish a short or long rest.

REDEMPTIVE ARC

Beginning at 14th level, you can redeem your foes, instead of slaying them. When a hostile creature you can see is reduced to 0 hit points, you can use your reaction to protect the creature from harm, causing it to fall unconscious. When the creature awakens, it is freed of any magical effect which would charm, curse, frighten, or possess it. Furthermore, the creature loses one of its Bonds or Flaws which inspired it to be hostile towards you.

Once you use this ability, you can't use it again until you finish a long rest.

White Magic

White magic is fundamentally good and benevolent for all living things. Witches that adopt this craft, in spite of the hateful curse that infects them, often dedicate themselves to healing and caretaking, with the intent of bettering the world.

WHITE MAGIC BONUS SPELLS

Spell Level Spells

1st	<i>bless, cure wounds</i>
2nd	<i>lesser restoration, prayer of healing</i>
3rd	<i>beacon of hope, revivify</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>mass cure wounds, raise dead</i>

HEX: REMEDY

At 3rd level, you learn a hex which closes wounds and eases pain. As an action, choose one creature you can see within 60 feet. This creature regains a number of hit points equal to $1d10 + \text{your witch level}$. A creature which regains hit points from this hex can't be affected by it again until it finishes a short or long rest.

TALISMAN OF PROTECTION

At 6th level, you can craft a talisman which wards off harm. Creating a talisman takes one hour of work, which can be performed over the course of a short rest. You can only have one of these talismans at a time; crafting a new talisman causes the previous talisman to become mundane. Any creature that wears a talisman can add a d4 to all saving throws it makes.

BENEVOLENT SURGE

At 10th level, when you, your familiar, or one of your allies you can see within 30 feet takes damage, you can use your reaction to cause that creature to regain hit points equal to $1d10 + \text{your Charisma modifier}$. Once you use this ability, you must finish a short or long rest before using it again.

WITCH'S GIFT

Starting at 14th level, when you cast a spell or hex which restores a creature's hit points, that creature gains a +3 bonus to its Armor Class until the end of your next turn.

2ND LEVEL

- Acid Arrow SRD
- Blindness/Deafness SRD
- Curse Ward
- Darkness SRD
- Darkvision SRD
- Delay
- Detect Thoughts SRD
- Enlarge/Reduce SRD
- Gentle Repose SRD
- Invisibility SRD
- Knock SRD
- Locate Object SRD
- Misty Step SRD
- Nondescript
- Pass Without Trace SRD
- Protection from Ballistics
- Protect Threshold
- Ray of Enfeeblement SRD
- Silence SRD
- Spider Climb SRD
- Stone Bones
- Unseen Accountant
- Web SRD

3RD LEVEL

- Animate Dead SRD
- Benign Dismemberment
- Bestow Curse SRD
- Call Lightning SRD
- Clairvoyance SRD
- Counterspell SRD
- Curse of Blades
- Dead Fog
- Dispel Magic SRD
- Fear SRD
- Gaseous Form SRD
- Glyph of Warding SRD
- Nondetection SRD
- Phantom Steed SRD
- Remove Curse SRD
- Revivify SRD
- Ruby-Eye Curse
- Rusting Grasp
- Séance
- Stinking Cloud SRD
- Speak with Dead SRD
- Vampiric Touch SRD

4TH LEVEL

- Arcane Eye SRD
- Blight SRD
- Death Ward SRD
- Dimension Door SRD
- Dire Warning

Distort Gravity
False Vision
Gahoul's Scapegoat
Grasp of the Grave
Greater Invisibility SRD
Locate Creature SRD
Phantasmal Killer SRD
Secret Chest SRD

5TH LEVEL

- Antilife Shell SRD
- Cloudkill SRD
- Contagion SRD
- Dispel Evil and Good SRD
- Dream SRD
- Insect Plague SRD
- Modify Memory SRD
- Pharaoh's Curse
- Scrutinize Foe
- Scrying SRD
- Teleportation Circle SRD

6TH LEVEL

- Antiballistic Field
- Circle of Death SRD
- Contingency SRD
- Create Undead SRD
- Eyebite SRD
- Flesh to Stone SRD
- Frenzy
- Gahoul's Spectral Scythe
- Harm SRD
- Inexorable Sarcophagus
- Magic Jar SRD

7TH LEVEL

- Abduct
- Etherealness SRD
- Finger of Death SRD
- Sequester SRD
- Teleport SRD

8TH LEVEL

- Antimagic Field SRD
- Clone SRD
- Feeblemind SRD
- Gahoul's Glorious Gothic
- Mind Blank SRD
- Power Word Stun SRD

9TH LEVEL

- Heart of Darkness
- Imprisonment SRD
- Power Word Kill SRD
- Storm of Vengeance SRD
- Weird SRD

WARMAGE SPELLS

Unlike other spellcasters, warmages only learn cantrips, which they pick from the following list when they gain certain levels in their class. If a cantrip appears on the wizard spell list which is not represented here, the GM can allow this cantrip to be a warmage spell as well.

CANTRIPS (0 LEVEL)

- Arc Blade
- Acid Splash SRD
- Burning Blade
- Card Trick
- Caustic Blade
- Cheat
- Chill Touch SRD
- Cryptogram
- Finger Guns
- Fire Bolt SRD
- Force Buckler
- Force Dart
- Force Weapon
- Frigid Blade
- Light SRD
- Lightning Surge
- Mage Hand SRD
- Magic Daggers
- Mending SRD
- Minor Illusion SRD
- Moment to Think
- Prestidigitation SRD
- Phantom Grapnel
- Poison Spray SRD
- Produce Flame SRD
- Quickstep
- Ray of Frost SRD
- Shocking Grasp SRD
- Sonic Pulse
- Springheel
- Thunderous Distortion
- True Strike SRD

WITCH SPELLS

Witches can learn spells from the following list when they gain certain levels in their class.

CANTRIPS (0 LEVEL)

- Acid Splash SRD
- Candy Blast
- Card Trick
- Cheat
- Chill Touch SRD
- Cryptogram

Dancing Lights SRD
 Eldritch Orb
 Eye of Anubis
 Hocuspocus
 Mage Hand SRD
 Message SRD
 Minor Illusion SRD
 Minor Lifesteal
 Prestidigitation SRD
 Produce Flame SRD
 Resistance SRD
 Spare the Dying SRD
 True Strike SRD

1ST LEVEL

Accursed Act
 Action
 Animal Friendship SRD
 Arcane Anomaly
 Bane SRD
 Blood Print
 Charm Person SRD
 Clue
 Comprehend Languages SRD
 Curse of Chains
 Detect Magic SRD
 Disguise Self SRD
 Expedited Retreat SRD
 Faerie Fire SRD
 Flawed Reconstruction
 Hideous Laughter SRD
 Hollowing Curse
 Prehensile Hair
 Protection from Evil and Good SRD
 Psychedelics
 Rumor
 Silent Image SRD
 Sleep SRD
 Speak with Animals SRD
 Thunderwave SRD
 Unseen Servant SRD
 Whispering Wind

2ND LEVEL

Aberrate
 Aerial Alacrity
 Animal Messenger SRD
 Blindness/Deafness SRD
 Calm Emotions SRD
 Curse Ward
 Darkness SRD
 Darkvision SRD
 Delay
 Detect Thoughts SRD
 Enthrall SRD
 Hold Person SRD
 Intrusive Thought
 Invisibility SRD
 Jam Weapon

Knock SRD
 Levitate SRD
 Locate Object SRD
 Misty Step SRD
 Nondescript
 Petal Storm
 Protect Threshold
 Ray of Enfeeblement SRD
 See Invisibility SRD
 Shatter SRD
 Spider Climb SRD
 Suggestion SRD
 Swift Flight

3RD LEVEL

Benign Dismemberment
 Bestow Curse SRD
 Clairvoyance SRD
 Counterspell SRD
 Curse of Blades
 Dispel Magic SRD
 Fear SRD
 Fly SRD
 Glitterdust
 Hypnotic Pattern SRD
 Magic Circle SRD
 Major Image SRD
 Nondetection SRD
 Phantasmal Beauty
 Remove Curse SRD
 Ruby-Eye Curse
 Rusting Grasp
 Séance
 Sending SRD
 Slow SRD
 Speak with Dead SRD
 Speak with Plants SRD
 Stinking Cloud SRD
 Tongues SRD

4TH LEVEL

Arcane Eye SRD
 Banishment SRD
 Black Tentacles SRD
 Compulsion SRD
 Confusion SRD
 Dimension Door SRD
 Dire Charm
 Dominate Beast SRD
 False Vision
 Gahoul's Scapegoat
 Greater Invisibility SRD
 Hallucinatory Terrain SRD
 Invisibility Purge
 Locate Creature SRD
 Mandy's Enchanted Carriage
 Mandy's Feral Follower
 Mandy's Marvelous Dress
 Phantasmal Killer SRD
 Polymorph SRD

5TH LEVEL

Contagion SRD
 Dispel Evil and Good SRD
 Dominate Person SRD
 Dream SRD
 Frolicking Fountain
 Geas SRD
 Hold Monster SRD
 Insect Plague SRD
 Mislead SRD
 Modify Memory SRD
 Pharaoh's Curse
 Planar Binding SRD
 Scrying SRD
 Seeming SRD
 Telekinesis SRD

6TH LEVEL

Corruption Curse
 Demand
 Elemental Curse
 Eyebite SRD
 Flesh to Stone SRD
 Frenzy
 Guards and Wards SRD
 Mass Suggestion SRD
 Programmed Illusion SRD
 True Seeing SRD

7TH LEVEL

Abduct
 Curse of Binding
 Etherealness SRD
 Mirage Arcane SRD
 Project Image SRD
 Plane Shift SRD
 Sequester SRD
 Symbol SRD
 Teleport SRD

8TH LEVEL

Antipathy/Sympathy SRD
 Dominate Monster SRD
 Feeblemind SRD
 Glibness SRD
 Mind Blank SRD
 Power Word Stun SRD

9TH LEVEL

Astral Projection SRD
 Foresight SRD
 Identity Curse
 Imprisonment SRD
 True Polymorph SRD
 Weird SRD

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ABDUCT

7th-level conjuration

CASTING TIME: 1 minute

RANGE: 1 mile

COMPONENTS: V, S, M (a silver saucer)

DURATION: 1 hour

This spell teleports a creature to your location. Choose a creature known to you within range as the target of this spell. An unwilling creature can make a Charisma saving throw to resist this effect. The target is placed at a location of your choice within 30 feet of you. You choose if the target is sitting, standing, prone, or bound with nearby restraints. At the end of the spell's duration, you can choose whether the target remains at your location or is teleported back to the location from which it was abducted.

ABERRATE

2nd-level transmutation

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

This spell causes your anatomy to become fluid, constantly refreshing into new and more terrible shapes. For the duration, you do not take extra damage from critical hits.

Additionally, your body adapts to threats as it warps. Immediately after you take damage while this spell is active, you can use your reaction to gain resistance to that damage type until this spell ends or until you use this ability again to gain resistance to a different damage type. This resistance does not apply to the triggering damage.

ACCELERATE/DECELERATE

1st-level transmutation (chronomancy)

CASTING TIME: 1 reaction, which you take when a creature you can see within 60 feet is hit with an attack

RANGE: 60 feet

COMPONENTS: V, S, M (a drop of oil or a drop of molasses)

DURATION: Instantaneous

This spell speeds up or slows down an attack the instant before it strikes, lessening or multiplying its force.

ACCELERATE. Increase the damage the target takes by $1d6 + \text{your spellcasting modifier}$.

DECCELERATE. Reduce the damage the target takes by $1d6 + \text{your spellcasting modifier}$ (to a minimum of 0 damage).

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the change in damage increases by $1d6$ for each slot level above 1st.

ACCURSED ACT

1st-level enchantment

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (incense or a black candle)

DURATION: Concentration, up to 1 minute

Lighting a candle, you speak dark curses in a lost tongue, directed at one creature you can see within range. That creature must make a Wisdom saving throw or be cursed for the duration. While cursed, the creature takes psychic damage once per turn equal to $1d8 + \text{your spellcasting modifier}$ whenever it attacks or casts a spell. If the target doesn't attack or cast a spell on its turn, it can repeat their saving throw at the end of their turn, ending the effect on a success.

A *remove curse* spell ends this curse early.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd-level or higher, you deal an additional $1d8$ psychic damage for each slot level above 1st.

ACTION

1st-level transmutation (chronomancy)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a shaving of licorice root)

DURATION: 1 round

Choose a willing creature that you can see within range. During its next turn, the target gains an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Chronomancers worry so much about time. Who cares?!

Time barely matters when you have even a little bit of immortality.

AERIAL ALACRITY*2nd-level transmutation***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S, M (a feather from a bird of prey)**DURATION:** 10 minutes

Target a willing creature you can see within range that has a flying speed (including those with a temporary or magically-bestowed flying speed). That creature gains the following benefits for the duration:

- The target can take the Dash action as a bonus action.
- The target can hover.
- The target has advantage on Dexterity (Acrobatics) checks.
- The target doesn't provoke an opportunity attack when it flies out of an enemy's reach.

AFTER IMAGE*3rd-level illusion***CASTING TIME:** 1 action**RANGE:** Self**COMPONENTS:** V, S, M (a silver hand mirror worth 50 gp)**DURATION:** 10 minutes

You create an illusory duplicate of yourself which follows your every movement. When you are hit by an attack during the spell's duration, roll any die. On an odd roll, the attack targets and hits the duplicate instead of you. The duplicate vanishes, reappearing after you move 10 feet or more or take the Dodge action. On an even roll, the attack targets you as normal.

ANTIBALLISTICS FIELD*6th-level abjuration (renaissance)***CASTING TIME:** 1 action**RANGE:** Self (40-foot radius sphere)**COMPONENTS:** V, S, M (a pinch of wet gunpowder)**DURATION:** Concentration, up to 10 minutes

An invisible 40-foot radius field of magic extends from you, disrupting bullets and causing firearms to malfunction. Within the sphere, attacks with firearms fail, and firearms used to make an attack immediately jam. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Firearms outside the sphere which are fired into it have disadvantage on attack rolls and deal only half damage on a successful hit.

ARCANE ANOMALY*1st-level abjuration***CASTING TIME:** 1 action**RANGE:** Self (30-foot radius)**COMPONENTS:** V, S, M (a broken mirror)**DURATION:** Concentration, up to 1 minute

You spread cracks in the magical energy that suffuses the multiverse. For the duration, whenever a spell is cast within range, roll a d6. On a 1, the spell casting fails, expending a spell slot as normal, but not consuming expensive material components.

ARC BLADE*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** Self (5-foot radius)**COMPONENTS:** V, M (a melee weapon)**DURATION:** Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is lightning damage instead of its normal type. Additionally, an arc of lightning jumps to a creature you choose within 5 feet of the target, dealing 1d6 lightning damage.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 lightning damage and secondary damage deals an additional 1d6 lightning damage to their targets. Both damage rolls increase by one die at 11th level (2d8 and 3d6), and 17th level (3d8 and 4d6).

ARCANE CAPACITOR*6th-level evocation***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S, M (a potato)**DURATION:** Instantaneous

You channel a wave of arcane power into your fingertips, but recycle the leftover energy into a new spell slot. Make a melee spell attack against a creature you can reach. On a hit, the target takes 5d10 force damage. Whether you hit or miss, you then regain one expended 1st-level spell slot.

AT HIGHER LEVELS. When you cast this spell using a 7th level spell slot, you instead regain an expended 2nd level spell slot. If you cast it using a 9th level spell slot, you instead regain an expended 3rd level spell slot.

BENIGN DISMEMBERMENT

3rd-level necromancy (ritual)

CASTING TIME: 1 minute

RANGE: Touch

COMPONENTS: V, S

DURATION: 1 hour

For the duration, a willing target's body parts (fingers, legs, tail, and even its head) can be harmlessly severed from its body. It takes no damage from such dismemberment, as long as the cut removing the body part is swift and leaves a clean cut. The target's head remains alive and conscious, and parts connected to it also remain alive. All severed body parts become inanimate, but do not begin decomposition for the spell's duration. Any of the target's severed body parts that are removed during this spell's duration can be held back to the stump, which instantly causes the part to knit to the stump, restoring the body part.

At the end of the duration, severed body parts become permanent, and the target dies if vital organs have not been reattached to its head.

BLOOD PRINT

1st-level necromancy (ritual)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (an ounce or more of blood)

DURATION: Instantaneous

At your touch, wet blood on a surface shifts and reforms into a pattern of crimson blotches. This blood print is unique to the particular creature to whom the blood belongs, but you can determine the creature's kind (such as human, gnoll, deer, or fire giant) by examining the general shape. A print can be preserved by pressing a sheet of paper against it. If this spell is cast twice, it is possible to match samples of blood originating from the same creature by comparing the prints.

BOOMERANG

1st-level evocation

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

A dizzying ring of sparks launches from your outstretched hand and ricochets back to you moments later. Make a ranged spell attack roll against a creature within range. On a hit, you deal 3d6 radiant damage. If this attack misses, you can repeat the attack roll against the same target once.

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.

If you cast this spell using a spell slot of 3rd level or higher, after the ring hits the first target, it ricochets to a second target of your choice that you can see within 30 feet of the first target, dealing damage as normal on a hit. If you cast this spell using a spell slot of 5th level or higher, the ring can ricochet to the third target of your choice that you can see within 30 feet of the second target. No matter how many creatures the ring ricochets to, you can only repeat the attack roll against one of the spell's targets.

BURNING BLADE

Evocation cantrip

CASTING TIME: 1 action

RANGE: Self (5-foot radius)

COMPONENTS: V, M (a melee weapon)

DURATION: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is fire damage instead of its normal type. Additionally, embers whirl in the target's space. Until the start of your next turn, when a creature enters the space for the first time or ends its turn there, you can use your reaction to deal 1d6 fire damage to the creature, ending the spell.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an

BLADE CANTRIPS

When a warmage uses a cantrip which calls for a melee weapon attack, such as *burning blade* or *frigid blade*, they can apply their class features and warmage tricks to the weapon damage dealt.

Furthermore, blade cantrips are not intended to function with spells of 1st level or higher which conjure weapons made entirely of magic. The GM decides if blade cantrips can be cast with such weapons.



additional 1d6 fire damage to the target on a hit and the secondary damage deals an additional 1d6 fire damage to its target. Both damage rolls increase by one die at 11th level (2d6 and 3d6) and 17th level (3d6 and 4d6).

BURNT OFFERING

1st-level abjuration (ritual)

CASTING TIME: 10 minutes

RANGE: Self

COMPONENTS: V, S, M (a pyre and slain animal)

DURATION: 24 hours

By constructing a pyre and burning an animal's corpse, you court the favor of the gods. For the duration, you can add your Wisdom modifier, instead of your Dexterity modifier, to your Armor Class.

AT HIGHER LEVELS. If you cast this spell using a spell slot of 3rd level or higher, you can also reroll one saving throw you make during the duration. You can choose to reroll the saving throw after you roll the die, but must decide before the outcome is determined and must use the new roll.

CANDY BLAST

Conjuration cantrip

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You summon a handful of hard candy—boiled sweets, mints, jelly beans, etc.—and hurl them at a target you can see within range. Make a ranged spell attack roll. On a hit, the target takes 1d8 bludgeoning

damage, and the space it is standing in, up to a 5-foot square, becomes difficult terrain until a creature uses an action to gather up the fallen candy. The candy produced by this spell is edible, but has no nutritional value.

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

CARD TRICK

Transmutation cantrip

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a deck of playing cards)

DURATION: Instantaneous

With a flash of your hands, you fling a playing or tarot card charged with energy at your opponents. Choose whether you make a spell attack roll or for the target to make a Dexterity saving throw. On a hit or a failed saving throw, the target takes 1d6 force damage.

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

CAUSTIC BLADE

Evocation cantrip

CASTING TIME: 1 action

RANGE: Self (5-foot radius)

COMPONENTS: V, M (a melee weapon)

DURATION: Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the weapon attack's normal effects, except that any damage dealt by the attack is acid damage instead of its normal type. If you miss by 3 or less, acid splashes on the target, and you instead deal 1d8 acid damage.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d8 acid damage to the target on a hit, and the acid damage dealt on a miss increases to 2d8. Both damage rolls increase by one die at 11th level (2d8 and 3d8) and 17th level (3d8 and 4d8).

CHEAT

Divination cantrip

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: S, M (a weighted die)

DURATION: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this spell could influence a game of poker, but not the result of a *deck of many things*.

CHROMATIC BULLET

1st-level evocation (renaissance)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, S, M (a firearm)

DURATION: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack using a firearm during the spell's duration, your bullet sparks with elemental energy. The attack deals an extra 2d4 damage to the target. You choose whether this additional damage is acid, cold, fire, lightning, poison, or thunder damage, and you can choose to change the firearm's damage to one of these damage types. You do not need to pick the same damage type for both.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

CLUE

1st-level divination (ritual)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a magnifying glass and pipe)

DURATION: 10 minutes

When you cast this spell, all footprints and fingerprints within a 45-foot radius of a point you touch become highlighted and glow faintly for the duration. At the time of casting, choose any period of time up to the last 10 days to the present; only footprints and fingerprints left within that time will be highlighted. Each creature whose footprints or fingerprints are detected by the spell is assigned a unique color, but are not otherwise identified. Any creature that moves or touches objects in the area will also leave colorful footprints and fingerprints, which might reveal invisible creatures in the area.

CONCEALED SHOT

Illusion cantrip (renaissance)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: S, M (a ranged weapon)

DURATION: Instantaneous

As part of the action used to cast this spell, you must make an attack with a ranged weapon, otherwise the spell fails. The attack's projectile is invisible while in flight and the weapon itself is silent. If the weapon is a firearm, this spell suppresses the smoke and light the weapon produces, making it impossible to see or hear where the shot came from.

This spell only conceals the first shot you make; any additional shots are not concealed.

CONJURE CANNONBALL

3rd level conjuration (renaissance)

CASTING TIME: 1 action

RANGE: 600 feet

COMPONENTS: V, S, M (a small replica cannon)

DURATION: Instantaneous

You summon a cannonball, mid-flight and at full velocity, which explodes on impact. Make a spell attack roll against a target you can see within range. On a hit, the target takes 4d10 bludgeoning damage, and each creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage as the target.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each spell slot above 3rd.

CONJURE COVER

1st-level conjuration (ritual) (renaissance)

CASTING TIME: 1 bonus action

RANGE: 10 feet

COMPONENTS: V, S, M (a duck figurine)

DURATION: Concentration, up to 1 hour

You conjure a low cobblestone wall along the ground, a perfect source of cover, at a point you can see within range. The wall is 18 inches thick and is composed of three 5-foot long by 3-foot high segments. Each segment must be contiguous with at least one other segment.

A Medium creature that hunkers behind the wall has half cover from ranged attacks and a Small creature that hunkers behind it has three-quarters cover from ranged attacks. A prone creature has full cover behind the wall. The wall can be leapt over without using any additional movement.

Each segment has AC 10 and 60 hit points.

Reducing a segment of the wall to 0 hit points causes it to crumble, destroying it. The wall disappears when all the segments are destroyed or the spell ends.

CONSECRATED ARMOR*1st-level abjuration (ritual)***CASTING TIME:** 1 action**RANGE:** Self**COMPONENTS:** V, S, M (a drop of blessed oil)**DURATION:** 8 hours

You trace a holy symbol on your chest, and an invisible barrier protects you until the spell ends. Your base AC becomes $12 + \text{your Dexterity modifier}$. If you are attacked by a fiend or undead, your AC becomes $15 + \text{Dexterity modifier}$ against that attack.

CORRUPTION CURSE*6th-level necromancy***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 minute

With a piercing glare and sinister gesture, you send a ribbon of dark magic into a target's body. A creature you can see within range is cursed for the duration and suffers from one of the following effects of your choice while cursed:

DULL REFLEXES. The target has disadvantage on Dexterity checks and saving throws.

FEEBLE FORTITUDE. The target has disadvantage on Constitution saving throws and can't regain hit points.

WEAK WILL. The target has disadvantage on Wisdom saving throws as well as spell attack rolls.

A *remove curse* spell cast using a spell slot of 6th level or higher ends this curse early.

CRYPTOGRAM*Conjuration cantrip***CASTING TIME:** 1 action**RANGE:** Unlimited**COMPONENTS:** V, S, M (a small written message)**DURATION:** Instantaneous

You send a small scroll with a short message to a creature of your choice. The recipient must be a creature known to you and also be on the same plane of existence as you. This scroll will hover in front of the recipient, drop into their pocket, or appear sitting on something nearby. The scroll's message can be up to 8 characters long (spaces count as characters). You can send only one scroll to a single target each day.

CURSE OF BINDING*7th-level enchantment (ritual)***CASTING TIME:** 1 action**RANGE:** 60 feet

COMPONENTS: V, S, M (a body part from the intended target, such as a fingernail, a lock of hair, or a drop of blood)

DURATION: Until dispelled

You bind one creature or object to a location, cursing it so that it may never leave. Choose a target and a location within range, both of which you must be able to see. If the target is a creature, it must make a Charisma saving throw (a willing creature may choose to fail this save), or be cursed to be permanently bound to the chosen location. While cursed, the target can act and move around freely, as long as it remains within 20 feet of the point it is bound to. If the target begins its turn outside of this area, it must make a Strength saving throw against your spell save DC or be dragged 60 feet towards the point it was bound to.

Additionally, if the creature tries to use extraplanar travel, it must make another Charisma saving throw. On a failure, the travel attempt fails and any resources used are wasted. On a success, the curse is suppressed until the creature returns to the plane on which it was bound, at which point the dragging effect resumes.

A *remove curse* spell cast using a spell slot of 7th level or higher ends this curse early.

CURSE OF BLADES*3rd-level enchantment***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 minute

Unholy bands of black energy tie a creature to its weapon. Choose a creature you can see that is holding a weapon within range to make a Wisdom saving throw. On a failed save, the creature is cursed for the duration. A cursed target can't willingly drop or stow its weapon. Additionally, whenever it takes the Attack action on its turn, it makes one additional attack using its weapon targeting itself, against its own AC, dealing damage as normal on a hit.

A *remove curse* spell ends this curse early.

CURSE OF CHAINS*1st-level enchantment***CASTING TIME:** 1 action**RANGE:** 120 feet**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 minute

A black brand resembling iron shackles darkens the ankles of two creatures you can see. Choose two creatures you can see within range of the spell and within 30 feet of each other to make a Constitution saving throw. A willing creature can choose to fail this saving throw. On a failed save, a target is cursed for the duration. If only one target is cursed by this spell, you can use your action or bonus action on a subsequent turn to choose another target within 30 feet of the cursed creature to make a saving throw. While two creatures are cursed by this spell, they are unable to willingly move further away from each other.

A *remove curse* spell ends this curse early.

CURSE WARD*2nd-level abjuration***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S**DURATION:** 1 hour

You reach out your hand and touch a willing creature within your reach, raising a smoke-like barrier around it. For the duration, the target has resistance to necrotic damage and can't be cursed, possessed, or targeted by a hex. Also, its maximum hit points can't be lowered. If the target is already affected by one of these effects, the effect is suspended until the spell ends.

DEAD FOG*3rd-level necromancy***CASTING TIME:** 1 action**RANGE:** 120 feet**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 minute

A 15-foot radius sphere of fog, filled with the necromantic Dead Mists, appears centered on a point you can see within range. The fog spreads around corners, and its area is heavily obscured. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When you cast this spell, you can empower it with your own life essence by losing 10, 15, or 20 hit points when you cast it. When you do so, treat

the spell slot used to cast the spell as being one level higher if you lost 10 hit points, two levels higher if you lost 15 hit points, and three levels higher if you lost 20 hit points, up to a maximum of 9th level.

When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking 3d8 necrotic damage on a failed save.

Additionally, when a creature tries to leave the sphere of fog, you can choose for the fog to grasp the creature with misty tendrils. The creature must make a Strength saving throw to leave the fog, and is unable to move on a failed save.

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

DEAD MIST LASH*1st-level necromancy***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S**DURATION:** Instantaneous

You conjure forth a glowing, white tendril formed of the sinister, necromantic Dead Mists, which lashes out at a foe you can see within range. When you cast this spell, you can empower it with your own life essence by losing 5, 10, or 15 hit points when you cast it. When you do so, treat the spell slot used to cast the spell as being one level higher for every 5 hit points lost, up to a maximum of 9th level.

Make a ranged spell attack roll against a creature within range. On a hit, the target takes 3d8 necrotic damage.



AT HIGHER LEVELS. If you cast this spell using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

DEFENESTRATION

2nd-level evocation

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

A wave of force erupts from your open hand, hurling a creature you can see within range through a window. The target makes a Strength saving throw. On a failure, the target is thrown up to 20 feet through a window of your choice. If there is no window within 20 feet of the target, it is instead thrown through a window of arcane force, which materializes 10 feet behind it and vanishes after the creature shatters it. The target takes 4d6 slashing damage as it flies through a window. On a successful save, the target instead is pushed back 5 feet and takes no damage.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the target can be pushed back an additional 5 feet for each slot level above 2nd, and takes an additional 1d6 slashing damage for each slot level above 2nd.

DELAY

2nd-level transmutation (chronomancy)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (an octagonal sign)

DURATION: Instantaneous

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a Wisdom saving throw or be moved to last place in the initiative order from the beginning of the next round onwards.

DEMAND

6th-level enchantment

CASTING TIME: 1 action

RANGE: Unlimited

COMPONENTS: V, S, M (a snake's tongue and a piece of copper wire)

DURATION: Concentration, up to 8 hours

You send a short message of twenty-five words or fewer 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.

You can use this message to suggest a reasonable-sounding course of activity to the target, in which case the target must make a Wisdom saving throw or be compelled to follow your instructions for the duration, as per the *suggestion* spell.

DIRE CHARM

4th-level enchantment

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a nymph's eyelash, worth at least 100 gp)

DURATION: 10 days

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and has disadvantage unless you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends. If you or your companions do anything harmful to it, it can reattempt the saving throw. 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 8th level or higher, the duration becomes permanent (until dispelled).

DIRE WARNING

4th-level divination (chronomancy)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S

DURATION: Instantaneous

You receive a message of up to 6 words from your future self, warning you of a critical threat or pointing you toward a fruitful avenue. At some point in the future, once you have learned why you sent the message, you must perform a 10-minute long ritual to deliver the message back in time to your past self. Once you cast this spell, you can't cast it again until you perform this ritual, or one week later, if you don't discover this information. If you cast this spell and receive no message, it indicates that you never complete the ritual in the future, possibly owing to your death or some other hindrance.

DISTORT GRAVITY4th-level transmutation (*ritual*)**CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S, M (a gyroscope)**DURATION:** Concentration, up to 1 hour

The spell manipulates the direction of gravity on a non-horizontal surface you touch, causing it to attract creatures and objects within 15 feet of it as if it were the ground. The surface can be up to a 60-foot square in area and can wrap around a structure, if its geometry permits. A creature can walk on this surface as if it were level ground, even if the surface is perpendicular to the ground or upside down.

When the duration ends, all creatures and objects fall from the surface.

ELDRITCH ORB*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S**DURATION:** Instantaneous

You fling a ball of eldritch energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 force damage, and each other creature within 5 feet of the target must make a Dexterity saving throw. On a failed save, a creature takes half as much damage.

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

ELEMENTAL CURSE*6th-level evocation***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 minute

A spark leaps from your finger to a creature you touch, spreading in bright cracks across its skin. The target must make a Constitution saving throw or be cursed for the duration. While cursed, the target has vulnerability to your choice of acid, cold, fire, lightning, or thunder damage. If the creature has resistance to the chosen damage type, it instead only loses that resistance. If the target has immunity to the chosen damage type, it is treated as having only resistance to that damage.

A *remove curse* spell also ends this curse early.

EVASIVENESS5th-level transmutation (*chronomancy*)**CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, M (a scrap of silk)**DURATION:** Concentration, up to 1 hour

You touch a willing creature. Until the spell ends, the target gains a superhuman ability to dodge attacks. The target's AC becomes 20, if it were lower, regardless of what kind of armor it is wearing and it has advantage on Dexterity saving throws.

EXHUME*1st-level necromancy (ritual)***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S, M (a drop of blood)**DURATION:** Instantaneous

Choose an unoccupied 20-foot square within range—note that the area must have solid earth beneath it; this spell fails if cast on the upper floor of a building. This spell then causes one pile of humanoid bones to rise out of the ground within that square. If you cast this spell within a burial place such as a graveyard, mausoleum, or barrow, 1d4 piles of bones are exhumed instead of 1. The ground itself is not changed or disturbed by this spell; the bones simply appear out of the ground.

EYE OF ANUBIS*Necromancy cantrip***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** M (a holy symbol)**DURATION:** Instantaneous

A beam of tenebrous moonlight streaks from your left eye toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage and can't take the Disengage action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your right eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

EYE OF RA*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** M (a holy symbol)**DURATION:** Instantaneous

A beam of furious radiance erupts from your right eye, directed at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage and can't take the Hide action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your left eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

FALSE VISION*4th-level illusion***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S, M (a pinch each of diamond, ruby, emerald, and sapphire dust)**DURATION:** 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature, a place, or an object no larger than 10 feet in any dimension. If the target is targeted by any divination magic or perceived through a scrying spell's sensors, you are able to present the diviner with false information of your choice, as long as you are conscious at the time of the divination attempt. The target could appear to be in different circumstances, in one or more false locations, or completely undetectable.

FINGER GUNS*Evocation cantrip (renaissance)***CASTING TIME:** 1 bonus action**RANGE:** Self**COMPONENTS:** V, S**DURATION:** 1 minute

You extend your forefinger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a ranged spell attack against one creature you can see within 60 feet, dealing 1d8 force damage on a hit.

Your finger gun does not require ammunition, but is considered to be a firearm for spells and effects which influence firearms.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

FLAWED RECONSTRUCTION*1st-level transmutation***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S, M (a needle and thread)**DURATION:** Instantaneous

You stitch together the wounds of a willing creature you touch, which regains 4d6 hit points. However, the mending is imperfect, and the target's maximum hit points is reduced by the same amount until it finishes a long rest. A creature that regains hit points due to this spell will be left with some permanent scars.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d6 for each slot level above 1st.

WARNING FOR LOW-LEVEL CASTERS

The spell *flawed reconstruction* is a risk/reward healing spell, intended for spellcasters that don't usually have access to restorative magic. However, at lower levels, the damage it causes can outright kill characters! Be cautious when learning and casting this spell.

FLESH RIPPER*Transmutation cantrip***CASTING TIME:** 1 action**RANGE:** 30 feet**COMPONENTS:** V, S**DURATION:** Instantaneous

As you cast this spell, a spectral meat hook is flung at the creature of your choice, connected to a spectral chain. Make a ranged spell attack against a creature within range. On a hit, the target takes 1d8 piercing damage as a spectral meat hook plunges into their body. Before the beginning of your next turn, if the target attempts to move more than 30 feet away from you, it must succeed on a Strength saving throw or be prevented from moving farther away until the beginning of your next turn. This effect ends and the meat hook disappears at the beginning of your next turn, or if you are further than 30 feet away from the target.

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

FORCE BUCKLER*Abjuration cantrip***CASTING TIME:** 1 bonus action**RANGE:** Self**COMPONENTS:** V, S, M (a specially-prepared gauntlet worth at least 5 gp)**DURATION:** 1 round

You summon a translucent, yet visible, field of force which springs forth from the prepared gauntlet. Until the beginning of your next turn, this shield grants you a +2 bonus to your Armor Class, as if you were wielding a shield. This spell ends early if you are hit by an attack.

FORCE DART*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** 120 feet**COMPONENTS:** V, S, M (a specially-prepared gauntlet worth at least 5 gp)**DURATION:** Instantaneous

You fling a dart of magical force at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FORCE WEAPON*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** 5 feet**COMPONENTS:** V, S, M (a specially-prepared gauntlet worth at least 5 gp)**DURATION:** 1 round

You conjure a blade of magical force in the air, which lashes out at your foes. Make a melee spell attack. On a hit, you deal 1d10 force damage. The blade remains in existence for a short time; until the beginning of your next turn, you can make a single strike with your mystical blade as an opportunity attack.

You can make 1 additional attack on your turn at 5th level (2 attacks), at 11th level (3 attacks), and at 17th level (4 attacks).

FREE THROW*1st-level transmutation***CASTING TIME:** 1 action**RANGE:** Self**COMPONENTS:** S, M (a scrap of pigskin)**DURATION:** 1 round

As part of the casting of this spell, you throw a handheld object weighing 5 pounds or less. For the duration of the spell, you choose the object's exact trajectory, up to 150 feet of distance. The object can navigate around obstacles and corners, and ignores half and three-quarters cover if it is directed at a creature. If the object strikes a creature, that creature must make a Dexterity saving throw or take 4d4 bludgeoning damage, or half as much on a successful save. The object stops moving after striking a creature or object.



AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can throw with this spell increases by 5 pounds and the damage increases by 2d4 for each slot level above 1st.

FRENZY

6th-level enchantment

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a drop of fresh blood)

DURATION: Concentration, up to 1 minute

With a gesture, you reduce a crowd to base instinct and violence. Choose a point you can see within range. Each creature within 20 feet of that point must make a Wisdom saving throw. On a failed save, a creature is frenzied for the duration. When a creature is frenzied, it draws a melee weapon, if it has one.

A frenzied creature must use its action at the beginning of its turn to attack a creature within its reach. It uses a melee weapon, if it has one, or an improvised weapon or unarmed strike, if it doesn't. If multiple targets are within the creature's reach, it chooses its target randomly. If there is no target within the creature's reach, it attacks itself, against its own AC, dealing damage as normal on a hit.

At the end of its turn, a frenzied creature can repeat its saving throw, ending the effect on it early on a success.

FRIGID BLADE

Evocation cantrip

CASTING TIME: 1 action

RANGE: Self (5-foot radius)

COMPONENTS: V, M (melee weapon)

DURATION: 1 round

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the attack does damage as normal, except that the entire attack deals cold damage instead of its normal type. Additionally, the target is covered in a brittle frost until the start of your next turn. If the target willingly moves before then, you can use your reaction to deal 1d8 cold damage to the target, ending the spell.

At 5th level, the melee attack and secondary damage each deal an additional 1d8 cold damage. Both damage rolls increase by 1d8 at 11th level (2d8/3d8), and 17th level (3d8/4d8).

FROLICKING FOUNTAIN

5th-level enchantment

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a conductor's baton)

DURATION: Concentration, up to 1 minute

You conjure a 5-foot cube of water that animates in a hypnotic motion at an unoccupied space within range. The water swirls for the duration, not leaving its space except to send small jets up to five feet into the air. Each creature within 60 feet other than you which sees the fountain must make a Wisdom saving throw or become charmed by you for the duration. While charmed by this spell, a creature must use its movement on each of its turns to get as close to the water as possible. A charmed creature can't willingly move away from the fountain. At the end of its turn, a charmed creature can attempt the saving throw again, ending the effect on a success. Once a creature has succeeded on a save against this spell, it cannot be affected by the same instance of it again.

If a creature is within 5 feet of the fountain, you can use a bonus action to command the water to lash out at that creature. Make a melee spell attack against the target. On a hit, the water deals 4d6 bludgeoning damage to the target. If the target is charmed by this spell, it can attempt the saving throw again after taking damage from it.

GAHOUL'S GLORIOUS GOTHIC

8th-level conjuration

CASTING TIME: 1 hour

RANGE: 1 mile

COMPONENTS: V, S, M (a decorated, gothic manor miniature worth at least 1,000 gp)

DURATION: 7 days

A rift opens, pouring forth tons of brick and stonework that neatly and quickly assemble into a vast gothic estate. The estate consists of a manor containing a vault, a spacious 200-by-200-foot courtyard, and a 10-foot high wrought iron fence around the perimeter. Any creature within the estate's area is escorted away by harmless but forceful specters.

You can create any floor plan you like for the manor, but the space can't exceed 50 cubes, each cube being 10 feet on each side, or five stories in total, including basements. The manor is adorned with barred windows and decorative gargoyles, but is furnished and decorated as you choose. Once the manor is first created, these details are recorded in

the miniature manor used to cast the spell and can't be changed. The manor is staffed by 50 skeletons obedient to you and contains enough food to serve 50 people each day for a week. The skeletons 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.

The manor contains a 15-foot cube vault, which is an extradimensional space. Items placed within the vault will be present next time you cast this spell.

The courtyard is drenched in necromantic magic, such that any humanoid buried in its grounds rises 24 hours later as a ghoul under your control, as per the spell *animate dead*. When the spell is cast, 3 ghouls are animated in the courtyard. These undead are under your control, but can't leave the estate. They patrol the estate if given no other instructions. Undead can't be turned within the estate.

The estate crumbles into dust and bone after 7 days, and all items placed within the manor appear safely in the space the manor occupied. If cast in the same place once every 7 days for a year, the estate becomes permanent.

GAHOUL'S SCAPEGOAT

4th-level abjuration

CASTING TIME: 1 minute

RANGE: Self

COMPONENTS: V, S, M (black chalk, paint, or oil)

DURATION: 8 hours

You trace a complex arcane symbol into the flesh of a willing creature within 5 feet of you, marking them for sacrifice. During the spell's duration, when you are hit with an attack and the marked creature is within 60 feet of you, you can use your reaction to switch positions with the creature, causing it to be hit by the attack instead of you. The spell then ends.

GAHOUL'S SHRIEKING SKULL

1st-level necromancy

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a skull)

DURATION: Instantaneous

You throw a cackling skull at a point you can see within range, which emits a mortifying shriek loud audible out to 300 feet. Each creature within a 10-foot cube centered on the skull takes 2d4 thunder damage, without making a saving throw.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

GAHOUL'S SPECTRAL SCYTHE

6th-level necromancy

CASTING TIME: 1 action

RANGE: Self (60-foot line)

COMPONENTS: V, S

DURATION: 1 round

You conjure a phantasmal scythe of death in your open hand and throw it whirling through the air. The scythe travels in a 60-foot long, 10-foot wide line, coming to rest hovering in the air at the end of its line or before it strikes any solid objects. Each creature within the area while the scythe is moving must make a Dexterity saving throw or take 6d8 necrotic damage, or half as much on a successful save. A creature has disadvantage on this saving throw if the scythe comes to rest in the creature's space.

If you are within 120 feet of the scythe at the start of your next turn, it returns to you in a 10-foot wide line, forcing creatures within its area of travel to make saving throws against the scythe's damage.

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.

GAME OF FATE

6th-level enchantment

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a gaming set)

DURATION: 1 hour

You magically compel a creature within range to a nonmagical game with vital consequences. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. An unwilling creature can make a Wisdom saving throw to resist this effect. On a failed save, the creature is compelled to join you in the game. If the target takes damage or falls unconscious, this spell ends.

The loser of the game takes 6d6 psychic damage. If no player loses the game or no player has won at the end of the spell's duration, both you and the target take this damage.

Additionally, you and the target creature can negotiate for greater stakes. You can bet higher psychic damage, up to a maximum of 10d6, property,

or more esoteric rewards, such bestowal of a title, on the game. The spell reveals if a creature attempts to bet property they do not own. A bet is finalized when you and the target agree on the bet, solidifying the bet with a handshake or similar gesture. Property or currency bet on the game is teleported to the winner at the game's conclusion. The loser is also magically compelled to take any action (such as bestowing a title) promised as part of a bet.

Lastly, no spell, magical effect, or creature other than you and the target can influence the game's outcome.

GEOMANTIC DISCERNMENT

3rd-level divination (ritual)

CASTING TIME: 1 action

RANGE: Self (100-foot radius)

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

You gain the ability to sense valuable minerals in a 100-foot radius around you. A glowing aura that only you can see appears around any valuable metals, gems, ores, native elements, or other resources in that radius for the spell's duration. You can see this aura through any amount of nonmagical material.

GLITTERDUST

3rd-level conjuration

CASTING TIME: 1 action

RANGE: Self (15-foot cone)

COMPONENTS: V, S, M (a handful of powdered mica)

DURATION: Concentration, up to 1 minute



You spray golden particles in a 15-foot cone, covering all creatures and objects in that area. Each creature in the area must succeed a Constitution saving throw or be blinded for the duration. A creature blinded by this spell can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Each creature within the area, whether or not it succeeds on its saving throw, can't benefit from being invisible for the duration.

GRASP OF THE GRAVE

4th-level necromancy

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a shrunken hand)

DURATION: Concentration, up to 1 minute

Spectral skeletal arms emerge from the ground in a 20-foot radius circle, centered on a point you can see within range. The arms grasp at creatures within the area, except for undead creatures, which ignore the effects of this spell. The area is difficult terrain.

When a creature enters the area for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, a creature takes $3d6$ necrotic damage, and is dragged by the hands to any unoccupied space within the area that you choose. On a successful save, a creature takes half as much damage and is not moved.

Until the spell ends, you can use your action to force each creature within the area to immediately make a save against this spell.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, its damage increases by $1d6$ for each slot level above 4th.

GUIDED MISSILE

1st-level transmutation

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: Concentration, up to 1 minute

You utter a prayer to guide your projectile, causing it to arc toward its target. The next ranged weapon attack you make before the spell ends has advantage and has double its normal and long ranges.

HALO OF FLAME

2nd-level evocation

CASTING TIME: 1 action

RANGE: Self (10-foot radius, 5-foot wide ring)

COMPONENTS: V, S

DURATION: Instantaneous

A ring of flame ignites above your head, and then springs outward, coming to rest in a burning circle. The circle is composed of a 5-foot wide line of flame, curving to form a 10-foot radius ring around you. Each creature you choose within the area must make a Dexterity saving throw. On a failed save, a creature takes 4d6 fire damage, or half as much on a successful save.

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.

HANGOVER

2nd-level enchantment

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a tiny vial of strong liquor)

DURATION: Instantaneous

You emit a drunken aura that quickly washes away, leaving the feeling of an intense hangover. A creature you choose within range must succeed on a Constitution saving throw or take 3d8 psychic damage. The target has disadvantage on Constitution saving throws it makes to maintain concentration on a spell due to this damage. Additionally, on a failed save, the target is poisoned until the start of your next turn.

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

HEART OF DARKNESS

9th-level necromancy

CASTING TIME: 1 hour

RANGE: Self (1-mile radius)

COMPONENTS: V, S, M (A heart prepared with onyx and diamond dust worth at least 10,000 gp)

DURATION: Until dispelled

When you cast this spell, you stab a black, ritualistically-prepared human heart. The ichor from the heart infects the land with foul necromantic energies, causing up to one hundred piles of bones or corpses of Medium or Small humanoids within a 1-mile radius to rise from the dead, becoming skeletons or zombies (the GM has the creatures' game statistics). The undead dig their way out of graves, smash their way out of mausoleums, and tear down cemetery gates.

The creature that is holding the heart can use its action to issue a general command to all undead created by the spell, such as to destroy a town or hunt down a particular creature. Only one general command can be issued to the undead every 24 hours. If not issued a command, the undead indiscriminately attack living creatures, other than the creature that is holding the heart and creatures designated by it. Once given an order, the undead continue to follow it to the best of their ability until the task is complete.

Even while you hold the heart, the undead are not directly under your control, and therefore don't count against any limitations of undead you can command.

The undead remain animated until the spell ends. The spell ends if the heart is destroyed (AC 20, HP 10, immunity to necrotic, poison, psychic damage) or targeted by a *dispel magic* spell cast as a 9th level spell. When the spell ends, all undead animated by it are instantly destroyed, crumpling into a heap. The spell also ends if every undead created by it is destroyed.

HOCUSPOCUS

Conjuration cantrip

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: 1 minute

You conjure minor paranormal phenomena and other ominous effects. You create one of the following magical effects within range for 1 minute:

- You cause all candles, torches, and other open flames to darken and flicker.
- You create a quiet sound that originates from a point of your choice within range, such as ominous whispers, the drone of insects, or the sound of crying.
- You create up to four torch-sized spectral, glowing orbs, which float around within range. The orbs do not provide light, apart from a dim glow.
- You can chill or warm the air in a 10-foot cube by 10 degrees.
- Cause small, unattended objects to rattle or levitate an inch off the ground.

If you cast this spell multiple times, you can have up to three of its effects active at a time, and you can dismiss such an effect as an action.

HOLLOWING CURSE*1st-level necromancy***CASTING TIME:** 1 action**RANGE:** 30 feet**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 minute

Tendrils of black mist extend from your fingertips, latching onto a creature and draining its vitality. Choose a creature you can see within range to make a Dexterity saving throw. On a failed save, the target takes 2d6 necrotic damage and is cursed for up to one minute. On a successful save, the target takes half as much damage and is not cursed. While the target is cursed, you can use your action to deal 1d6 necrotic damage to it automatically. The curse ends early if you use your action to do anything else, or if the target is ever outside the spell's range or if it has total cover from you. A *remove curse* spell also ends this curse.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the initial and secondary damage each increases by 1d6 for each slot level above 1st.

HUNGER OF THE EARTH*4th-level transmutation***CASTING TIME:** 1 action**RANGE:** 30 feet**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 hour

Choose a Large or smaller creature on the ground within range. The earth opens up beneath that creature and attempts to swallow them up. The target must make a Strength saving throw or be restrained for the duration. Furthermore, if the target fails the save, it begins sinking into the ground.

A restrained target or another creature within 5 feet of it can attempt to free the target by using an action to make a Strength check against your spell save DC, freeing the target. The target has disadvantage on this Strength check. The spell ends early if the target is freed.

At the end of the target's turn, it sinks deeper into the ground. A Small or smaller creature fully sinks into the ground after 2 rounds of sinking, a Medium creature fully sinks after 3 rounds, and a Large creature fully sinks after 4 rounds. If a target fully sinks underground, it begins to suffocate.

ICE CLAW PRISON*3rd-level evocation***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S, M (a crystal claw)**DURATION:** Concentration, up to 1 minute

You choose an unoccupied 10-foot square that you can see within range. A Large clawed hand made from razor-sharp ice appears there and lasts for the spell's duration. It acts at your command, though it cannot move from its initial location.

The hand is an object that has AC 18 and hit points equal to half your hit point maximum. It has immunity to poison and psychic damage. If it drops to 0 hit points, the spell ends. The claw doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can command the claw to perform one of the following tasks:

SLASH. The claw lashes out at a target within 10 feet of itself. Make a melee spell attack using your own spell attack bonus. On a hit, the target takes 3d8 slashing or cold damage (your choice.)

IMPRISON. The claw grabs a Large or smaller creature within 10 feet of itself. The target must succeed on a Strength saving throw against your spell save DC or be dragged into the claw's space and restrained for the duration. At the end of each of its turns, the restrained target can make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand, but on a failure it takes 1d8 cold damage. While a creature is restrained by the hand, the hand can't imprison or slash another creature. The claw can slash a creature it has restrained.

RELEASE. The claw releases an imprisoned target, which is no longer restrained.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the damage of the Slash and Imprison options increases by 1d8 for each spell slot above 3rd.

ICICLE JAVELIN*1st-level conjuration***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S, M (a small icicle)**DURATION:** Instantaneous

You fling a massive icicle toward a target of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 cold

damage. If the target is also adjacent to a wall, or a similar large, immobile object, it may also be pinned to that surface on its next turn. At the beginning of its turn, the target can make a Strength saving throw. On a failed save, it has a speed of 0 until the end of its turn.

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.

IDENTITY CURSE

9th-level enchantment

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Until dispelled

You extend a finger to a creature's temple, who then forgets its own name. Choose one creature you can touch to make a Wisdom saving throw. On a failed save, the target falls unconscious for 1 hour and is cursed to forget its identity. When the target awakes, it loses all its personal memories, though the target retains all of its general knowledge, proficiencies, and other statistics. The target will not realize it has any class features or special abilities, and so does not willingly make use of them. If left to its own devices, the target will quickly adopt a new name and begin to build a new identity.

A *remove curse* spell cast using a 9th level spell slot ends this curse. When this curse ends, the target regains all its past memories.

IMPRESSIONS OF THE PAST

7th-level divination (chronomancy)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (an hourglass and a glass eye worth at least 100 gp)

DURATION: Concentration, up to 1 minute

You cast your senses back in time to perceive your current location as it was at some point in the past, including any events that were happening at that time. You must specify the exact time you wish to see, which cannot be more than 100 years ago. When viewing the past, it appears dreamlike and shadowy, but you are able to discern detail and hear conversation as normal, and any special senses you possess (such as darkvision) also work as normal.

While perceiving the past, you can look in any direction, but you cannot move or speak and are unable to sense your present surroundings.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 8th level or higher, you may share this spell with one other creature that you touch. An unwilling target can make a Wisdom saving throw to avoid being affected.

INDEMNIFY

1st-level necromancy

CASTING TIME: 1 bonus action

RANGE: 30 feet

COMPONENTS: V, S, M (a drop of blood)

DURATION: Concentration, up to 1 hour

You fling a drop of blood at a target you can see within range, marking them for reckoning. The target must make a Constitution saving throw. On a failed save, the target takes 1d8 radiant or necrotic damage (your choice) whenever you lose hit points for the duration. This spell ends early if the target begins its turn further than 60 feet from you.

INEVITABLE BOULDER

7th-level conjuration

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (an almost spherical stone)

DURATION: Concentration, up to 1 minute

At a point you choose within range, you conjure into existence a Large 8-foot diameter boulder which rolls in pursuit of one creature that you can see of your choice. The boulder has 18 AC, 75 HP, immunity to poison and psychic damage, and resistance to nonmagical bludgeoning, piercing, and slashing damage. If the boulder is reduced to 0 hit points, it vanishes and the spell ends.

At the beginning of each of your turns, the boulder moves 60 feet in the direction of its target. If the boulder enters a creature's space, the creature must make a Dexterity saving throw. On a failed save, it takes 6d10 bludgeoning damage and, if it is Large size or smaller, is knocked prone. On a success, the creature takes as much damage and is not knocked prone. The boulder also crushes nonmagical objects smaller than itself in its path. If the boulder reaches its target, it rolls over it and continues on, completing its 60-foot movement. The boulder continues to pursue its target for the duration, rolling over it more than once, if possible.

After the spell ends, the boulder continues to pursue its target for up to 24 hours. Once the boulder strikes its target after the spell ends, it immediately vanishes.

INEXORABLE SARCOPHAGUS*6th-level necromancy***CASTING TIME:** 1 action**RANGE:** 30 feet**COMPONENTS:** V, S, M (a finely made miniature sarcophagus worth at least 1,000 gp)**DURATION:** Concentration, up to 1 minute

You toss a palm-sized sarcophagus at an unoccupied point you can see within range, where it grows to full size in an instant and attempts to ensnare a Medium or smaller creature within 5 feet of it with grimy gauze. The creature must make a Dexterity saving throw or be restrained and pulled into the open sarcophagus.

The gauze restraining the creature is an object with AC 10 and 100 HP. It is vulnerable to slashing and fire damage and immune to psychic and poison damage. If it is reduced to 0 hit points, the spell ends.

A creature restrained by this spell must make another Dexterity saving throw at the end of each of its turns. If it successfully saves against this spell three times, it twists free of the gauze and the spell ends. If it fails three times, the sarcophagus slams shut and sinks deep into the earth. The creature is wrapped head to toe by the gauze and becomes incapacitated. The spell ends, but the sarcophagus remains buried in the earth. The sarcophagus has 1 minute of air and the creature begins to suffocate after this time.

If a humanoid dies within the sarcophagus, they rise 24 hours later as a mummy under your control, as per the spell *create undead*. You can only command one mummy animated by this spell at a time.

Any time after this spell ends, you can cause the sarcophagus to ascend to the surface as an action. You can also use your action to shrink the sarcophagus down to its original size while it is unoccupied.

INSTANT REPLAY*1st-level transmutation (chronomancy)***CASTING TIME:** 1 bonus action**RANGE:** Self**COMPONENTS:** V, S**DURATION:** 1 minute

The next time you miss a creature with an attack before this spell ends, you can instantly reset yourself to the moment before the attack and repeat it against the same target.

INTENSIFY GRAVITY*4th-level transmutation***CASTING TIME:** 1 action**RANGE:** 100 feet**COMPONENTS:** V, S, M (a lodestone and iron filings)**DURATION:** Concentration, up to 1 minute

This spell intensifies gravity in a 50-foot radius, 100-foot high cylinder centered on a point within range. Each creature in this area must spend two feet of movement for every foot moved, including flying, jumping, and climbing movement. This can be combined with difficult terrain to slow movement to a quarter of normal speed. If a prone creature wishes to stand up, it must succeed on a Strength check against your spell save DC. On a failure, it can't move at all on its turn.

Objects in the area, including those being worn or carried, weigh double their usual weight, which may cause creatures to become encumbered or cause load-bearing spells like *levitate* to fail. Any ranged weapon attacks that pass into, out of, or through the area have disadvantage, and any falling damage dealt within the spell's area is doubled.

INTRUSIVE THOUGHT*2nd-level enchantment*

CASTING TIME: 1 reaction, which you take when you see a creature within 60 feet of you taking an action

RANGE: 60 feet**COMPONENTS:** V, S**DURATION:** Instantaneous

As a reaction when a creature you can see within range uses its action to attack, or takes the Dash, Dodge, or Disengage actions, you can attempt to distort its thinking. The target makes a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, the creature takes an action of your choice from among those options, instead of the action it intended to take.

INVISIBILITY PURGE*4th-level abjuration***CASTING TIME:** 1 action**RANGE:** Self (120-foot radius)**COMPONENTS:** V, S, M (powdered silver worth at least 100 gp)**DURATION:** Instantaneous

You purge magical invisibility effects within 120 feet of you. Any creature, object, location or effect within

120 feet of you that is hidden by magical invisibility is revealed and the effect dispelled.

This spell applies to innate abilities that are magical in nature, such as an imp's Invisibility, but it does not affect creatures on other planes of existence, such as the Ethereal Plane. It also does not reveal creatures that are naturally invisible. Items that grant magical invisibility (such as a *ring of invisibility*) have their effects suppressed for 1 minute.

JAM WEAPON

2nd-level transmutation (renaissance)

CASTING TIME: 1 reaction, which you take when a creature you can see within range attacks with a firearm

RANGE: 60 feet

COMPONENTS: V, S, M (a pinch of wet gunpowder)

DURATION: Instantaneous

The firearm you target jams upon firing. The attack fails, and the firearm is jammed. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, you can jam one additional firearm within range for each slot level above 2nd.

JETHRO'S INSTANT RELOAD

2nd-level conjuration (ritual) (renaissance)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a spent bullet casing)

DURATION: 1 hour

One ranged weapon you touch becomes enchanted to reload itself automatically. If the weapon has the Loading property, you can ignore this for the duration. When the weapon's ammunition is depleted, new ammunition teleports from your person to your hand or into the weapon, as appropriate. If the weapon takes an action or longer to reload, it reloads itself at the end of your turn.

If you are not carrying sufficient ammunition for the weapon to reload, the spell ends.

LASHING TENDRILS

1st-level transmutation

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (the tip of an octopus tentacle)

DURATION: Concentration, up to 1 minute

You sprout grotesque, whipping tendrils which automatically attack nearby creatures. When a creature comes within 5 feet of you or begins its turn there, it must make a Dexterity saving throw. A creature takes 1d6 bludgeoning damage on a failed save, or half as much on a successful one.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st, up to a maximum of 6d6.

LEGENDARY LIBATION

Conjuration cantrip

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, M (a container, such as a mug, tankard, or flask, which is filled with liquid that is purified by the spell)

DURATION: Instantaneous

You speak a word of power and your container fills with a drink of your choosing, which can be imbibed as an action. The drink is delicious and satisfies the drinker's thirst for the next 24 hours. Furthermore, the drinker has advantage on saving throws against becoming frightened for one hour after consuming this libation. If the drink is not consumed within one hour of being conjured, it loses its magic and turns into mundane, flavorless water.

A creature cannot benefit from more than one *legendary libation* in any given 24-hour period.

LIGHTNING SURGE

Evocation cantrip

CASTING TIME: 1 action

RANGE: Self (5-foot radius)

COMPONENTS: V, S, M (two bits of copper wire)

DURATION: Instantaneous

You emit a dazzling array of short lightning bolts in all directions. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 lightning damage.

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

MAGIC DAGGERS

Conjuration cantrip

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous



With a flourish, you conjure a throwing dagger of magical force out of thin air and flick it from your wrist at a target you can see. Make a ranged spell attack roll against a creature within range. On a hit, the target takes 1d6 magical piercing damage. The dagger vanishes after the attack.

At higher levels, you conjure more daggers out of force and make additional attacks: two daggers at 5th level, three daggers at 11th level, and four daggers at 17th level. You can use the daggers to attack the same target or different ones. Make a separate attack roll for each dagger.

MANDY'S ENCHANTED CARRIAGE

4th-level transmutation

CASTING TIME: 1 minute

RANGE: 30 feet

COMPONENTS: V, S, M (a vegetable)

DURATION: Special

You transform a vegetable into a Large magical carriage, complete with reins and two quasi-real horses. The carriage is luxurious and carries up to six passengers—four within and two atop it at the coach's seat. Creatures within the carriage have full cover from external effects, but can see outside through a pair of windows composed of magical force. While sitting in the coach's seat, a creature can control the carriage, which has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace.

This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours. When the spell ends, the carriage's occupants are ejected into adjacent unoccupied spaces, the carriage shrinks back into a vegetable, and the quasi-real horses fade.

The carriage and horses count as a single object with 12 AC and 100 HP. The spell ends early if the carriage and horses are reduced to 0 HP.

MANDY'S FERAL FOLLOWER

4th-level transmutation

CASTING TIME: 1 minute

RANGE: 30 feet

COMPONENTS: V, S, M (a small servant's bell)

DURATION: Special

After spending the casting time singing a song, you touch a Small or smaller beast. The target must have an Intelligence of 3 or less. The beast then transforms into a humanoid with the statistics of a commoner and an appearance of your choosing. The commoner is friendly to you and your allies, has a basic understanding of all simple unskilled tasks, and can understand the languages you speak, but does not speak themselves. The commoner is clothed in common clothes, but has no other equipment.

In combat, the commoner rolls their own initiative and acts on their own turn. They behave as though they are dutifully employed by you.

This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. When it reverts to its true 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 true form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, you can transform one additional animal for each spell slot above 4th.

MANDY'S MARVELOUS DRESS*4th-level conjuration***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S, M (a glass slipper worth at least 100 gp)**DURATION:** Concentration, special

A willing creature you touch is instantly clothed in a fabulous ball gown, perfectly tailored and complete with a set of glittering jewelry. You can choose for the dress to sit atop the creature's clothing or armor, or for it to magically replace its outfit. The creature can't remove the dress until the spell ends; similarly, the jewelry vanishes if it is removed from the dress. Until the spell ends, when the wearer makes a Charisma check, it can replace the number it rolls with a 10.

Additionally, if the wearer of the dress is attacked by a creature that can see it, the attacker must succeed on a Wisdom saving throw or miss the attack. On a success, the attacker is immune to this effect until this spell ends.

This spell's duration varies depending upon when and where it was cast. If cast in a location where time passes normally, the spell lasts until the twelfth stroke of the next midnight, however long that may be. Elsewhere, the spell lasts for 24 hours. When the spell ends, the dress vanishes in a puff of sparkles, and the creature becomes clothed in its original outfit.

MASS SKIRMISH*7th-level transmutation***CASTING TIME:** 1 action**RANGE:** Self (30-foot radius)**COMPONENTS:** V, S, M (a branch from a tree)**DURATION:** Concentration, up to 10 minutes

This spell allows you to enhance the mobility of any number of willing creatures that you can see within range. You bolster each target, enabling them to move easily through enemy formations. For the duration, each target's movement speed is increased by 15 feet, is unaffected by nonmagical difficult terrain, and doesn't provoke opportunity attacks.

MEMORIZE*1st-level enchantment (ritual)***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S, M (a page of written text and a length of silver string worth 10 gp, tied in a knot, which the spell consumes)**DURATION:** Instantaneous

While casting this spell, your eyes pass over the words on the page, which are committed to your memory. For the next year, you exactly remember the details of all information on this page. After that time, you have advantage on all Intelligence checks you make to recall this information.

MIGHT OF THE ABYSS*1st-level evocation***CASTING TIME:** 1 action**RANGE:** 15 feet**COMPONENTS:** V, S, M (a small, black strip of ribbon)**DURATION:** Concentration, up to 1 minute

You channel stygian power from an extraplanar source, enhancing three creatures other than yourself within range. Whenever a target makes a weapon attack, it adds 1d4 damage to their damage roll. If a target moves more than 15 feet away from you, it loses the effect until it is within range again.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the range increases by 5 feet, and you can target one additional creature for each slot level above 1st.

MINOR LIFESTEAL*Necromancy cantrip***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** S**DURATION:** Instantaneous

You drain life energy from a hostile creature you can see within range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage. You then gain temporary hit points equal to the amount of damage dealt, which lasts until you finish a long rest. This spell has no effect on undead or constructs.

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

MOMENT TO THINK*Transmutation cantrip (chronomancy)***CASTING TIME:** 1 bonus action**RANGE:** Self**COMPONENTS:** V**DURATION:** Instantaneous

When you cast this spell, you briefly stop time for everyone but yourself. You can take one additional action and move around in your space while no time passes for other creatures. That action can be used only to take the Search or Use an Object action, or to make an Intelligence check to remember information about something.

Furthermore, you can't affect or damage any creature or object, other than objects you are wearing or carrying. If an object leaves your hand, it also becomes frozen in time.

NONDESCRIPT*2nd-level illusion***CASTING TIME:** 1 action**RANGE:** Self**COMPONENTS:** V, S**DURATION:** Concentration, up to 10 minutes

This spell makes you seem ordinary and nondescript to others, though it does not change your actual appearance. Creatures who see you while you are under the influence of this spell are unable to recall specific details of your appearance upon being asked if they had seen you or someone matching your description, though their memory of actions you undertook or events they experienced is unaffected.

PARADOX*9th-level transmutation (chronomancy)***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S**DURATION:** Instantaneous

By twisting the flow of time into knots, you cause one action of your choice taken within range within the last round to be undone. Reality then reasserts itself, recoiling from the damage caused by removing an event from time. The direct effects of that action, such as damage dealt by an attack or spell, are undone, but the indirect effects, such as creatures choosing to move to different locations, are not. The creature that took the action takes 10d8 psychic damage, as it copes with its history being modified.

PERFORATING SMITE*2nd-level evocation (renaissance)***CASTING TIME:** 1 bonus action**RANGE:** Self**COMPONENTS:** V**DURATION:** Concentration, up to 1 minute

The next time you make an attack with a firearm before this spell ends, the shot is charged with an incredible amount of power. Instead of making an attack roll against a single target, the shot becomes a 5-foot wide line that extends from you out to the weapon's normal range. Each creature in that line must make a Dexterity saving throw. A creature takes the weapon's normal damage on a failed save, or half as much damage on a successful one.

PETAL STORM*2nd-level conjuration***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S, M (a handful of flower petals)**DURATION:** Concentration, up to 1 minute

Choose an unoccupied 15-foot cube of air that you can see within range. An elemental force of swirling winds appears in the cube and lasts for the spell's duration. The cloud heavily obscures its area.

Any creature that enters the storm for the first time on a turn or starts its turn there must make a Strength saving throw. On a failed save, the creature takes 3d4 slashing damage. As a bonus action, you can move the storm up to 30 feet in any direction. If the storm's area contains leaf litter, flowers, bushes, or trees, it sucks up extra material and the damage the spell deals increases by 2d4.

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

PHANTASMAL BEAUTY*3rd-level illusion***CASTING TIME:** 1 action**RANGE:** 120 feet**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 minute

You tap into the dreams of a creature you can see within range and create an illusory manifestation of its deepest desires, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes incapacitated and unable to move for the duration. In addition, it has disadvantage on all Wisdom (Perception) checks it

makes. 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.

PHANTOM GRAPNEL

Evocation cantrip

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: Instantaneous

You conjure a chain and hook made of magical force, which you propel at a creature or unoccupied space you can see within range. When you target a space or a creature of Huge size or larger, your grapnel pulls you to that target in a straight line. You provoke opportunity attacks for this movement as normal. When you target a creature of Large size or smaller, you pull the target up to 10 feet towards you. A creature can make a Strength saving throw to resist this movement.

PHARAOH'S CURSE

5th-level necromancy

CASTING TIME: 1 action

RANGE: 10 feet

COMPONENTS: V, S

DURATION: Until dispelled

Opening your palm, you release a puff of dust, the pestilence of mummy rot. Choose one creature within range to make a Constitution saving throw. On a failed save, the target is cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 3d6 for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust.

The curse lasts until removed by a spell or magical effect that cures mummy rot. A *remove curse* spell cast using a spell slot of 5th level or higher also ends this spell.

PILLAR OF SALT

3rd-level transmutation

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a drop of lantern oil and a pinch of sulfur)

DURATION: Instantaneous

You deliver a mote of divine wrath to a point you can see within range. Each creature you choose in a 10-foot radius sphere centered on that point must make a Constitution saving throw. On a failed save, a

creature takes 7d6 necrotic damage, or half as much on a successful save. If this damage reduces a target which failed its saving throw to 0 hit points, it is transformed into a pillar of salt.

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.

POLYBRACHIA

3rd-level conjuration

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a pair of armbands)

DURATION: Concentration, up to 10 minutes

Two muscular arms consisting of brilliant arcane energy appear on a willing creature that you touch. These arms are fully functional and can be used to hold weapons and shields (allowing the target to hold 2 two-handed weapons, or 4 one-handed weapons), perform somatic components of spells, and perform other actions, though the arms themselves don't grant the target additional actions. For the duration, the target has advantage on Strength (Athletics) checks made using the additional arms. Also, if the arms are used to carry weapons, the target can use a bonus action to make an additional melee weapon attack using the arms.

PREHENSILE HAIR

1st-level transmutation (ritual)

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a braided rope)

DURATION: 1 hour

You grow unduly long and tough hair (even from your eyebrows) which you can manipulate at will. You can use your hair to perform simple tasks within 10 feet of you, such as manipulating an object, opening an unlocked door or container, stowing, or retrieving an item from an open container, or pouring the contents out of a vial. You can cast spells with a range of Touch using your hair, out to a range of 10 feet. Your hair returns to its normal length when this spell ends.

PROTECTION FROM BALLISTICS

2nd-level abjuration (renaissance)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

A shimmering shield of energy surrounds one willing creature you touch. For the duration, ranged attacks made by firearms have disadvantage against the target, and the target has resistance to any damage dealt by firearms.

PROTECT THRESHOLD

2nd-level abjuration (ritual)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (an ounce of salt for each foot of the warded portal's perimeter)

DURATION: 10 minutes

Tracing arcane sigils along its boundary, you can ward a doorway, window, or other portal from entry. For the duration, an invisible eldritch creature stalks the warded portal. Any creature that attempts to pass through the portal must make a Wisdom saving throw or take $4d6$ psychic damage, or half as much on a successful save.

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.



PSYCHEDELICS

1st-level illusion

CASTING TIME: 1 action

RANGE: Self (60-foot radius)

COMPONENTS: V, S, M (a mushroom)

DURATION: 1 hour

For a moment, the colors around you shift in a rainbow swirl, before coming to rest far from their original hues. The colors of all creatures and objects you choose within range change randomly and remain brightly and unnaturally colored for the duration. Additionally, each affected creature you choose must make a Dexterity saving throw. On a failed save, a creature has disadvantage on attack rolls until the end of its next turn.

QUICKSTEP

Transmutation cantrip

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: 1 round

You call upon your inner reserves to give you a brief flash of speed. When you cast this spell, your base movement speed increases by 10 feet until the beginning of your next turn.

RECALL

2nd-level conjuration (chronomancy)

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V, S

DURATION: 1 round

Record where you are when you cast this spell. Until the end of your next turn, you can use your reaction to teleport back to that location, or to the nearest unoccupied space. If you use this reaction in response to an attack, spell, magical effect, or any other damaging effect, resolve the triggering effect before teleporting.

REPULSOR RING

2nd-level abjuration

CASTING TIME: 1 action

RANGE: 5 feet

COMPONENTS: V, S, M (a piece of chalk)

DURATION: Concentration, up to 1 minute

You outline a 5-foot diameter circle on the ground, which is warded against intruders. Only creatures you choose can step within the circle. Any ranged attack roll made against a target within the circle



has disadvantage. If a hostile creature makes a melee attack against a target within the circle, the attacker is pushed back 10 feet immediately after the attack.

RUBY-EYE CURSE

3rd-level necromancy

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Concentration, up to 10 minutes

A red haze clouds the eyes of a creature that meets your gaze. Choose one creature you can see within range to make a Constitution saving throw. On a failed save, the creature is cursed for the duration. A cursed target can see normally out to 5 feet, but is blind beyond this radius.

A *remove curse* spell ends this curse early.

RUMBLING CHARGE

1st-level transmutation

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a lump of granite)

DURATION: Instantaneous

You imbue yourself with the elemental power of a landslide. When you cast this spell, you immediately move 30 feet in a straight line without provoking opportunity attacks. If your path is blocked by a creature or object, you stop moving there and that creature or object must make a Strength saving throw or take $2d12$ bludgeoning damage, or half as much on a successful save.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by $1d12$ for every two slot levels above 1st.

RUMOR

1st-level enchantment (ritual)

CASTING TIME: 1 action

RANGE: Self (100-foot radius)

COMPONENTS: V, S

DURATION: 1 minute

You magically spread a rumor of 10 words or less. Any intelligent creature within range that is near three or more other creatures which speak the same language as them believes that they hear the rumor being repeated by someone nearby. Different creatures hear the rumor from different people, so a concrete origin point is impossible to discern. Generally, creatures will not be outright hostile upon hearing even the most vicious rumors, but hearing a rumor can affect their disposition positively or negatively.

RUSTING GRASP

3rd-level transmutation

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Instantaneous

You conjure a potent acid at your fingertips, which can corrode metal and burn flesh. Make a melee spell attack against a creature or object within your reach. On a hit, a creature takes $6d4$ acid damage and, if it is wearing nonmagical metal armor or wielding a nonmagical metal shield, you can corrode either its armor or shield. Corroded armor takes a permanent and cumulative -3 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed. A corroded shield is destroyed.

If you target a nonmagical metal object with this spell that isn't being worn or carried, you corrode and destroy parts of the object you choose that can fit within a 1-foot cube.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, the damage increases by $2d4$ for each slot level above 3rd.

Additionally, you can destroy one additional cubic foot of a nonmagical object for each slot level above 3rd.

SCRUTINIZE FOE

5th-level divination

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You discern minute details concerning one creature you can see within range. You learn two of the following pieces of information of your choice about the target: its armor class, current hit points, condition immunities, damage immunities, damage resistances, damage vulnerabilities, and enchantments (which reveals any spells which are currently affecting it). The GM must share with you the requested information.

SÉANCE

3rd-level necromancy

CASTING TIME: 10 minutes

RANGE: Self

COMPONENTS: V, S, M (a crystal ball, deck of tarot cards, or ouija board)

DURATION: 1 minute

You and at least three willing creatures lock hands in a moment of meditation to conjure a spirit from the afterlife to answer your questions. Describe or name a creature that is familiar to you. If the creature's soul is free and willing, it manifests as a ghostly specter. This spell fails if the spirit was the target of this spell within the last 10 days.

Until the spell ends, you can ask up to three questions of the specter. The specter knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the specter is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. There is a 5% chance that this spell contacts the wrong spirit, one which will answer questions untruthfully or ambiguously.

SKIRMISH

3rd-level transmutation

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S, M (a branch from a tree)

DURATION: Concentration, up to 10 minutes

You enhance the mobility of one willing creature you touch, enabling them to move easily through enemy formations. For the duration, the target's speed is doubled, it is unaffected by nonmagical difficult terrain, and it doesn't provoke opportunity attacks.

SNAKESTAFF

3rd-level transmutation

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a quarterstaff)

DURATION: Concentration, up to 1 hour

You cast a staff to the ground, which writhes and grows into a giant constrictor snake under your control, which acts on its own initiative count. The snake is friendly to you and your companions. The snake will obey any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. If the snake is reduced to 0 hit points, it dies and reverts to a broken staff. The GM has the creature's statistics.

SONIC PULSE

Evocation cantrip

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

You compress a thunderous boom into an invisible ball and project it at a creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d8 thunder damage and is deafened until the start of your next turn.

If the spell's target is within 10 feet of you, this spell's damage becomes d10s, instead of d8s.

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

SPARK OF LIFE

Necromancy cantrip

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S

DURATION: Instantaneous

With a quick jolt of necromantic energy, the dead momentarily rise to obey you, if only for a few seconds. Choose the corpse of a Huge or smaller creature that has been dead for no more than an hour. When you cast this spell, the corpse stands up and can move up to 15 feet and make a single melee slam attack against a target of your choice within its reach, using your spell attack modifier. On a hit, this attack deals bludgeoning damage based on the corpse's size: a Tiny corpse deals 1d4, a Small corpse deals 1d6, a Medium corpse deals 1d8, a Large corpse deals 1d10, and a Huge corpse deals 1d12. Once the corpse attacks, it once again crumples into a heap. A corpse targeted by this spell does not become an undead creature.

This spell's damage increases as you gain levels. At 5th level, the corpse deals two damage dice according to its size. At 11th level, it deals three damage dice, and at 17th level, it deals four damage dice.

SPRINGHEEL

Transmutation cantrip

CASTING TIME: 1 bonus action

RANGE: Self

COMPONENTS: V

DURATION: 1 round

You flood magic into your legs, allowing you to bound high into the air from a standstill. When you cast this spell, your jump distance increases 10 feet until the beginning of your next turn, and you can make a running high jump or a running long jump without a running start.

STONE BONES*2nd-level transmutation***CASTING TIME:** 1 bonus action**RANGE:** 30 feet**COMPONENTS:** V, S**DURATION:** 1 round

You magically reinforce a creature you can see within range, granting it resistance to nonmagical bludgeoning, piercing, and slashing damage until the end of its next turn.

SWIFT FLIGHT*2nd-level transmutation***CASTING TIME:** 1 bonus action**RANGE:** Touch**COMPONENTS:** V, S, M (a wing feather from any bird)**DURATION:** 1 round

Streaks of energy flow from the back of a creature you touch, tracing the shapes of wings. Until the end of the target's next turn, it has a fly speed of 30 feet. It falls if it ends its turn in the air and nothing else is holding it aloft.

TAG*Illusion cantrip***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** S, M (a drop of paint)**DURATION:** Instantaneous

You press your hand against a flat plane on an object and imprint an elaborate and vibrant image onto the surface. The image can contain a message up to three words in length, and can include art, caricatures, or identifying logos in any combination of colors, decided when you cast the spell. Nonmagical cleaning supplies cannot remove the image, which fades after seven days.

THUNDEROUS DISTORTION*Evocation cantrip***CASTING TIME:** 1 action**RANGE:** Self (10-foot cone)**COMPONENTS:** V, S**DURATION:** Instantaneous

You produce a distorted wave of noise in a 10-foot cone, which can be heard up to 100 feet away. Each creature in that area must succeed a Constitution saving throw, or take 1d6 thunder damage.

An echo of this noise persists until the end of your next turn. If you cast this spell again before the end of your next turn, its damage becomes d8s, instead of d6s.

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

TIME'S ARROW*1st-level transmutation (chronomancy)***CASTING TIME:** 1 action**RANGE:** Touch**COMPONENTS:** V, S, M (a physical missile weighing a pound or less, such as an arrow, bolt, or sling bullet)**DURATION:** 1 hour

This spell enchants a missile so that it freezes in time and space. You may reposition the missile as part of the action to cast the spell.

The missile remains frozen in place until either a creature passes within 120 feet in front of it, something touches it, a strong wind blows upon it, the enchantment is dispelled or the duration ends. At that point, the missile moves suddenly, as if it was just fired or thrown with a range of 120 feet. If a creature is in the line of fire, the missile makes an attack which adds your spell attack bonus to the attack roll, and does the basic damage of whatever missile type was used (missiles that vary by launcher use the highest possible damage dice).

TIME HOP*1st-level conjuration (chronomancy)***CASTING TIME:** 1 bonus action**RANGE:** Self**COMPONENTS:** V, S, M (the second hand of a clock)**DURATION:** Varies

You shunt yourself a few seconds into the future. Choose a duration: 1 round, 2 round, or 3 rounds. You vanish, reappearing after the duration at the beginning of your turn in the nearest unoccupied space to where you disappeared. While vanished, you are outside time; you can't take actions or reactions, time doesn't pass for you, and you can't be affected by attacks or effects.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, you can choose a duration of 1 minute. If you cast this spell using a spell slot of 5th level or higher, you can choose a duration of 1 hour.

TRANSIENT BULWARK*1st-level abjuration (ritual)***CASTING TIME:** 1 action**RANGE:** Self**COMPONENTS:** V, S, M (a pearl worth 10 gp, which the spell consumes)**DURATION:** 8 hours

The next attack made against you within the duration has a -10 penalty to hit.

TYRA'S COERCED KARAOKE*2nd-level enchantment***CASTING TIME:** 1 action**RANGE:** Self (30-foot radius)**COMPONENTS:** V, S**DURATION:** Concentration, up to 1 minute

As spectral instruments appear playing around you, you begin singing a well-known song and others feel compelled to join in. For the duration, when a creature comes within 30 feet of you or begins a turn there, it must make a Wisdom saving throw or begin singing along with you. A singing creature matches the pitch and words of the song as closely as it can, even if it can't speak the song's language. Furthermore, it can't speak normally (though it can still communicate telepathically) and it can't perform the verbal components of spells. Creatures that can't be charmed are immune to this spell.

Unlike other spells, you can concentrate on this spell and the spell *irresistible dance* at the same time. Losing your concentration on either spell ends both spells.

UNSEEN ACCOUNTANT*2nd-level conjuration (ritual)***CASTING TIME:** 1 action**RANGE:** 60 feet**COMPONENTS:** V, S, M (an abacus)**DURATION:** 8 hours

This spell creates an invisible, shapeless force that performs intellectual 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, an Intelligence of 12, 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 accountant can perform intellectual tasks that a human clerk could do, such as assaying prices, updating accounts,

managing inventories, or computing interest. Once you give the command, the accountant performs the task to the best of its ability until it completes the task, then waits for your next command. The accountant can perform no physical labor and is not able to lift any object heavier than a bottle of ink.

If you command the accountant to perform a task that would move it more than 300 feet away from you, the spell ends.

WATERY TENTACLES*4th-level conjuration***CASTING TIME:** 1 action**RANGE:** Self**COMPONENTS:** V, S, M (an octopus tentacle)**DURATION:** Concentration, up to 1 minute

When you cast this spell, three tentacles made of water appear around your body for the duration. As part of the action used to cast the spell, and as a bonus action on subsequent turns until the spell ends, you can command one of these tentacles to grapple a Large or smaller creature that you can see within 30 feet of you. The target must make a Strength saving throw or be grappled and restrained by the tentacle. At the end of each of its turns, a restrained target can repeat the saving throw, freeing itself on a success.

You can grapple as many creatures as you have tentacles. You can use an action or bonus action on your turn to release a grappled creature, or to drag it up to 20 feet in a direction you choose.

You can also use the tentacles to manipulate objects as an action or a bonus action. Each tentacle can lift up to 100 pounds, and you can command multiple tentacles to work together to lift the same object as part of the same action or bonus action. The tentacles are not capable of detailed control—for example, they cannot open a chest or uncork a bottle. Burning objects are extinguished when a tentacle grabs them.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th level or higher, you gain an additional tentacle for every slot level above 4th.

WHISPERING WIND*1st-level evocation***CASTING TIME:** 1 action**RANGE:** 1 mile**COMPONENTS:** V, S, M (a feather)**DURATION:** 1 round

You point your finger in a direction and whisper a message of twenty-five words or less, while specifying up to six creatures to be the targets. If a target is in range and in the approximate direction indicated, they (and only they) hear the message carried on the wind. They can reply in a whisper that only you can hear.

You can cast this spell only when there is a clear path for air to move between you and the targets. The spell doesn't have to follow a straight line and can travel freely around corners or through openings, but is blocked by solid objects and areas of magical silence.

WILDFIRE

8th-level evocation

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a piece of flint)

DURATION: Concentration, up to 1 minute

You create a magical fire that fills ten 5-foot cubes on ground, which you can arrange as you wish within range. Each cube you place must have a face adjacent to the face of another cube. On each of your turns after you cast this spell, you can use a bonus action to expand the area of the fire to up to ten additional 5-foot cubes that each have a face adjacent to the face of another cube of fire. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

When a creature moves into the area of fire for the first time or starts its turn there, it must make a Dexterity saving throw. It takes 8d8 fire damage on a failed save, or half as much on a successful save.

WINTER FLOWER

6th-level evocation

CASTING TIME: 1 action

RANGE: 120 feet

COMPONENTS: V, S, M (a crystal flower)

DURATION: 24 hours

You cause a Tiny white flower to sprout at a point on the ground you can see within range. The flower has an AC of 15, 1 hit point, vulnerability to fire damage, and immunity to cold damage. During the spell's duration, you can use a bonus action to command it to explode in a shower of ice. Alternatively, the flower will explode if it is reduced to 0 hit points. When the flower explodes, each creature within 30 feet of it must make a Dexterity saving throw. On a failed save, a creature takes 10d8 cold damage, or half

as much on a successful one. The flower withers and dies if it does not explode within 24 hours.

If you cast this spell again while it is active, you can maintain the flower's existence for another 24 hours. You can create a permanent flower by casting this spell on the same flower for seven days.

ZEPHYR'S FEATHER

1st-level conjuration

CASTING TIME: 1 action

RANGE: Self

COMPONENTS: V, S, M (a dove's feather)

DURATION: Concentration, up to 1 minute

You wave your hand and three alabaster feathers, magically sharpened to a razor's edge, appear and orbit you. When you cast this spell, make a ranged spell attack using one of your feathers against a creature within 120 feet of you. On a hit, the target takes 2d8 slashing damage. Until the spell ends, while you have feathers remaining, you can make an attack using a feather on each of your turns as an action.

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, up to a maximum of 6d8. You gain an additional two feathers when you cast this spell using a spell slot of 3rd level or higher (5 feathers), and two more when you cast it using a spell slot of 5th level or higher (7 feathers).



APPENDIX B: FAMILIARS

Sorcerers, wizards, warlocks, and most of all witches, are inseparable from their familiars. Their second set of eyes and willing set of claws makes them indispensable for any good spellcaster. While many spellcasters opt to summon inconspicuous familiars, like cats, frogs, and owls, even more gather their focus while conjuring to bring forth creatures from the furthest reaches of the multiverse or to bestow sentience on an inanimate object.

Death Snail

A death snail is formed from a vile concoction of forest troll bone meal, giant eagle blood, and goblin bone meal, sealed up in a hollowed-out efreet horn, and sealed shut with an ettercap tongue. The resulting monstrosity possesses a dull intelligence, but its only impulse is to slay all creatures other than its master.

Flying Book

Little can be said about the flying book that is not readily apparent. Though it is indistinguishable from an arcanist's spellbook while motionless, this animated arcane tome can flutter through the air at a moment's notice, using its cover as rudimentary wings. Flying books are playful, and enjoy the sensation of being written in.

DEATH SNAIL

TINY MONSTROSITY, NEUTRAL EVIL

ARMOR CLASS 14 (natural armor)

HIT POINTS 11 (2d4 + 6)

SPEED 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (-2)	6 (-2)	16 (+3)	10 (+0)	11 (+0)	6 (-2)

DAMAGE RESISTANCE fire

SENSES blindsight 30 ft. (blind beyond this radius), passive Perception 10

LANGUAGES —

CHALLENGE

1/4 (50 XP)

ACTIONS

LEECH. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



FLYING BOOK

TINY CONSTRUCT, UNALIGNED

ARMOR CLASS 13 (natural armor)

HIT POINTS 2 (1d4)

SPEED 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	11 (+0)	1 (-5)	4 (-3)	1 (-5)

DAMAGE IMMUNITIES poison, psychic

DAMAGE VULNERABILITIES fire

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

SENSES blindsight 60 ft. (blind beyond this radius), passive Perception 7

LANGUAGES —

CHALLENGE

0 (10 XP)

ANTIMAGIC SUSCEPTIBILITY. The flying book is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the flying book must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

FALSE APPEARANCE. While the flying book remains motionless, it is indistinguishable from a normal book.

ACTIONS

SLAM. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

FRIGHT

SMALL UNDEAD, CHAOTIC NEUTRAL

ARMOR CLASS 12

HIT POINTS 21 (6d6)

SPEED 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	10 (+0)	9 (-1)	13 (+1)

DAMAGE IMMUNITIES poison, psychic

DAMAGE VULNERABILITIES fire

CONDITION IMMUNITIES blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

SENSES blindsight 60 ft. (blind beyond this radius), passive Perception 7

LANGUAGES —

CHALLENGE

1 (200 XP)

INCORPOREAL MOVEMENT. The fright can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

LIFE DRAIN. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Fright

Hauntings can usually be attributed to the usual spectral suspects: ghosts, specters, shadows, and poltergeists. But benign hauntings, where a restless spirit merely plays tricks on the living, are usually caused by a fright. These spirits are usually the artifacts of children or entertainers, clinging to the afterlife for company and a semblance of affection, and are as such preoccupied with fun. They never willingly harm others when they haunt a house, and they will serve any master that conjures them, if only for the sake of inclusion.

I've arranged all of my stone familiars into a little petting zoo!



GREP

TINY MONSTROSITY, NEUTRAL

ARMOR CLASS 15 (natural armor)

HIT POINTS 19 (6d4 + 4)

SPEED 15 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	13 (+1)	13 (+1)	15 (+2)	10 (+0)

SKILLS Perception +4, Sleight of Hand +6, Stealth +6

CONDITION IMMUNITIES poisoned

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES understands Common and Undercommon but can't speak

CHALLENGE

1 (200 XP)

AMBUSHER. The grep has advantage on attack rolls against any creature it has surprised.

KEEN HEARING AND SMELL. The grep has advantage on Wisdom (Perception) checks that rely on hearing or smell.

MIMICRY. The grep can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

CLAW. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 4) slashing damage.

MOCK

TINY MONSTROSITY (SHAPECHANGER), NEUTRAL

ARMOR CLASS 11

HIT POINTS 18 (4d4 + 8)

SPEED 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	4 (-3)	13 (+1)	6 (-2)

SKILLS Stealth +2

DAMAGE RESISTANCES acid

CONDITION IMMUNITIES prone

SENSES darkvision 60 ft., passive Perception 11

LANGUAGES —

CHALLENGE

1/4 (50 XP)

SHAPECHANGER. The mimic can use its action to polymorph into an object or back into its true, amorphous form. It can only take the appearance of Tiny objects and prefers the form of gold coins and jewels. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ADHESIVE (OBJECT FORM ONLY). The mimic adheres to anything that touches it. A creature which picks up the mimic can't drop it unless it succeeds a DC 9 Strength check, made with disadvantage. The mimic can only adhere to one creature at a time. The mimic has advantage on attack rolls against any creature adhered to it.

FALSE APPEARANCE (OBJECT FORM ONLY). While the mimic remains motionless, it is indistinguishable from an ordinary object.

ACTIONS

BITE. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 3 (1d6) acid damage. If the mimic is in object form, the target is subjected to its Adhesive trait.



MOON JELLY

TINY BEAST, UNALIGNED

ARMOR CLASS 11

HIT POINTS 1 (1d4 – 1)

SPEED 0 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	2 (-4)	11 (+0)	3 (-4)

SENSES darkvision 60 ft., passive Perception 10

LANGUAGES —

CHALLENGE

0 (10 XP)

BIOLUMINESCENCE. The moon jelly sheds dim light in a 10-foot radius.

WATER BREATHING. The moon jelly can only breathe underwater.

Grep

A grep is an underground scavenger, known for using its keen vision, acute hearing, and silent flight to trick and steal from travelers, hoarding its possessions in well-hidden troves. Arcanists use greps as messengers and scouts, but they excel as retrievers; a grep can be given the name of an important object and sent to find it, returning a short time later with its prize.

Mock

The diminutive relative of the mimic, the mock is a tiny shapechanger that replicates small, valuable objects to lure in its victims. In the desert, a mock might take the form of a canteen of precious water, and in a dungeon, it may replicate a sizable jewel or a spare gold piece. If an adventurer is caught by surprise, a mock is just as dangerous as its larger relatives, for it can hide in far less conspicuous places.

Moon Jelly

Though incapable of surviving on land, moon jellies are favored for their bioluminescence by witches that intend to explore deep underwater.

PET ROCK

TINY ELEMENTAL, UNALIGNED

ARMOR CLASS 15 (natural armor)

HIT POINTS 5 (1d4 + 3)

SPEED 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

DAMAGE VULNERABILITY thunder

DAMAGE IMMUNITIES necrotic, poison, psychic

DAMAGE RESISTANCES fire, lightning, radiant; bludgeoning, piercing, and slashing from nonmagical weapons

CONDITION IMMUNITIES charmed, exhausted, frightened, paralyzed, petrified, poisoned, prone, unconscious

SENSES passive Perception 7

LANGUAGES —

CHALLENGE

0 (10 XP)

FALSE APPEARANCE. The pet rock is indistinguishable from an ordinary rock with a face drawn on it.

JUST A ROCK. The pet rock counts as an object for the purposes of spells and magical effects. Additionally, the rock cannot take actions that are not specified in its statistics, and its speed can't be increased.

Pet Rock

Widely considered to be the perfect familiar, requiring no food or water and possessing extremely high natural defenses, a pet rock can be conjured by most spellcasters. Though it does not act with any agility (indeed, it does not move at all), it can make a formidable weapon when thrown.

Rag Doll

Crudely constructed but oddly endearing, rag dolls are constructs formed from children's toys, stuffed with soft material and adorned with smiling faces. Besides being generally comforting to have around, spellcasters favor rag dolls as familiars for their fairly durable construction and inconspicuous nature; nobody questions a discarded doll, after all.

Tin Soldier

Full of ticking clockwork and mechanical gizmos, tin soldiers are mechanical creations fashioned by arcanists as servants and messengers. With some patience and skill, almost anyone can build a tin

RAG DOLL

TINY CONSTRUCT, NEUTRAL GOOD

ARMOR CLASS 11

HIT POINTS 2 (1d4)

SPEED 20 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	3 (-4)	5 (-3)	16 (+3)

SKILLS Persuasion +3, Stealth +3

DAMAGE IMMUNITIES poison, bludgeoning from nonmagical weapons

DAMAGE VULNERABILITIES fire

SENSES darkvision 60 ft., passive Perception 7

LANGUAGES —

CHALLENGE

0 (10 XP)

FALSE APPEARANCE. While the rag doll remains motionless, it is indistinguishable from a normal stuffed toy.

MIMICRY. The rag doll can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

ACTIONS

HEADBUTT. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.



soldier, but spellcasters have long devised methods to conjure them wholesale from the Plane of Law's excess energies.

Winter Wolf Pup

When fully grown, a winter wolf is an apex predator of the snow, a terror of teeth and fur, stalking the tundra in packs. But before they develop their fearsome freezing breath, winter wolf pups are far more amicable (perhaps because they have yet to realize the scope of their own might), and will dutifully follow a master that feeds them well and treats them with respect.

TIN SOLDIER

TINY CONSTRUCT, LAWFUL NEUTRAL

ARMOR CLASS 14 (natural armor)

HIT POINTS 7 (2d4 + 2)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	12 (+1)	5 (-3)	10 (+0)	10 (+0)

SKILLS Perception +2

DAMAGE IMMUNITIES poison

SENSES darkvision 60 ft., passive Perception 12

LANGUAGES —

CHALLENGE

1/8 (25 XP)

FALSE APPEARANCE. While the tin soldier remains motionless, it is indistinguishable from a normal toy.

FORMATION. The tin soldier has advantage on attack rolls when it is within 5 feet of another tin soldier.

ACTIONS

BAYONET. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RIFLE (RECHARGE 6). *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

WINTER WOLF PUP

SMALL MONSTROSITY, NEUTRAL EVIL

ARMOR CLASS 13 (natural armor)

HIT POINTS 7 (2d6)

SPEED 45 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	11 (+0)	4 (-3)	12 (+1)	7 (-2)

DAMAGE RESISTANCE cold

SKILLS Perception +3, Stealth +3

SENSES passive Perception 13

LANGUAGES —

CHALLENGE

1/8 (25 XP)

SNOW CAMOUFLAGE. The pup has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

BITE. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



YARN GOLEM

TINY CONSTRUCT, CHAOTIC NEUTRAL

ARMOR CLASS 12

HIT POINTS 2 (1d4)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	1 (-5)	10 (+0)	8 (-1)

DAMAGE RESISTANCE piercing

SENSES passive Perception 10

LANGUAGES —

CHALLENGE

0 (10 XP)

FALSE APPEARANCE. While the golem remains motionless, it is indistinguishable from a normal ball of yarn.

MUTABLE FORM. Whenever a spell or effect would alter the golem's form, the effect works as normal, except that the new form is always made out of a tangle of yarn.

ACTIONS

TANGLE. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* If the target is Medium or smaller, it is grappled (escape DC 12). The yarn golem can only grapple one creature at a time.

Yarn Golem

The greatest of golems are formed of iron, stone, and clay, but the least of them are constructed of yarn. Balled and sewn into a vaguely humanoid shape, yarn golems are among the first animated objects that arcanists learn to create, practicing with them obsessively until they master the basics and move onto more rigid materials. Yarn golems are friendly and playful, but risk foolishly unraveling themselves if they catch on sharp objects.