

FORBIDDEN ARCANA

WHAT'S INCLUDED

This month we've got 18 spells for you to unravel your enemies with. I decided on 2 spells per spell level and no cantrips! There should be a little of everything for your spellcaster in here. From the 9th level Rod from God down to the 1st level Expedite Exposition.

SPELLS

1ST LEVEL

EXPEDITE EXPOSITION

1st-level evocation (chronurgy)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a preserved ear)

Duration: 1 round

You target one willing creature you can see that you wish to have a conversation with. For the duration of the spell you are mentally linked and able to have a two minute conversation with the target in the span of six seconds.

At Higher Levels. When you cast this spell using a spell slot of second or higher, the amount of conversation you are able to have increases to 10 minutes at 2nd level, 30 minutes at 3rd, 1 hour at 4th.
Classes: Bard, Druid, Warlock, Wizard

IMPART LOCOMOTION

1st-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a small model cart)

Duration: 1 hour

You touch one medium or smaller non-magical object and attach up to four wheels to it at points of your choice. The wheels are magically attached and can be manually removed with a successful Strength check. If a sufficient number of wheels are placed at appropriate points on the object, allowing it to roll (DM's discretion), its weight is divided by 30 for the purposes of determining maximum push/pull weight.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum size category that you can add wheels to increases by one for each slot level above 1st.

Classes: Artificer, Bard, Sorcerer, Wizard

2ND LEVEL

CASTLE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You bend space between you and a creature within range. The target must succeed on a Wisdom saving throw (the target can choose to fail), or the target is teleported to your position and you are teleported to theirs. The chosen space must be on a surface or in a liquid that can support the target without having to squeeze.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 30 feet for each slot level above 2nd.

Classes: Artificer, Sorcerer, Wizard

POWDER KEG

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pouch of black powder)

Duration: 1 minute

A magical barrel of gunpowder appears at a point of your choice that you can see within range. You can as a part of the action used to cast this spell, or as a bonus action on subsequent turns for the duration of this spell, cause the barrel to explode. When you do so, each creature in a 15-foot-radius around the barrel must make a Dexterity saving throw. A target takes 2d8 fire damage and falls prone on a failed save, or half as much damage on a successful one.

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

Classes: Artificer, Ranger, Sorcerer, Warlock

3RD LEVEL

ASSUME CONCENTRATION

3rd-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V, S, M (a collection of spoons)

Duration: Concentration, special

You delve into the mind of an ally and find the source of something weighing upon it. Choose one willing creature within range that is concentrating on a spell or magical effect. For the remaining duration of that effect, you concentrate on the spell instead, allowing the target to concentrate on something else.

Classes: Artificer, Bard, Paladin

ALIMENTIZE

3rd-level transmutation

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 1 hour

You choose one non-magical object that fits within a 1-foot cube and has a gold value, and you turn it into an edible version of itself. As a bonus action during this spell, a creature can eat the item to gain an effect from either the Minor or Major Beneficial Properties tables. The tier and duration depend on the gold value of the item as listed below.

GOLD VALUE	EFFECT	DURATION
50	Minor Beneficial	10 minutes
250	Minor Beneficial	8 hours
1000	Major Beneficial	10 minutes
7500	Major Beneficial	8 hours

If the rolled property requires attunement, ignore that requirement and instead use the duration on this table. When the spell ends and the item has not been eaten, the item returns to its original state.

Classes: Artificer, Ranger, Warlock, Wizard

4TH LEVEL

LESSER SIMULACRUM

4th-level illusion

Casting Time: 12 hours

Range: Touch

Components: V, S, M (snow or ice in quantities to make a half-size copy of the duplicated creature;

some hair, fingernail clippings, or other piece of that creature's body placed inside the snow or ice; and powdered ruby worth 500 gp, sprinkled over the duplicate and consumed by the spell)

Duration: Until Dispelled

You shape an illusory duplicate of yourself. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it is half the size, has a quarter of the creature's hit point maximum, and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates, except that it is a construct, it cannot use any of your class or subclass features, and it can only cast five spells total before losing the ability to cast spells.

The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The simulacrum lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

If the simulacrum is damaged, you can repair it in an alchemical laboratory, using rare herbs and minerals worth 50 gp per hit point it regains. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts instantly.

If you cast this spell again, any currently active duplicates you created with this spell or *simulacrum* are instantly destroyed.

Classes: Wizard

ROADRUNNER

4th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a desert bird's crest feather)

Duration: 8 hours

You instill a willing creature with the ability to run at immense speeds, while this spell is active, the creature's speed is 704 feet (80 mp/h) and cannot be increased by any means. If the creature performs any action, this spell ends.

Classes: Bard, Cleric, Druid, Paladin, Ranger

5TH LEVEL

COURIER GATEWAY

5th-level conjuration

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Instantaneous

This spell instantly teleports a single object that you can see within range, to a destination you select. The object must be able to fit entirely inside a 3-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be a creature known to you that has agreed to be sent an item. The item appears on the nearest solid surface within 5 feet of the recipient. If the target is on another plane this spell fails, if the object contains an extra-dimensional space such as a bag of holding, or a portable hole the object is destroyed as per the rules for placing such an item inside another.

Classes: Bard, Sorcerer, Wizard

VIVIFY

5th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an amount of cubic zirconia that would be worth 300 gp if it were diamonds of an equivalent weight)

Duration: Concentration, up to 1 minute

You target a creature you can see within range. The creature must succeed on a Constitution saving throw or have a body part of your choice awakened. The targeted body part gains an Intelligence of 10, grows a mouth and ears if it does not already have them, and can speak one language you know.

While the spell is active, you can use a bonus action on each of your turns to command the awakened body part to perform one of the following actions, which it uses its reaction to execute:

- **Drop.** The body part drops whatever it is holding.
- **Attack.** The body part attacks a target of your choice within range, using a weapon it is holding or making an unarmed strike if it is not wielding a weapon.
- **Silence.** The body part covers the mouth of the creature it is attached to, preventing it from speaking.
- **Limp.** The body part goes limp. If the creature relies on this part to stand, it must succeed on a Dexterity saving throw or fall prone.

- **Speak.** The body part speaks a sentence of up to 25 words of your choice.

6TH LEVEL

REFLECT SPELL

6th-level abjuration

Casting Time: 1 reaction, which you take when you see a creature within 60 feet of you casting a spell that targets only you.

Range: 60 feet

Components: S

You attempt to interrupt the flow of magic between a spellcaster and you. Make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, you can choose a creature within range that you can see to become the target of the spell. If the spell requires a saving throw, the new target must make the save against your spell save DC or be subjected to the spell's effects. If the spell requires concentration, you must concentrate on it as if you had cast the spell.

Classes: Sorcerer, Warlock, Wizard

CRAVE

6th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a smoking pipe)

Duration: Permanent

You target a creature you can see within range and force them to become addicted to a food or substance they can reasonably obtain (DM's discretion). The target must succeed on a Constitution saving throw or become addicted to that substance.

While addicted to the substance, the creature must consume it at least once per day or gain a point of exhaustion after completing their next long rest, up to a maximum of 3 points. While affected by this spell exhaustion gained from this spell does not get removed when you complete a long rest. While the creature has 3 points of exhaustion, they can repeat this saving throw at the end of each long rest, ending the spell on a success.

Classes: Bard, Druid, Warlock, Wizard

7TH LEVEL

DEATH KNELL

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small hourglass filled with gunpowder)

Duration: 8 hours

You touch a willing creature and grant it a measure of protection from death. The first time the target would die, it instead explodes violently with vampiric energy. Each creature within 15 feet of the target must make a Constitution saving throw. On a failed save, a creature takes 12d10 necrotic damage, or half as much damage on a successful one. If a creature is killed by this damage, the target of this spell's death is interrupted, and it regains hit points equal to the total damage rolled on the damage die. If no creatures die as a result of this damage, you instead regain 1 hit-point.

Classes: Cleric, Paladin, Wizard

FEASTING FIENDS

7th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: S, M (a single piece of fish bait)

Duration: Concentration, up to 1 minute

You summon 10 ravenous creatures of either divine, fiendish, or bestial nature to devour a target of your choice within range. Make a ranged spell attack against the target. On a hit, the creatures rush to the target and latch on. While the creatures are attached, they deal 2 radiant, necrotic, or piercing damage each (depending on the type of creature chosen) at the start of each of the target's turns.

The target or an ally can attack the attached creatures, which have an AC of 15. The attack kills a number of creatures equal to the difference between the attack roll and the creatures' AC, with a minimum of 1. At the end of the target's turn, a number of new creatures appear and latch on equal to twice the number of creatures killed in the last round, up to a maximum of 30 creatures.

The spell ends early if *protection from evil and good* is cast on the target using a 5th-level spell slot or higher or the target falls unconscious.

Classes: Bard, Cleric, Druid, Warlock, Wizard

8TH LEVEL

MYSTIC COMMUNION

8th-level divination

Casting Time: 1 minute

Range: Self

Components: V, S, M (an effigy representing the entity you wish to contact)

Duration: 10 minutes

You draw upon the link between yourself, the effigy you present, and an entity you wish to beseech for knowledge. You can ask up to five questions of the creature you are beseeching. The creature can choose to accept your query, and if it does, it must answer truthfully and to the full extent of the questions.

Once the creature has answered your questions, you must submit to its psychic inquiry, allowing it to spend the next 10 minutes freely exploring your memories and learning as much as it can within that time.

If you are under the effects of the *mind blank* spell, you are immune to the inquiry of the target after it answers your questions.

THE HIGH GUARD LEAK

The spell *Mystic Communion* was originally developed by an organization known as the High Guard, a group dedicated to the procurement and archiving of knowledge. This group keeps a backup of their knowledge in the mind of an elder sapphire dragon with an eidetic memory. To retrieve knowledge and increase the repository, high-ranking members of the High Guard were given copies of this spell. At some point in history, though it's unclear who was responsible, a spellbook from a fallen High Guard member fell into the wrong hands, releasing the spell into the world.

To this day, the High Guard is trying to retrieve the copies that exist, as they often detail Myrgi, the Archive, as the target, allowing strangers to contact him without permission.

SUMMON JOTUN SPIRIT

8th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

You call forth the ancient spirit of a jotun. It man-

ifests in an unoccupied space that you can see within range. This corporeal form uses the *Jotun Spirit* stat block. When you cast the spell, choose Fire, Water, Earth or Air. The creature resembles a giant of the chosen type, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

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

JOTUN SPIRIT

Gargantuan Giant, unaligned

Armour Class 19 (natural armor)

Hit-Points 120

Speed 50 ft., fly 40ft. (air only), burrow 40ft. (earth only), swim 60ft (water only)

STR	DEX	CON	INT	WIS	CHA
18	14	16	10	16	10

Skills. Athletics +7

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical attacks

Damage Immunities. fire (fire only), cold (water only)

Senses. Darkvision 60ft., tremorsense 60ft. (earth only)

Languages. Primordial, telepathy 60ft.

Magic Resistance. The jotun has advantage on saving throws against spells and other magical effects

ACTIONS

Multiattack. The jotun makes one stomp attack and three warhammer or boulder toss attacks.

Warhammer. *Melee Weapon attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 2d8 + 4 + 8 bludgeoning damage.

Stomp. *Melee Weapon attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 4d10 + 4 + 8 bludgeoning damage and the target must make a Dexterity saving throw equal to your spell save DC or be knocked *prone*.

Boulder Toss. *Ranged Weapon attack:* your spell attack modifier to hit, range 240 ft., one target. *Hit:* 1d10 + 4 + 8 bludgeoning damage.

REACTIONS

Retribution (fire only). When the Jotun is hit by a weapon attack from a creature within 5 ft. of it, it can as a reaction emit a burst of fire at that creature. The creature must succeed on a Dexterity saving throw equal to your spell save DC or take 4d6 fire damage.

9TH LEVEL

ROD FROM GOD

9th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: (a 1lb tungsten rod which is de-

stroyed at the end of this spell)

Duration: 1 round

The small tungsten rod vanishes from your palm and is instantly teleported 100 miles above a point you can see within range. It expands into a 20-foot long, 1-foot diameter tungsten pillar. At the end of your next turn, the rod plummets from low orbit and strikes the specified point on the ground. Each creature in a 25-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 80d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

The spell does quadruple damage to objects and structures within the radius and up to 100 feet below the ground if this spell hits earth.

Classes: Cleric

SYMBIOSIS

9th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pair of earrings)

Duration: 1 hour

You and one willing creature of the same type as you combine your physical bodies into one, stronger form. Your physical appearance can either be a blend of both of your physical characteristics, or a version of either person with visible differences based on their newly acquired statistics. For the duration of the spell you gain the following benefits:

- Your maximum HP becomes equal to the total of both people's maximum HP.

- You can communicate telepathically with your pair.

- You roll initiative for each person, on each of your turns, you can choose to use either persons spells, abilities, resources or skills.

- Whenever an attack roll, ability check, or saving throw is made, you can choose which person's bonus to use.

- You are considered attuned to all magic items either person was attuned to when this spell was cast.

- On each of your turns you can use any of either person's walking, climbing, swimming or flying speeds.

This spell ends early if you drop to 0 hit-points at which point you separate and both creatures fall unconscious separately. If this spell is ended early divide the remaining hit-points in half and each creature is split back to their original bodies with that amount of hit-points remaining.

Classes: Bard, Druid, Cleric, Warlock, Wizard