

# NEW SPELLS

## ACID RAIN (PUBLIC)

5th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a few pine needles)

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

**Classes:** Druid, Sorcerer, Wizard

Acidic rain falls in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. When a creature enters the spell's area for the first time on a turn or starts its turn there, it takes 4d4 acid damage and is covered in acid for the spell's duration or until it, or another creature uses its action to scrape or wash the acid off. A creature covered in the acid takes 4d4 acid damage at the end of its turns.

**At Higher Levels.** The initial acid damage, as well as the acid damage dealt at the end of each of the acid-covered creature's turns, is increased by 1d4 for each slot level above 5th.

## ACID WAVE (PUBLIC)

6th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a lemon slice)

**Duration:** Instantaneous

**Classes:** Druid, Sorcerer, Wizard,

You conjure up a wave of acid that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failure, a creature takes 6d4 bludgeoning damage and 6d4 acid damage, is knocked prone, and is covered in acid until the end of its next turn or until it or another creature uses its action to scrape or wash the acid off. On a success, a creature takes half the initial damage and isn't knocked prone or covered in acid.

A creature covered in the acid takes 6d4 acid damage at the end of its turn.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the initial acid damage, initial bludgeoning damage, and the acid damage taken at the end of an acid-covered creature's turn are all increased by 1d4 for each slot level above 6th.

## BOLT OF CHANGE (PUBLIC)

4th-level transmutation

**Casting Time:** 1 action

**Range:** 100 feet

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

**Duration:** 1 minute

**Classes:** Sorcerer, Warlock, Wizard

You launch a bolt of pure chaos at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 4d10 force damage and must make a Charisma saving throw. On a failed save, the target suffers one of the random mutations described in the Mutation Table below. The target repeats the saving throw at the end of each of its turns, ending all mutations affecting it on a success.

A creature can't suffer from two instances of the same mutation at once.

## MUTATION TABLE

### d6 Mutation

### Creature Effect

1 Wild Spasms	The target can't take reactions, and on each of its turns it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three.
2 Degeneration	The target's form becomes unstable. The first time it takes damage each turn, it takes an extra 1d10 force damage.
3 Twisted Arms	The target can no longer wield weapons or cast spells with somatic components and it has disadvantage on all weapon attack rolls.
4 Inverted Eyes	The target is blinded.
5 Gelatinous Legs	The target falls prone as its legs can no longer support its weight. At the end of each of its turns, its legs give out again, causing it to fall prone again.
6 Regeneration	The target regains 10 hit points at the start of its turn. The target only dies if it starts its turn with 0 hit points and doesn't regenerate any hit points.

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

## BINDING CHAIN

1st-level conjuration

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (A small metal lock)

**Duration:** 1 minute

**Classes:** Artificer, Paladin, Ranger, Warlock

You conjure a chain that bursts from the ground in an unoccupied space of your choice that you can see within range. The chain immediately lashes out at a creature of your choice within 30 feet of its origin point that you can see. That creature must succeed on a Dexterity saving throw or be bound to the chain.

While the creature is bound to the chain, it must make a Strength check against your spell save DC if it attempts to move more than 30 feet away from the chain's origin point; if it succeeds on this check, it breaks free of the chain.

Until the spell ends, you can use your bonus action to direct the chain to lash out at a creature within 30 feet of its origin point that you can see, attempting to bind it as described above. You can only have one creature bound with any given chain at a time.

The chain has AC 15 and 20 hit points. When it is reduced to 0 hit points, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the chain gains an additional 20 hit points for each slot level above 1st.

## CACOPHONIC CARESS (PUBLIC)

3rd-level evocation

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Warlock

You throw back your head and emit an ululating scream. Each creature within range takes 4d4 thunder damage and must succeed on a Wisdom saving throw or take 4d4 additional psychic damage and be deafened for 1 minute. On a successful save, a creature takes half as much psychic damage and isn't deafened. A creature deafened this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, both the thunder and psychic damage increase by 1d4 for each slot level above 3rd.

## CHAOS STORM (PUBLIC)

9th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (A bit of demon ichor)

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

**Classes:** Sorcerer, Warlock, Wizard

You open a gateway to a realm of pure chaos and untold destruction. A 30-foot-radius sphere of chaotic shifting colors appears centered on a point within range that lasts for the spell's duration. This sphere is filled with indescribable noises that can be heard up to 100 feet away. No light, magical or otherwise, can illuminate the area, and creatures fully within the area are blinded and deafened. A creature moving through this area must spend 2 feet of movement for every 1 foot it moves.

Any creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. It takes 10d12 force damage on a failed save or half as much damage on a successful one. Any nonmagical object that is not bearing worn or carried in the area takes 10d12 force damage at the start of your turn. A creature or object reduced to 0 hit points by this damage is disintegrated and sucked into the chaotic rift. A creature killed this way can be brought back to life only by means of a *true resurrection* or a *wish* spell.

On each of your turns, until the spell ends, you can use your action to open another gateway, targeting a point within 100 feet of the original gate. A creature in the area of more than one gateway is only affected once. You can also close a gateway as a bonus action or as a reaction to a creature entering its area.

If you drop concentration on the spell early, make a DC 20 ability check using your spellcasting ability. On a failure, you open another gate centered on yourself, and the spell continues for its full duration without your control. During this time, you can no longer open additional gateways or close existing ones, and the radius of each existing gateway expands by 10 feet at the start of each of your turns.

## CREEPING SMITE

1st-level evocation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

**Classes:** Paladin

Your weapon becomes swathed in purple light, and the next time you hit a creature with a melee weapon attack during the spell's duration, your attack deals an extra 2d4 psychic damage. If the target creature has no allies within 5 feet of it, you deal an extra 3d4 psychic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the baseline damage and the extra damage increase by 1d4 for each slot level above 2nd.

## DEATH FRENZY (PUBLIC)

2nd-level transmutation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a sharp tooth)

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

**Classes:** Bard, Sorcerer, Warlock

You send a creature into a frenzy that pushes its body beyond its limits. Choose a willing creature you can see within range. Until the spell ends, it takes 1d10 necrotic damage at the start of each of its turns and has advantage on weapon and unarmed strike attack rolls until that turn ends. This damage can't be reduced or prevented in any way.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. All the creatures must be within 30 feet of each other when you target them.

## FIERY TEMPER

1st-level evocation

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V S

**Duration:** Instantaneous

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

Vengeful flames strike out at a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 fire damage. When you make the attack, you can choose to gain advantage on the attack roll. If you do so, attack rolls against you have advantage until the start of your next turn.

## FIREWORKS (PUBLIC)

4th-level evocation

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, S, M (A pitch of black powder)

**Duration:** Instantaneous

**Classes:** Artificer, Bard, Sorcerer, Wizard

You launch up to three pyrotechnic bolts, each to a point within range. Each explodes, creating a sphere of light and sound that spreads out from its center point and lasts until the end of your next turn.

Each sphere can have a radius of up to 20 feet, and its space is filled with bright light and sheds dim light an additional 40 feet. Any creature in the sphere when it first appears must make a Constitution saving throw or become blinded and deafened until the end of your next turn. If the creature is flying, it is also knocked prone, and if the creature is concentrating on a spell, it also loses concentration.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you create an additional bolt for each slot level above 4th.

## FISSURE (PUBLIC)

6th-level evocation

**Casting Time:** 1 action

**Range:** Self (60-foot line)

**Components:** V, S,

**Duration:** Instantaneous

**Classes:** Druid

You strike a non-magical surface, causing a fissure to erupt out from you and split it down a line up to 60 feet long. The fissure opens up to 20 feet wide and 40 feet deep. If the ground is not deep enough to accommodate the fissure, the ground opens up to whatever lies beneath.

A creature standing in the area of the fissure must succeed on a Dexterity saving throw or fall prone and into the fissure. Creatures that succeed on the save move to the edge of the fissure and may choose which side it moves to.

The fissure deals 50 bludgeoning damage to any structure it comes in contact with it when it appears. The fissure lasts indefinitely, and the ground within it is difficult terrain.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, you can increase the length by 20 feet and its depth by 10 feet for each slot level above 6th.

## FROST NOVA (PUBLIC)

3rd-level evocation

**Casting Time:** 1 action

**Range:** Self (20-foot radius)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Wizard, Sorcerer

You cause a ring of ice and frost to burst out from you to a radius of up to a 20-feet. Each creature other than you in that area must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage, and until the end of your next turn, its speed is reduced by 20 feet, and it has disadvantage on weapon attack rolls. On a successful save, a creature takes half as much damage and suffers no other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, both the damage increases by 1d8 and the maximum possible radius increases by 5 feet for each slot level above 3rd.

## FROZEN TOMB

5th-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a wolf tooth)

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

**Classes:** Druid, Warlock

You attempt to encase a creature you can see within range in ice. The target must make a Constitution saving throw (the target can choose to fail), or it becomes entombed in ice for the spell's duration. While entombed this way, it gains 40 temporary hit points, is incapacitated, and has resistance to all damage except fire and thunder damage.

The air within 15 feet of the entombed creature is chilled. When a creature other than the entombed creature enters this chilled area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 3d8 cold damage, and its speed is halved until the start of its next turn. On a successful save, the creature takes half as much damage, and its speed is not halved.

The spell ends early if the entombed creature loses all the temporary hit points granted by the spell. The creature also loses these temporary hit points when the spell ends.

If you cast this spell on yourself, you do not lose concentration on it as a result of taking damage or being incapacitated.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the entombed creature gains 10 additional temporary hit points for each slot level above 5th.

## GLEAN MAGIC (PUBLIC)

*3rd-level divination*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You reach deep into the mind of a spell caster you can see in range and attempt to steal their magic. The target must make an Intelligence saving throw which it can choose to fail. On a failed save, you can attempt to steal a spell of 3rd level or lower the target knows.

Name the spell you wish to steal from the creature. If the creature does not know that spell, the DM chooses a spell of the same level the creature knows at random. If the creature knows no other spells of the same level, the DM chooses a spell of one level lower at random. Repeat this process until a spell is stolen or there are no possible spells to steal, in which case the spell fails.

If a spell is successfully stolen, the target loses a spell slot of the spell's level and the ability to cast that spell for 1 hour. If the target prepares spells at the beginning of the day or can cast the spell a certain number of times per day innately, the target loses one use of the spell.

After stealing a spell, you gain the ability to cast it once as though it were from the same class spell list you used to cast this spell. When you cast it this way, it does not expend a spell slot, and you cast it at the same spell level at which it was stolen. You must still supply the stolen spell's required components (including verbal, somatic, and material). You lose the stolen spell after completing a long rest.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can attempt to steal a spell if its level is less than or equal to the level of the spell slot you used to cast this spell.

## GRASPING TIDE

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid

You cause water around you to reach out, grab creatures, and pull them in. Choose up to three target creatures you can see within range and within 30 feet of a body of water that is at least 5 feet long, 5 feet wide, and 1 foot deep and within range. Each chosen creature must make a Dexterity saving throw. On a failed save, the creature takes  $3d8$  bludgeoning damage and is pulled up to 10 feet closer to the water by grasping tendrils. On a successful save, the creature takes half as much damage and is not pulled.

## INFILCT ROT (PUBLIC)

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

**Classes:** Druid, Cleric, Warlock

Make a melee spell attack against a creature you can reach. On a hit, it takes  $3d10$  necrotic damage and is afflicted with a disease that lasts until the spell ends.

A creature afflicted by this disease takes  $3d10$  necrotic damage at the end of each of its turns and must then make a Constitution saving throw, ending the disease on a success.

If a diseased creature drops to 0 hit points before this spell ends, you can end the disease on the creature and cause it to unleash a wave of rot. Each creature of your choice that you can see within 30 feet of it must make a Constitution saving throw, taking  $3d10$  necrotic damage on a failed save or half as much damage on a successful one. You may choose to have one of the creatures that failed the saving throw become infected with the same disease, which lasts for the remainder of the spell's duration.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, each time it would deal damage, it deals an additional  $1d10$  necrotic damage for each slot level above 4th.

## LEAP SLAM

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** 1 round

**Classes:** Paladin

You may leap up to 20 feet into the air and may then slam back down into an unoccupied space on the ground within 40 feet. You ignore fall damage until the end of the turn.

If you slam into the ground, each other creature within 10 feet of you must make a Strength saving throw. On a failed save, it is knocked prone, and until the end of its next turn, it can take either an action or a bonus action on its turn, not both, and can't take reactions.

## MIASMA OF PESTILENCE (PUBLIC)

1st-level conjuration

**Casting Time:** 1 action

**Range:** 20 feet

**Components:** V S M (A bit of durian fruit)

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

**Classes:** Bard, Sorcerer, Wizard

A cloud of putrescent vapor appears in a 10-foot-radius sphere centered on a point within range. The cloud spreads around corners, and its area is lightly obscured. The cloud lingers in the air for the duration or until a moderate wind (at least 5 miles per hour) disperses it after 4 rounds. A strong wind (at least 10 miles per hour) disperses it after 1 round.

Each creature completely within the cloud at the start of its turn must make a Constitution saving throw. On a failed save, the creature is poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions. Creatures that don't need to breathe automatically succeed on this saving throw.

## MOLTEN SPHERE

6th-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a smooth piece of igneous rock)

**Duration:** Concentration, up to 10 minutes

**Classes:** Druid, Sorcerer

You summon forth a 10-foot-diameter sphere of magma in an unoccupied space of your choice within range. The sphere then rolls along the ground in a straight line up to 60 feet in a direction you choose before exploding. The sphere explodes early if it impacts a solid surface or falls more than 10 feet. If the sphere would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the sphere strikes the target and explodes. When the sphere explodes, each creature within a 20-foot radius must succeed on a Dexterity saving throw or take 4d8 bludgeoning damage and 4d8 fire damage. Creatures who pass their save take half as much damage, and a creature hit by the sphere fails the save automatically.

Any surface the sphere rolls across or in the range of its explosion is covered in 3-inch-thick lava until the spell ends. The lava is difficult terrain, and when a creature moves into or within an area with lava, it takes 4d4 fire damage for every 5 feet it travels. The creature also takes this damage if it ends its turn touching the lava.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the bludgeoning damage and fire damage from the explosion both increase by 1d8 for each slot level above 6th.

## MUD BALL

2nd-level conjuration

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (a fist full of mud)

**Duration:** Instantaneous

**Classes:** Druid, Ranger

You summon forth a 10-foot-diameter sphere of mud in an unoccupied space of your choice within range. The sphere then rolls along the ground in a straight line up to 60 feet in a direction you choose before exploding. The sphere explodes early if it impacts a solid surface or falls more than 10 feet. If the sphere would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the sphere strikes the target and explodes. When the sphere explodes, each creature within a 10-foot radius must succeed on a Dexterity saving throw or be blinded until the end of its next turn. A creature hit by the sphere fails the save automatically. Any surface the sphere rolls across or in the range of its explosion is covered in 3-inch-thick mud. The mud is difficult terrain until cleared.

## OVERDRIVE (PUBLIC)

5th-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a strand of horse hair)

**Duration:** Concentration, up to 10 minutes

**Classes:** Artificer, Sorcerer, Wizard,

You touch a creature, causing it to become electrically charged. Until the spell ends, the target's speed is doubled, it has advantage on Dexterity saving throws, and all its unarmed strikes and attacks with melee weapons made of metal deal an extra 2d6 lightning damage on hit.

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

## PHANTASMAGORIA (PUBLIC)

6th-level illusion

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Bard, Warlock

You summon illusory creatures who flit and broil within a 30-foot radius sphere centered on a point within range you can see. The creatures whisper dark promises of fulfillment, seducing and bewildering hapless foes. You can designate any number of creatures you can see to be unaffected by the spell. An affected creature in the area of the spell suffers disadvantage on Charisma, Intelligence, and Wisdom saving throws and checks to maintain concentration. The spell ends if you move more than 60 feet away from the area under its effect.

## PUDDLE OF OOZE (PUBLIC)

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a bit of slug slime)

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

**Classes:** Artificer, Druid, Sorcerer

You cover the ground in a 20-foot radius centered on a point within range with acidic ooze, causing it to become difficult terrain for the duration. When a creature moves into or within the area, it takes 1d4 acid damage for every 5 feet it travels.

When the ooze appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone and take 3d4 acid damage. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone and take 3d4 acid damage.

## SENSELESS RAGE

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

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

**Classes:** Cleric, Sorcerer, Warlock

You attempt to trigger a mad frenzy in a creature you can see within range. The creature must succeed on a Wisdom saving throw (the target can choose to fail), or become consumed with rage for the duration of the spell. While enraged this way, any charmed or frightened conditions on the creature are suppressed, its melee attacks deal an extra 1d4 damage on hit, and it can only take actions, bonus actions, and reactions that involve it moving or making an attack.

## SLICING SHARDS (PUBLIC)

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a piece of broken glass)

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

You conjure a cloud of razor-sharp glass capable of slicing through mind and body and send it flying toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 10d4 slashing damage and must make a Wisdom saving throw. The target takes 10d4 additional psychic damage on a failed save and half as much damage on a successful one. If the attack misses, the glass grazes the target, and it takes half as much of the initial slashing damage and does not make the Wisdom saving throw or take any additional psychic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, both the slashing and psychic damage increase by 1d4 for each slot level above 4th.

## SMOKE SHROUD (PUBLIC)

*2nd-level transmutation*

**Casting Time:** bonus action

**Range:** Self

**Components:** S, M (a pitch of ash)

**Duration:** 1 round

**Classes:** Bard, Ranger

A 20-foot-radius sphere of smoke appears centered on yourself, and you may immediately move up to 30 feet. While inside the smoke, you may move through the space of other creatures. If you end your movement inside a creature's space, you are pushed into the nearest unoccupied space.

After you end your movement, you may immediately take the hide action as part of this bonus action. The smoke 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.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can move an additional 15 feet for each slot level above 2nd.

## STATIC FIELD (PUBLIC)

*2nd-level evocation*

**Casting Time:** 1 reaction, which you take in response to being hit with a melee attack by a creature.

**Range:** Self

**Components:** V, S, M (a piece of wool or copper wire)

**Duration:** 1 minute

**Classes:** Artificer, Sorcerer, Wizard

You cause yourself to become electrically charged for the duration of the spell and immediately deal 1d8 lightning damage to your attacker. Until the spell ends, whenever a creature hits you with a melee attack, you can use your reaction to discharge electricity from yourself and deal 1d8 lightning damage to the attacker.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

## STREAM OF CORRUPTION (PUBLIC)

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot cone) or 100 feet

**Components:** S, M (a vial of meltwater)

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

Bile spews forth from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. A creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one.

When you cast this spell, you may instead choose a creature within 100 feet of you that you can see and force it to make a Constitution saving throw. On failed save, it takes 3d8 necrotic damage, and you may cause the cone of bile described above to spew forth from the creature in the direction you choose. On a successful save, a creature takes half as much damage and does not spew bile.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the necrotic damage dealt to targeted creatures and creatures in the area of the cone of bile by 1d8 for each slot level above 2nd.

## STREAM OF FLAMES

*6th-level evocation*

**Casting Time:** 1 action

**Range:** Self (40-foot cone)

**Components:** V

**Duration:** Up to 1 minute

**Classes:** Sorcerer, Wizard

You spew forth a 30-foot cone of fire in a direction of your choice. For the duration of the spell, the cone moves with you while staying pointed in the same direction. You may switch the direction of the cone at the start of your turn.

When the spell is cast, each creature in the cone of fire must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or starts its turn there.

On your subsequent turns, you must use your action to maintain control over the spell, or it ends. It also ends if you are incapacitated. You can end the spell at any time.

**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.

## SUMMON SWARM (PUBLIC)

3rd-level conjuration

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a gilded cage worth at least 300 gp)

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

**Classes:** Bard, Druid, Ranger

You call forth a swarm of tiny creatures that manifest in an unoccupied space you can see within range. This swarm uses the Swarm Spirit stat block\*. When you cast the spell, choose a type of creature: Bats, Insects, Rats, or Snakes. The creatures of the swarm resemble the chosen creature, which determines some of its traits in its stat block. The swarm disappears when it drops to 0 hit points or when the spell ends.

The swarm is an ally to you and your companions. In combat, the swarm shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block. Additionally, increase the swarm's size by one category for every two slot levels above 3rd level.

## SWARM OF BATS

Medium swarm of tiny beasts, unaligned

**Armor Class:** 10 + the level of the spell (natural armor)

**Hit Points:** 20 + 10 for each spell level above 3rd

**Speed:** 5 ft., flying 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (+0)	4 (-3)	16 (+3)	8 (-1)

**Damage Resistance:** bludgeoning, piercing, slashing  
**Condition Immunities:** charmed, frightened, grappled,

paralyzed, petrified, prone, restrained, stunned

**Senses:** blindsight 60ft., passive Perception 13

**Challenge — Proficiency Bonus:** equals your bonus

**Echolocation.** The swarm can't use its blindsight while deafened.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Multiattack.** The swarm makes a number of attacks equal to half this spell's level (rounded down).

**Bite. Melee Weapon Attack:** your spell attack modifier to hit, reach 5 ft., one target. **Hit:** 4d6 or 2d6 piercing damage if the swarm has half of its hit points or fewer.

## SWARM OF INSECTS

Medium swarm of tiny beasts, unaligned

## SWARM OF RATS

Medium swarm of tiny beasts, unaligned

**Armor Class** 10 + the level of the spell (natural armor)

**Hit Points** 20 + 10 for each spell level above 3rd

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (+0)	4 (-3)	16 (+3)	8 (-1)

**Damage Resistance** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 13

**Challenge — Proficiency Bonus** equals your bonus

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

**Overwhelming Mass.** The first time each turn that the swarm hits a creature with a weapon attack, it deals extra damage equal to the spell's level if a ally is within 5 feet of the target that isn't incapacitated.

### Actions

**Multiattack** The swarm makes a number of attacks equal to half this spell's level (rounded down).

**Bite. Melee Weapon Attack:** your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 4d6 or 2d6 piercing damage if the swarm has half of its hit points or fewer.

### Reactions

**Scurry Away.** When an enemy the swarm can see ends its turn, the swarm can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the swarm can only take the dash, disengage, dodge, or hide action. This feature ignores immunity to the frightened condition.

## SWARM OF SNAKES

Medium swarm of tiny beasts, unaligned

**Armor Class** 10 + the level of the spell (natural armor)

**Hit Points** 20 + 10 for each spell level above 3rd

**Speed** 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (+0)	4 (-3)	16 (+3)	8 (-1)

**Damage Resistance** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10ft., passive Perception 13

**Challenge — Proficiency Bonus** equals your bonus

**Poison Fangs.** The first time each turn that the swarm hits a creature with a weapon attack, that creature must make a Constitution saving throw against your spell save DC or take additional poison damage equal to the spell's level and be poisoned until the start of its next turn.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Multiattack** The swarm makes a number of attacks equal to half this spell's level (rounded down).

**Bite. Melee Weapon Attack:** your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 4d6 or 2d6 piercing damage if the swarm has half of its hit points or fewer.

## THERMAL MELTDOWN

5th-level evocation

**Casting Time:** 1 bonus action

**Range:** Self (15-foot cube)

**Components:** V, S, M (a piece baked clay)

**Duration:** 1 round

**Classes:** Artificer, Sorcerer

You begin to build up intense heat, debilitating those around you. Each creature within 15 feet of you must make a Constitution saving throw. On a failure, its speed is halved, and it has disadvantage on Dexterity saving throws until the end of your next turn. On your next turn, you may use your bonus action to release the heat you've built up. If you do so, each creature of your choice within 15 feet of you must make a Dexterity saving throw, taking 6d6 fire damage on a failure and half as much on a success.

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

## TRANQUILITY

5th-level conjuration

**Casting Time:** 1 action

**Range:** Self (20-foot radius)

**Components:** V, S

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

**Classes:** Druid

Healing rains wash down around you in a 20-foot radius centered on yourself. At the end of each of your turns, creatures of your choice within the rain receive its healing. Each creature healed this way regains hit points equal to  $2d4 + \text{your spell casting modifier}$ . The rains remain centered on the location where you cast the spell until the spell ends.

The rains can grant healing a number of times equal to 3 plus your spell casting modifier (minimum 4 times). After granting healing that number of times, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the healing received increases by 1d4 for each slot level above 5th.

## WATER WHIP

1st-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a water skin filled with water)

**Duration:** Instantaneous

**Classes:** Druid

You summon a tendril of water to strike at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes  $2d10$  bludgeoning damage and must make a Strength saving throw. On a failed save, you can either knock it prone or pull it up to 25 feet closer to you.

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

## WORLD SORE (PUBLIC)

1st-level transmutation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

**Classes:** Warlock

You cause a boil to grow from a surface in an unoccupied space you can see. The boil occupies a 5-foot sphere centered on the chosen space. The surface where a boil appears must be wide enough to accommodate its size.

The boil has AC 10, 20 hit points, immunity to psychic damage, and vulnerability to piercing damage. When reduced to 0 hit points, it explodes into puss, and each creature within 5 feet of it must make a Dexterity save. Creatures take  $1d8$  necrotic damage on a failed save, or half as much damage on a successful one.

On each of your turns, while you are within 100 feet of the boil and can see it, you can use your bonus action to either cause the boil to explode, as described above, or grow it. Growing it increases its radius by 5 feet, increases the damage it deals when it blows up by  $1d8$ , and extends the range of its explosion by 5 feet. If there is no room for the boil to expand when you attempt to grow it, which includes being blocked by a creature, it remains its current size and explodes instead.

The boil immediately explodes when the spell ends.

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

## **0.0.1 CHANGES**

- Add *cocophonic carress*, *phantasmagoria*, and *slicing shards*

## **0.0.2 CHANGES**

- Add *bolt of change*, *chaos storm*, and *glean magic*
- A bunch of rough draft spells were added here that need to be cleaned out

## **0.0.3 CHANGES**

- Add *inflict rot*, *miasma of pestilence*, and *stream of corruption*
- Update *puddle ooze*
- A bunch of rough draft spells were added here that need to be cleaned out

## **0.0.4 CHANGES**

- Add *acid rain*

## **0.0.5 CHANGES**

- Change Miasma of Pestilence to 1st level spell

## **1.0.0 CHANGES**

- Clean up and revision of all publicly released spells

## **1.1.0 CHANGES**

- Add death frenzy, fissure, smoke shroud, summon swarm, and world sore

## **1.2.0 CHANGES**

- Add leap slam

## **1.3.0 CHANGES**

- Add tranquility

## **1.4.0**

- Clean up non-public spells

## **1.5.0**

- Add creeping smite, fiery temper, and senseless rage

## **1.6.0**

- Acid Rain deals damage at the end of the turn instead of the start of the turn.
- Acid Wave - only up casts for 1d4 for instead of 2d4

## **1.7.0**

- Update fireworks

## **1.7.1**

- Fix copy/paste error in Inflict Rot

## **1.8.0**

- Take slicing shards from artificers and give to sorcerers and wizards

## **1.9.0**

- Change first effect of the Bolt of Change mutation table