

## REVISED SPELLS

The following are alternative versions of spells found in the Player's Handbook and other sources.

### ACID ARROW

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S, M (powdered rhubarb leaf and an adder's stomach)

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 4d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

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

### BARKSKIN

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a handful of oak bark)

**Duration:** 1 hour

**Classes:** Druid, Ranger

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance and its AC can't be less than 16, regardless of what kind of armor it is wearing. You can end the spell by dismissing it as an action.

### COMPELLED DUEL

*1st-level enchantment*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V

**Duration:** Up to 1 minute

**Classes:** Paladin

You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. The creature fails the saving throw automatically if hasn't been the target of harmful effects from creatures friendly within the last hour. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this spell doesn't restrict the target's movement for that turn.

The spell ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

### CROWN OF MADNESS

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Sorcerer, Warlock, Wizard

One creature of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and its eyes glow with madness. A creature with an Intelligence score of 4 or less isn't affected.

On each of its turns, the charmed target must move up to its speed and use its action to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature. The charmed creature won't move into obviously dangerous hazards.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Additionally, the target can make a Wisdom saving throw at the end of each of its turns, ending the effects of the spell on a success.

### FIND HAZARDS (REPLACES FIND TRAPS)

*2nd-level divination*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Druid, Ranger

You learn the lay out of all hazards within range. You learn of any irregularity in the walls or floors as well as the location of any trip mechanisms. You also learn of any magic in the area, along with what locations or objects it is affecting and what school of magic it belongs to. Creatures hidden in the area must make dexterity saving throw. For each creature that fails, you learn of its location and size of the creature.

### ELEMENTAL WEAPON

*3rd-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Classes:** Druid, Ranger, Sorcerer, Wizard, Artificer

A weapon you touch becomes bathed in elemental power. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, deals an extra 1d4 damage of the chosen type when it hits. If the weapon you touch is a nonmagical weapon, that weapon becomes a magic weapon with a +1 bonus to attack rolls as well.



**At Higher Levels.** When you cast this spell using a spell slot of 5th or 6th level, the bonus to attack rolls increases to +2 and the extra damage increases to 2d4. When you use a spell slot of 7th level or higher, the bonus increases to +3 and the extra damage increases to 3d4.

## FLAME ARROWS

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Classes:** Druid, Ranger, Sorcerer, Wizard, Artificer

You touch up to twelve arrows and/or bolts. When a target is hit by a ranged weapon attack using one of the piece of ammunition, the target takes an extra 1d6 fire damage and ignites any flammable objects that are hit. The spell's magic ends on the piece of ammunition when it hits or misses target, and the spell ends when all of the ammunition has lost their magic.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

## FLAME BLADE

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S M (a leaf of sumac)

**Duration:** Up to 10 minutes

**Classes:** Druid

You evoke a fiery blade similar to the size and shape of a scimitar in your free hand. When you cast the spell, you may make two melee spell attacks with the blade against any creatures within your reach. On a hit, the target takes fire damage equal to 1d6 + your spellcasting ability modifier.

The blade remains for the spell's duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action. You can make the two attacks with the blade again on each of your turns as an action. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you may make one additional attack with the blade per action for every two slot levels above 2nd.

## FRIENDS

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Sorcerer, Warlock, Wizard

For the duration, you have advantage on all Charisma ability checks.

Any creature that observes you can attempt a Wisdom (Insight) check against your spell save DC. On a success, the creature becomes aware that you are using magic to influence it. The consequences of this are at the DM's discretion, but most creatures do not take kindly to such magical trickery, and whatever benefit you might have gained from your successful Charisma checks are usually reversed.

## GRASPING VINE

*4th-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V S

**Duration:** 1 minute

**Classes:** Druid, Ranger

You conjure a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vine to lash out and make a spell attack on the creature within 30 feet of it that you can see. On a hit, you may have target takes 3d6 pricing damage and must succeed on a strength saving throw, which it can choose to fail, on fail the creature is pulled up to 30 feet directly toward the vine and you may have the vine grapple it until the end of your next turn.

Until the spell ends, as a bonus action on each of your turns you can direct the vine to lash out at a creature, or maintain the grapple on a creature until the end of your next turn and deal 3d6 pricing damage to the grappled creature.

A creature grappled by the vine can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

The Vine has AC 14 and 80 hit points, and has vulnerability to slashing damage, when it is reduced to 0 hit points, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the Vines gains additional 20 hit points for each slot level above 4th and the damage increases by 1d6 for every two slot levels above 4th.

## RAY OF ENFEEBLEMENT

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Classes:** Warlock, Wizard

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell attack against the target. On a hit, the target deals only half damage with weapon attacks that use Strength or Dexterity until the spell ends. At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends.

## RAY OF SICKNESS

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d12 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

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

## SNILLOC'S SNOWBALL STORM

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S M (a piece of ice or a small white rock chip)

**Duration:** Up to 10 minutes

**Classes:** Druid, Sorcerer

A flurry of magic snowballs from to bombard your enemies. When you cast the spell, you may make two ranged spell attacks with the snowballs against any creatures within 90 feet of you. On a hit, the target takes cold damage equal to 1d4 + your spellcasting ability modifier. You can form more two snowball and make the attacks again on each of your turns as an action.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you may make one additional snowball attack per action for every two slot levels above 2nd.

## STORM OF VENGEANCE

*9th-level conjuration*

**Casting Time:** 1 action

**Range:** Sight

**Components:** V, S

**Duration:** Concentration, up to 1 hour

**Classes:** Druid

A churning storm cloud forms, centered on a point you can see and spreading to a radius of 360 feet. A creature moving through the area (no more than 5,000 feet beneath the cloud) must make a strength saving throw or spend 4 feet of movement for every 1 foot it moves the area until the start of it's next turn. The area is heavily obscured to creatures other than you. Ranged weapon attacks in the area are impossible unless you allow it. The wind and rain count as a severe distraction for the purposes of maintaining concentration on spells. Finally, gusts of strong wind (ranging from 20 to 50 miles per hour) automatically disperse fog, mists, and similar phenomena in the area whether mundane or magical. In addition you may choose one of the effects blow to happen, you may choose another effect at the start of each of your turns that you have not chosen yet.

You call 6 bolts of lightning from the cloud to strike 6 creatures or objects of your choice beneath the cloud. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d8 lightning damage on a failed save, or half as much damage on a successful one

Hailstones rain down from the cloud. Each creature under the cloud must make a Dexterity saving throw. The creature takes 4d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

Acidic rain falls from the cloud. Each creature and object under the cloud takes 3d4 acid damage.

Lightning flashes in the area, thunder booms, and strong winds roar. Each creature under the cloud must make a Constitution saving throw. On a failed save, a creature becomes deafened for 1 minute and is stunned until the end of your next turn.

## TRUE STRIKE

*Divination cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S

**Duration:** Up to 1 round

**Classes:** Bard, Sorcerer, Warlock, Wizard

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On your next turn, when you make your first attack roll against the target, roll a d6 and add the number to the result of the attack roll.

When you reach 5th level, roll a d8 instead. At 11th level roll a d10, and at 17th level roll a d12.

## WEIRD

*9th-level illusion*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Classes:** Warlock, Wizard

You create a 30-foot-radius sphere of nightmares centered on a point of your choice within range. When a creature enters the area for the first time on a turn or starts its turn there, it takes 4d10 psychic damage and it must make a Wisdom saving throw. On a failed save, the creature drops whatever it is holding, loses concentration on any spells or abilities it is concentrating on, and becomes frightened for the duration. While frightened by this spell, the creature can't take reactions and must take the Dash action to move away from sphere by the safest available route on each of its turns, unless there is nowhere to move. At the end of each the creature's turns, it takes 4d10 psychic damage and the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature. The creature has disadvantage on the saving throw if it has line of sight of the sphere.



Once a creature succeeds on its save against the spell, it can't be effected by the spell again for the remainder of the spell's duration.

As an action on your subsequent turns, you can move the sphere up to 60 feet to point you can see.

## **WITCH BOLT**

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S M (a twig from a tree that has been struck by lightning)

**Duration:** Up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard

When you cast this spell and as an action each round for the duration, you can make a ranged spell attack that targets one creature. On a hit, the target takes 1d10 lightning damage, and a sustained arc of lightning forms between you and it. On each of your turns for the duration, you can use an action to automatically deal 1d10 lightning damage to one target with which you have an arc. The arc ends for a target if it is ever outside the spell's range or if it has total cover from you. The spell ends if you use your action to do anything other than attack or deal damage using this spell.

***At Higher Levels.*** When you cast this spell using a spell slot of 2nd level or higher, the initial damage and automatic damage increase by 1d10 for each slot level above 1st.