

RULES UPDATE

Revision I, 3rd March 2018

Sources

The concept of **sources** is being introduced. There are four sources which can be used as descriptors for damage, spells, creatures, abilities, etc.: natural, magical, demonic and supernatural – in this exact order, which is considered to be ascending (weakest to strongest).

The resistances, immunities, vulnerabilities, abilities, spells and attacks of a certain creature are of the same source as said creature, unless specified otherwise. For example – a fire elemental is a magical creature, so when it deals fire damage, it's magical fire by default.

NATURAL

Natural creatures are those that origin from the Terrestrial Plane and were born/created without any magic directly impacting their anatomy and only under the influence of the nature itself. Examples of such creatures include humans, dwarves, elves, orcs, goblins, wolves, spiders, treants, u'rati, various beasts, subterranean aberrations.

Natural attacks and abilities are the easiest ones to protect oneself against, but their effects aren't disabled in anti-magical areas. For example, a giant throwing a rock is a natural attack, and troll regeneration is a natural ability. Natural spells still

cannot be cast in such an environment, though.

In terms of resistances, immunities and vulnerabilities, a creature that is resistant, immune or vulnerable to a type of damage is by default resistant, immune or vulnerable to natural (and magical) effects that cause said damage.

MAGICAL

„Magical“ is a descriptor used for everything that either comes from one of the elemental planes or is conjured using magical energy that exists inside, for example, gems, or every living creature's body. Examples of magical creatures are elementals, djinnis, wisps, undead.

Magical attacks, abilities and spells don't work in anti-magical areas.

Creatures that are resistant, immune or vulnerable to a type of damage are by default resistant, immune or vulnerable to magical (and natural) effects that cause said damage.

DEMONIC

The „demonic“ descriptor works similarly to the „natural“ descriptor, just for the planes of Hell and the Void. All demons, such as imps, efreetis, barons, r'vaki, succubi or pride demons, are considered demonic creatures.

TABLE 1: CORRECT DAMAGE TYPE AND SOURCE COMBINATIONS

Damage Type	Natural	Magical	Demonic	Supernatural
Slashing	x	x	-	-
Piercing	x	x	-	-
Bludgeoning	x	x	-	-
Fire	x	x	Hellfire	x
Cold	x	x	x	x
Poison	x	x	x	x
Acid	x	x	x	x
Psychic	x	x	-	x
Necrotic	x	x	Vile	x
Radiant	x	x	-	x
Lightning	x	x	x	x
Sonic**	x	x	x	x
Force*	x	x	x	x
Shadow*	-	x	x	x
Ethereal*	-	x	x	x

* New damage types

** Renamed from „Thunder“

Demonic attacks and abilities can be used in anti-magical areas, but spells cannot.

Creatures that are resistant, immune or vulnerable to a type of damage are by default **not** resistant or immune, but **are** vulnerable to demonic effects that cause said damage. On the other hand, creatures that are resistant, immune or vulnerable specifically to demonic versions of a damage type, **are** also resistant or immune to magical and natural effects of this damage type, but are **not** vulnerable to these effects.

SUPERNATURAL

Supernatural creatures are all those beyond knowledge or comprehension that fit neither of the previous three descriptors. There aren't any known examples of such creatures at this moment.

Supernatural attacks and abilities can be used in anti-magical areas, while spells can only if cast by a sorcerer or a warlock with a supernatural power source.

Resistances, immunities or vulnerabilities to supernatural effects are extremely rare, but if they occur, they work in a similar manner as with the demonic descriptor.

Player Character Sources

In terms of player characters, there are certain rules to determine the source.

- All player characters that come from the Terrestrial Plane are natural.
- All undead player characters are magical, but the physical attacks of corporeal undead like zombies or skeletons are natural.
- All player characters that come from one of eight elemental planes are magical.
- All player characters that come from Hell or The Void are demonic.
- All other player characters are supernatural.
- All wizard or paladin spells are magical.
- The source of all cleric, sorcerer or warlock spells depends on their deity, sorcerous origin or otherworldly patron. If unspecified, all cleric spells are magical.
- Source of spells cast from scrolls depends on the source of the energy contained in the ink.
- For all the other cases, all spells are of the same source as the character.
- Source of weapon attacks depends on the weapon. All normal weapons are natural by default, and enchanted weapons have their source depend on the source of energy/material used for the enchantment.

Modified Spells

Spell List

Cleric

1ST LEVEL

Detect Evil or Good
Protection from Evil or Good

3RD LEVEL

Dispel Magic
Protection from Energy
Remove Curse

5TH LEVEL

Dispel Evil or Good

6TH LEVEL

Forbiddance

7TH LEVEL

Etherealness

8TH LEVEL

Antimagical Field

9TH LEVEL

Astral Projection
True Resurrection

Wizard

1ST LEVEL

Absorb Elements
Comprehend Languages
Magic Missile
Protection from Evil or Good

2ND LEVEL

Darkness
Ray of Enfeeblement

3RD LEVEL

Counterspell
Dispel Magic

4TH LEVEL

Elemental Bane

Stoneskin

5TH LEVEL

Wall of Force

6TH LEVEL

Disintegrate
Globe of Invulnerability
Flesh to Stone

8TH LEVEL

Antimagical Field

9TH LEVEL

Astral Projection
Prismatic Wall

Detailed Descriptions

Absorb Elements

1-st level abjuration

Casting Time: 1 reaction, which you take when you take fire, cold, lightning, shadow or ethereal damage.

Range: Self

Components: Somatic

Duration: 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack or your next spell that deals the same type of damage. You have resistance to the triggering damage type until the start of your next turn.

Also, the first time you hit with either a melee attack or a damaging spell that deals the same type of damage on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

Antimagical Field

8-th level abjuration

Casting Time: 1 action

Range: 30 feet (20-foot-radius sphere)

Components: Verbal, Somatic, Material (a pinch of powdered iron or iron filings)

Duration: Concentration, up to 1 hour

A 20-foot-radius invisible sphere of antimagic surrounds the target point. No magical attacks can be used and all magical abilities are disabled. Demonic, natural spells and supernatural spells not cast by warlocks or sorcerers with a supernatural power origin can't be cast from within the sphere either – attempting to do so will result in a waste of a spell slot.

Targeted Effects. Magical effects that target a creature inside the sphere have no effect on it. Natural, demonic and supernatural effects can still be applied this way.

Areas of Magic. The area of a magical effect can't extend into the sphere. If the area of the sphere overlaps an area of magic, the common part of the two areas will see the effect nullified. Again – natural, demonic and supernatural effects **can** extend into the sphere.

Spellcasting. No spells can be cast from within the sphere – attempting to cast one will result in a waste of a spell slot, time and (if there are any) material components. The only exception are supernatural spells cast by sorcerers with a supernatural sorcerous origin or warlocks with a supernatural otherworldly patron.

Active Spells. Active magical effects on creatures or objects that enter the sphere are suppressed inside the sphere, until the creature exits the area or the spell ends. Natural, demonic and supernatural effects are once again exempt from that.

Magic Items. The magical properties of items are suppressed in the sphere. For example, a +1 enchanted longsword in the sphere functions as a non-magical longsword.

A magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Natural, demonic and supernatural properties are not suppressed.

Magical Travel. All portals within the sphere, save for the supernatural ones, are suppressed. All instant teleportation into the area of the sphere fails.

Summoned Creatures. All magically summoned creatures or objects that enter the sphere are banished back to their original location. All less-powerful, non-summoned creatures entirely created by magic are paralyzed (on a successful Charisma save) or annihilated. Objects created entirely by magic are annihilated as well.

Dispel Magic. Spheres created by different antimagic field spells don't nullify each other. However, the antimagical field might be dispelled by *Dispel Magic*, provided that it's of course being cast from the outside of the sphere.

Astral Projection

9-th level necromancy

Casting Time: 1 hour for every affected creature

Range: 10 feet

Components: Verbal, Somatic, Material (a hundred lapis lazuli and for every creature you affect with this spell, an ornately carved bar of mithril, all of which the spell consumes)

Duration: Special

You and up to 3 other willing creatures project your souls simultaneously into the Ethereal and Terrestrial planes. The material body you leave behind is unconscious and in a state of suspended animation; it doesn't need food or air and doesn't age.

Your ethereal body is an incorporeal image of your material form. It doesn't possess Strength or Constitution scores, using Charisma instead of either of those when necessary. The hit die of the ethereal body is d20.

Your projection travels through the ethereal plane, moving three times as fast, and is able to fly as well, but not higher than 60 feet above a surface. It cannot interact with the material plane in any way or make use of racial features or class features, although it can cast spells. The constant connection to the Ethereal Plane allows the energy to return quicker to you, refreshing your spell slots. Spell slots are being refreshed one after another, in order they were used, with a delay between every single refresh equal to the level of the next spell slot multiplied by (1 min. + 1 min. for every 50 miles of distance from your material body).

Your projection can only be damaged by magical, demonic and supernatural effects. Whenever it takes damage, it loses a bit of energy, having to spend a spell slot of an available level closest to received damage divided by 5. It doesn't carry over any resistances of your physical form and has a base armor class of 16.

If your projection dies on the material plane, the spell ends for you, keeping your material body intact, but rendering you shocked, decreasing your Wisdom down to 3. You will be regaining d4 Wisdom every hour since that happens.

You might also end the spell in a more stable manner, by moving your projection to the location of your material body. If you do it this way, your companions that didn't do the same will be forced back to their bodies and will suffer from the shock described above.

If the connection between your ethereal body and your material body is interrupted, your physical body dies and you get stuck in the ethereal form. In this case, your spell slots no longer regenerate and you have to make a DC 20 Charisma saving throw every hour, or lose 1 Charisma. Once you get to 0 Charisma, your soul gets permanently annihilated.

For every month you survive like that, you have to make a DC 20 Wisdom saving throw. On a failure, you lose d4 Wisdom. Once you get to 0 Wisdom, you turn into a wraith, seeking vengeance on the one that caused this state.

The connection might be broken either by destroying your „middle-man” projection in the Ethereal Plane, or by cutting the invisible string, which serves as a tether between your ethereal and physical bodies in the material plane. The tether might only be cut by those that can perceive the energy streams and only with an enchanted mithril blade that allows for this.

If you as the caster are either returned to your body prematurely or killed, the spell doesn't end for your companions and you have no way to end it from within your material body, meaning they have to find their own way back.

Comprehend Languages

1-st level divination (ritual)

Casting Time: 1 action

Range: Self

Components: Verbal, Somatic, Material (a pinch of soot and salt).

Duration: 1 hour

For the duration, you understand the literal meaning of any of the eight spoken elemental languages that you hear. You also understand any written elemental language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

Counterspell

3-rd level abjuration

Casting Time: 1 reaction, which is taken when you see a creature within 60 feet of you casting a spell

Range: 60 feet

Components: Verbal, Somatic

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell.

If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect.

If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 8 + the spell's level + the creature's spellcasting modifier. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

Darkness

2-nd level evocation

Casting Time: 1 action

Range: 60 feet

Components: Verbal, Material (bat fur and a drop of pitch or piece of coal).

Duration: Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

You as the caster are able to see through the darkness.

Detect Evil or Good

1-st level divination

Casting Time: 1 action

Range: Self

Components: Verbal, Somatic

Duration: Concentration, up to 10 minutes

This replaces the *Detect Evil and Good* spell.

For the duration, you know if there are magical, demonic or supernatural creatures of either good or evil alignment (the choice is made at the moment of casting the spell) within 30 feet of you.

Disintegrate

6-th level transmutation

Casting Time: 1 action

Range: 60 feet

Components: Verbal, Somatic, Material (a fiery black opal and a pinch of dust)

Duration: Instantaneous

A thin red-orange ray springs from your pointing finger to a target that you can see within range. The target can be any material creature or object of solid or liquid state.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 fire damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are heated up to extremely hot temperatures in an instant, as a result being reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

This spell doesn't work on fire-immune creatures, while fire-resistant creatures get an advantage on the saving throw.

The spell automatically disintegrates a Large or smaller non-magical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A more powerful magic item might be unaffected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Dispel Evil or Good

5-th level abjuration

Casting Time: 1 action

Range: Self

Components: Verbal, Somatic, Material (holy water or powdered silver and iron)

Duration: Concentration, up to 1 minute

This replaces the *Dispel Evil and Good* spell.

Shimmering energy surrounds and protects you from magical, demonic or supernatural creatures of either good or evil alignment (the choice is made at the moment of casting the spell). For the duration, said creatures have disadvantage on attack rolls against you. You can end the spell early by using either of the following.

Break Enchantment. As an action, you touch a creature that is charmed, frightened, possessed or

sapped by one of such creatures, ending both the spell and all of these conditions.

Dismissal. As an action, make a melee attack against one of such creatures you can reach. On a hit, you attempt to banish the creature back to its home plane. The creature must succeed on a Charisma saving throw or be banished.

Dispel Magic

3-rd level abjuration

Casting Time: 1 action

Range: 120 feet (10-foot-radius sphere)

Components: Verbal, Somatic, Material (lapis lazuli dust or aquamarine dust)

Duration: Instantaneous

Choose any number of magical effects that your character is aware of within range. You need to provide a somewhat accurate description of the effect in order to be able to target it. For example: „the barrier” will be enough.

If the sum of levels of spells causing the targeted effects is 3 or less, the effects end immediately.

Otherwise you have to make an ability check using your spellcasting ability for every single effect. The DC equals 8 + the spell's level + the spell's caster's spellcasting modifier + 1 for every creature or object holding a targeted effect that's not in the center of the target sphere. On a successful check, an effect ends.

To dispel an effect that spans over an area rather than affecting a single target, the area of the dispelling sphere needs to cover the area of the target effect completely. If it doesn't, but it covers at least 75% of it, you might still attempt to dispel it, with a disadvantage on the check and without the possibility to use the auto-success for low level spells.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects if the sum of levels of spells causing these effects is equal to or less than the level at which you cast this spell. Alternatively, you might increase the radius of the sphere by 10 feet for every spell slot level above 3rd.

Elemental Bane

4-th level transmutation

Casting Time: 1 action

Range: 90 feet

Components: Verbal, Somatic

Duration: Concentration, up to 1 minute

Choose one creature you can see within range, and choose one of the following damage types: fire, cold, lightning, shadow, ethereal. The target must succeed on a Constitution saving throw or be affected by the spell for its duration. The first time each turn the affected target takes damage of the chosen type, the target takes an extra 2d6 damage of that type. Moreover, the target loses any resistance to that damage type until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Etherealness

7-th level conjuration

Casting Time: 1 action

Range: Self

Components: Verbal, Somatic

Duration: Up to 8 hours

You step into the region of the Ethereal Plane which contains an image of the Terrestrial Plane. You remain there for the duration or until you use your action to dismiss the spell. During this time, you can move thrice as fast, given how the region is a scaled down image of the actual plane. You can see and hear the source plane, but everything there looks and sounds foggy, blurry and unclear, with the sounds being only heard as quieter, low-to-mid tones heavy background noise. Moreover, you cannot perceive anything more than 60 feet (in terms of the Terrestrial Plane) away from you.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You cannot move through solid objects, and you also cannot interact with them by applying any force, physical or magical.

When the spell ends, you immediately return to the Terrestrial Plane from in the spot you currently occupy. If you occupy the same spot as creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are on any other plane than the Terrestrial Plane.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, you can target up to three willing creatures (including you) for each slot level above 7th. The creatures must be within 10 feet of you when you cast the spell.

Flesh to Stone

6-th level transmutation

Casting Time: 1 action

Range: 60 feet

Components: Verbal, Somatic, Material (a pinch of lime, water and earth)

Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state and might die as a result.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

Forbiddance

6-th level abjuration

Casting Time: 10 Minutes

Range: Touch

Components: Verbal, Somatic, Material (a sprinkling of holy water, rare incense and powdered diamond worth at least 1 000 GP)

Duration: 1 Day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the *gate* spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Ethereal Plane, the Shadow Plane, or the plane shift spell.

In addition, the spell damages types of creatures that you choose when you cast it. Choose one or more of the following: fire elementals, earth elementals, celestials, undead, darkness elementals, aether elementals, air elementals, water elementals, demons. When a chosen creature enters the spell's area for the first time on a turn or starts its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell). If the damage was to heal the creature as a result of its absorptive immunity (for example: undead and necrotic damage), it will become blinded and deafened instead.

When you cast this spell, you can designate a password. A creature that speaks the password as it enters the area takes no damage from the spell.

The spell's area can't overlap with the area of another forbiddance spell. If you cast forbiddance every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

Globe of Invulnerability

6-th level abjuration

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: Verbal, Somatic, Material (a glass or crystal bead that shatters when the spell ends)

Duration: Concentration, up to 1 minute

A faintly shimmering barrier springs into existence in a 10-foot radius around you, following you for the duration. Any spell of 5th level or lower cast from outside the barrier can't affect creatures inside the barrier. It can be omitted by casting using a higher spell slot.

Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

Magic Missile

1st level evocation

Casting Time: 1 action

Range: 120 feet

Components: Verbal, Somatic

Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4+1 ethereal damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot above 1st.

Prismatic Wall

9th level abjuration

Casting Time: 1 action

Range: 60 feet

Components: Verbal, Somatic

Duration: 10 minutes

A shimmering, multicolored plane of light forms a vertical opaque wall - up to 90 feet long, 30 feet high, and 1 inch thick - centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot is wasted.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and

creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute.

The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a Dexterity saving throw or be affected by that layer's properties as described below.

The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell. An antimagic field has no effect on it, and dispel magic works only against the violet layer.

1. Red. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.

2. Orange. The creature takes 10d6 acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, magical ranged attacks can't pass through the wall. The layer is destroyed by a strong wind.

3. Yellow. The creature takes 10d6 radiant damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 ethereal, necrotic or force damage to it.

4. Green. The creature takes 10d6 necrotic damage on a failed save, or half as much damage on a successful one. A healing spell cast at at least 5th level destroys this layer.

5. Blue. The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.

6. Indigo. On a failed save, the creature is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected

to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the creature collects three of a kind. While this layer is in place, spells can't be cast through the wall. The layer is destroyed by bright light shed by a daylight spell or a similar spell of equal or higher level.

7. Violet. On a failed save, the creature is blinded. It must then make a Wisdom saving throw at the start of your next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.) This layer is destroyed by a dispel magic spell or a similar spell of equal or higher level that can end spells and magical effects.

Protection from Energy

3-rd level abjuration

Casting Time: 1 action

Range: Touch

Components: Verbal, Somatic

Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: fire, cold, radiant, necrotic, lightning, shadow or ethereal.

Protection from Evil or Good

1-st level abjuration

Casting Time: 1 action

Range: Touch

Components: Verbal, Somatic, Material (holy water or powdered silver and iron, which the spell consumes)

Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against magical, demonic and supernatural creatures of either good or evil alignment (the choice is yours at the beginning of the spell). The protection grants several benefits.

Creatures of that type have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed

by such a creature, the target has advantage on any new saving throw against the relevant effect.

Ray of Enfeeblement

2-nd level necromancy

Casting Time: 1 action

Range: 60 feet

Components: Verbal, Somatic

Duration: Instantaneous

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 receives 1d8 necrotic damage and loses 1d6 Strength.

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 and the Strength sap increases by a dice tier for each two slot levels above 2nd.

Remove Curse

3-rd level abjuration

Casting Time: 1 action

Range: Touch

Components: Verbal, Somatic

Duration: Instantaneous

At your touch, one curse affecting a creature or object ends. If the object is a cursed magic item, it allows the owner to remove and discard it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can remove one additional curse for each slot level above 3rd.

Stoneskin

4-th level abjuration

Casting Time: 1 action

Range: Touch

Components: Verbal, Somatic, Material (diamond dust worth 100 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

This spell turns the flesh of a willing creature you touch as hard as stone.

Until the spell ends, the target has resistance to all types of bludgeoning, piercing, and slashing damage, but its Dexterity is decreased by 4 and its speed is decreased by 5 feet.

True Resurrection

9-th level necromancy

Casting Time: 1 hour

Range: Touch

Components: Verbal, Somatic, Material (a sprinkle of holy water and diamonds worth at least 25 000 gp, which the spell consumes)

Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its hit points.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was undead, it is restored to its non-undead form.

The spell can even provide a new body if the original no longer exists, in which case you must be able to touch the actual soul of the creature. The body then appears at the location of the soul.

Wall of Force

5-th level evocation

Casting Time: 1 action

Range: 120 feet

Components: Verbal, Somatic, Material (a pinch of powder made by crushing a gemstone)

Duration: Concentration, up to 10 minutes

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the

creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and reflects all rays or bolt attacks. It can be dispelled, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.