

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.

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.

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.

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.

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.

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.

WITCH BOLT

1st-level evocation

Casting Time: 1 action

Range: 40 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 1d8 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 1d8 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 1d8 for each slot level above 1st.

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.

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.

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.

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.