

Compendium of Additional Arcana II

Spells by Level

Cantrip

Cluster Shock
Corrosive Poke
Eat This
Fists Afire
Implement Focus
Wild Bolt

Level 1

Acolyte Armor (R)
Affinity Weave
Augmented Aim
Black Look
Dashslap
Endorsement (R)
Heroes' Snack (R)
Horrrifying Hallucination
Seed to Branches
Shadowblast
Shockforce Barrier
Telling Touch
Turnblade Charm (R)

Level 2

Brilliant Particles
Festering Smite
Jerk Reality
Protected Perimeter (R)
Shocking Ray
Slashing Squall
Vaporous Cube

Level 3

Ally to Animosity
Crystalline Jinx
Enhance Mobility
Feylight Fire
Goldmist
Reconfigure Curse (R)
Stick to Snake

Level 4

Charged Field
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Dispel Invisibility
Noxious Puffsprout
Reward for Risk (R)
Sinkhole

Level 5

Acidic Drench
Discern Details (R)
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Pull of Darkness
Retain Consciousness
Transpose Target

Level 6

Compel Corpse (R)
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Mushroom Meditation (R)
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Level 7

Determined Boulder
Flesh to Wood
Heal to Harm
Iron Ring
Mass Enhance Mobility
Reflective Realm (R)
There to Here

Level 8

Conflagration
Excruciating Excoriation
Forlorn Barrier
Harsh Glare
Purple Pulsing

Level 9

Consuming Flames
Incensed Ululation
Nudge the Die
Stellar Supernova
Wild Tide

Spells by School

Abjuration

Acolyte Armor (R)
Dispel Invisibility
Iron Ring
Protected Perimeter (R)
Shockforce Barrier
Sudden Shielding
Turnblade Charm (R)

Conjuration

Acidic Drench
Affinity Weave
Determined Boulder
Dimensional Slash
Eat This
Fell Vortex (R)
Forlorn Barrier
Goldmist
Noxious Puffsprout
Reflective Realm (R)
There to Here
Transpose Target

Divination

Discern Details (R)
Mushroom Meditation (R)
Nudge the Die
Telling Touch

Enchantment

Endorsement (R)
Feylight Fire
Harsh Glare
Reward for Risk (R)
Umbral Imbuement
Wild Tide

Evocation

Brilliant Particles
Charged Field
Cluster Shock
Conflagration
Consuming Flames
Corrosive Poke
Force Fist
Incensed Ululation
Shadowblast
Shocking Ray
Slashing Squall
Stellar Supernova
Wild Bolt

Illusion

Ally to Animosity
Horrrifying Hallucination
Jerk Reality
Purple Pulsing

Necromancy

Black Look
Compel Corpse (R)
Excruciating Excoriation
Festering Smite
Heal to Harm
Pull of Darkness
Unfortunate Events

Transmutation

Augmented Aim
Crystalline Jinx
Dashslap
Enhance Mobility
Fists Afire
Flesh to Wood
Heroes' Snack (R)
Implement Focus
Mass Enhance Mobility
Reconfigure Curse (R)
Retain Consciousness
Seed to Branches
Sinkhole
Stick to Snake
Vaporous Cube

Spells by Class			
Artificer	Bard	Cleric	Druid
<u>Cantrips (0 level)</u> Cluster Shock <u>1st Level</u> Affinity Weave Telling Touch Turnblade Charm (R) <u>2nd Level</u> Brilliant Particles Shocking Ray <u>3rd Level</u> Enhance Mobility Feylight Fire <u>4th Level</u> Charged Field Reward for Risk (R) <u>5th Level</u> Discern Details (R) Retain Consciousness	<u>Cantrips (0 level)</u> Eat This <u>1st Level</u> Augmented Aim Endorsement (R) Heroes’ Snack (R) Horrorfying Hallucination <u>2nd Level</u> Jerk Reality <u>3rd Level</u> Feylight Fire Goldmist Reconfigure Curse (R) <u>4th Level</u> Dispel Invisibility Reward for Risk (R) <u>5th Level</u> Discern Details (R) Retain Consciousness <u>6th Level</u> Compel Corpse (R) Sudden Shielding Unfortunate Events <u>7th Level</u> Reflective Realm (R) <u>8th Level</u> Forlorn Barrier Harsh Glare <u>9th Level</u> Incensed Ululation Nudge the Die	<u>Cantrips (0 level)</u> Corrosive Poke Eat This <u>1st Level</u> Acolyte Armor (R) Augmented Aim Heroes’ Snack (R) Telling Touch <u>2nd Level</u> Festering Smite Protected Perimeter (R) <u>3rd Level</u> Crystalline Jinx Enhance Mobility Reconfigure Curse (R) Stick to Snake <u>4th Level</u> Reward for Risk (R) Sinkhole <u>5th Level</u> Discern Details (R) Retain Consciousness <u>6th Level</u> Retain Consciousness <u>6th Level</u> Compel Corpse (R) Sudden Shielding <u>7th Level</u> Heal to Harm Iron Ring Mass Enhance Mobility <u>8th Level</u> Excruciating Excoriation <u>9th Level</u> Consuming Flames Nudge the Die	<u>Cantrips (0 level)</u> Corrosive Poke <u>1st Level</u> Augmented Aim Seed to Branches <u>2nd Level</u> Shocking Ray Slashing Squall Vaporous Cube <u>3rd Level</u> Feylight Fire Stick to Snake <u>4th Level</u> Charged Field Noxious Puffsprout Reward for Risk (R) Sinkhole <u>5th Level</u> Discern Details (R) Retain Consciousness <u>6th Level</u> Mushroom Meditation (R) <u>7th Level</u> Determined Boulder Flesh to Wood <u>8th Level</u> Conflagration Harsh Glare <u>9th Level</u> Consuming Flames Incensed Ululation Nudge the Die
Paladin	Ranger	Ranger	
<u>1st Level</u> Acolyte Armor (R) Augmented Aim Telling Touch <u>2nd Level</u> Festering Smite <u>3rd Level</u> Reconfigure Curse (R) <u>4th Level</u> Reward for Risk (R) <u>5th Level</u> Transpose Target	<u>1st Level</u> Dashslap Seed to Branches Telling Touch <u>2nd Level</u> Festering Smite Slashing Squall <u>3rd Level</u> Enhance Mobility Stick to Snake	<u>4th Level</u> Dimensional Slash Noxious Puffsprout Reward for Risk (R) <u>5th Level</u> Transpose Target	

Sorcerer	Warlock	Wizard	Wizard
<u>Cantrips (0 level)</u> Corrosive Poke Fists Afire Implement Focus Wild Bolt <u>1st Level</u> Black Look Shockforce Barrier Telling Touch <u>2nd Level</u> Brilliant Particles Protected Perimeter (R) Shocking Ray Slashing Squall <u>3rd Level</u> Ally to Animosity Crystalline Jinx Goldmist <u>4th Level</u> Charged Field Dispel Invisibility Reward for Risk (R) Sinkhole <u>5th Level</u> Fell Vortex (R) Retain Consciousness Transpose Target <u>6th Level</u> Umbral Imbuement Unfortunate Events <u>7th Level</u> Iron Ring Reflective Realm (R) <u>8th Level</u> Conflagration Harsh Glare Purple Pulsing <u>9th Level</u> Consuming Flames Incensed Ululation Nudge the Die Stellar Supernova Wild Tide	<u>Cantrips (0 level)</u> Cluster Shock Fists Afire Implement Focus <u>1st Level</u> Black Look Shadowblast Telling Touch <u>2nd Level</u> Shocking Ray Vaporous Cube <u>3rd Level</u> Ally to Animosity Reconfigure Curse (R) <u>4th Level</u> Reward for Risk (R) <u>5th Level</u> Fell Vortex (R) Pull of Darkness Retain Consciousness Transpose Target <u>6th Level</u> Compel Corpse (R) Umbral Imbuement Unfortunate Events <u>7th Level</u> Heal to Harm <u>8th Level</u> Excruciating Excoriation Harsh Glare <u>9th Level</u> Incensed Ululation Nudge the Die	<u>Cantrips (0 level)</u> Cluster Shock Corrosive Poke Fists Afire Implement Focus <u>1st Level</u> Black Look Endorsement (R) Shadowblast Shockforce Barrier Telling Touch Turnblade Charm (R) <u>2nd Level</u> Brilliant Particles Jerk Reality Protected Perimeter (R) Shocking Ray Slashing Squall Vaporous Cube <u>3rd Level</u> Ally to Animosity Crystalline Jinx Enhance Mobility Goldmist Reconfigure Curse (R) Stick to Snake <u>4th Level</u> Charged Field Dispel Invisibility Reward for Risk (R)	<u>5th Level</u> Discern Details (R) Fell Vortex (R) Pull of Darkness Retain Consciousness Transpose Target <u>6th Level</u> Compel Corpse (R) Sudden Shielding Umbral Imbuement Unfortunate Events <u>7th Level</u> Determined Boulder Iron Ring Mass Enhance Mobility Reflective Realm (R) <u>8th Level</u> Conflagration Excruciating Excoriation Forlorn Barrier Harsh Glare Purple Pulsing <u>9th Level</u> Incensed Ululation Nudge the Die Stellar Supernova Wild Tide

Spell Descriptions

Acidic Drench

5th-level conjuration

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a drop of acid)

Duration: Concentration, up to 1 minute

You unleash a storm of swirling acid in a cylinder 20 feet wide and 30 feet high, centered on a point you can see. The area is heavily obscured by the driving acid fall. A creature that starts its turn in the area or that enters the area for the first time on its turn takes 6d6 acid damage, or half as much damage if it makes a successful Dexterity saving throw. A creature takes half as much damage from the acid (as if it had made a successful saving throw) at the start of its first turn after leaving the affected area.

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.

Classes: *Sorcerer, Warlock, Wizard*

Acolyte Armor (R)

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of blessed oil)

Duration: 8 hours

You trace a holy symbol on your chest, and an invisible barrier protects you until the spell ends. Your base AC becomes 12 + your Dexterity modifier. If you are attacked by a fiend or undead, your AC becomes 15 + Dexterity modifier against that attack.

Classes: *Cleric, Paladin*

Affinity Weave

1st-level conjuration

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 8 hours

You touch an item weighing no more than 100 pounds and form a link between you and it. Until the spell ends, you can recall it to your hand as a bonus action.

If another creature is holding or wearing the item when you try to recall it, they make a Charisma saving throw to retain possession of the item, and if they succeed, the spell fails. They make this save with advantage if they have had possession of the item for more than 1 minute.

Classes: *Artificer*

Ally to Animosity

4th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a doll)

Duration: Concentration, up to 1 minute

You choose up to two creatures within range. Each creature must make a Wisdom saving throw. On a failed save, the creature perceives its allies as hostile, shadowy monsters, and it must attack its nearest ally. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

Classes: *Sorcerer, Warlock, Wizard*

Augmented Aim

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You utter a prayer to guide your projectile, causing it to arc toward its target. The next ranged weapon attack you make before the spell ends has advantage and has double its normal and long ranges.

Classes: *Bard, Cleric, Druid, Paladin*

Black Look

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Your eyes burn with scintillating motes of unholy light. Until the spell ends, you have advantage on Charisma (Intimidation) checks made against creatures that can see you, and you have advantage on spell attack rolls that deal necrotic damage to creatures that can see your eyes.

Classes: *Sorcerer, Warlock, Wizard*

Brilliant Particles

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You evoke a burst of brilliant particles of force energy sweeping out in a 30-foot cone originating from you. Creatures in the cone take 3d4 force damage and the next attack roll made against them before the start of your next turn has advantage.

Classes: *Artificer, Sorcerer, Wizard*

Charged Field

4th-level evocation

Casting Time: 1 action

Range: Self

Components: V,S,M (a bit of fur and a rod of amber, crystal, or glass)

Duration: 10 minutes

Thin crackles of lightning wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The lightning grants you resistance to lightning damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with lightning. The attacker takes 2d8 lightning damage.

Classes: *Artificer, Druid, Sorcerer, Wizard*

Cluster Shock

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V, S, M (two bits of copper wire)

Duration: Instantaneous

You emit a dazzling array of short lightning bolts in all directions. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 lightning damage.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Classes: *Warlock, Wizard*

Compel Corpse (R)

6th-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a blank page)

Duration: Instantaneous

By touching a recently deceased corpse, you gain one specific bit of knowledge from it that was known to the creature in life. You must form a question in your mind as part of casting the spell; if the corpse has an answer to your question, it reveals the information to you telepathically. The answer is always brief—no more than a sentence—and very specific to the framed question. It doesn't matter whether the creature was your friend or enemy; the spell compels it to answer in any case.

Classes: *Bard, Cleric, Warlock, Wizard*

Conflagration

8th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of flint)

Duration: Concentration, up to 1 minute

You create a magical fire that fills ten 5-foot cubes on the ground, which you can arrange as you wish within range. Each cube you place must have a face adjacent to the face of another cube. On each of your turns after you cast this spell, you can use a bonus action to expand the area of the fire to up to ten additional 5-foot cubes that each have a face adjacent to the face of another cube of fire. The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. It takes 8d8 fire damage on a failed save, or half as much on a successful save.

Classes: *Druid, Sorcerer, Wizard*

Consuming Flames

9th-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You immolate yourself, consuming your body in a searing cloud of holy flames. All creatures within 20 feet of you must make a Constitution saving throw or take 30d6 radiant damage and gain one level of **exhaustion**. On a successful save, a creature takes half damage and is not **exhausted**. If a target is killed by this damage, its body is incinerated.

After 10 minutes, you rise from the ashes where you originally cast the spell. You are returned fully to life as if you were affected by a *True Resurrection* spell.

Classes: *Cleric, Druid, Sorcerer*

Corrosive Poke

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Your hand sweats profusely and becomes coated in a film of caustic slime. Make a melee spell attack against a creature you touch. On a hit, the target takes 1d8 acid damage. If the target was concentrating on a spell, it has disadvantage on its Constitution saving throw to maintain concentration.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Classes: *Cleric, Druid, Sorcerer, Wizard*

Crystalline Jinx

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a blue crystal)

Duration: Concentration, up to 3 rounds

You are surrounded by a field of glowing, blue energy lasting 3 rounds. Creatures within 5 feet of you, including yourself, must make a Constitution saving throw when the spell is cast and again at the start of each of your turns while the spell is in effect. A creature whose saving throw fails is **restrained**; a **restrained** creature whose saving throw fails is **paralyzed**; and a **paralyzed** creature whose saving throw fails is **petrified** and transforms into a statue of blue crystal.

As with all concentration spells, you can end the field at any time (no action required). If you are turned to crystal, the spell ends after all affected creatures make their saving throws. **Restrained** and **paralyzed** creatures recover immediately when the spell ends, but **petrification** is permanent. Creatures turned to crystal can see, hear, and smell normally, but they don't need to eat or breathe. If *Shatter* is cast on a crystal creature, it must succeed on a Constitution saving throw against the caster's spell save DC or be killed.

Creatures transformed into blue crystal can be restored with *Dispel Magic*, *Greater Restoration*, or comparable magic.

Classes: Cleric, Sorcerer, Wizard

Dashslap

1st-level transmutation

Casting Time: 1 reaction, which you take when you or a creature within 30 feet of you takes an Attack action

Range: 30 feet

Components: V

Duration: Instantaneous

You or the creature taking the Attack action can immediately make an unarmed strike. In addition to dealing damage with the unarmed strike, the target can grapple the creature it hit with the unarmed strike.

Classes: Ranger

Determined Boulder

7th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an almost spherical stone)

Duration: Concentration, up to 1 minute

At a point you choose within range, you conjure into existence a Large 8-foot diameter boulder which rolls in pursuit of one creature that you can see of your choice. The boulder has 18 AC, 75 HP, immunity to poison and psychic damage, and resistance to nonmagical bludgeoning, piercing, and slashing damage. If the boulder is reduced to 0 hit points, it vanishes and the spell ends.

At the beginning of each of your turns, the boulder moves 60 feet in the direction of its target. If the boulder enters a

creature's space, the creature must make a Dexterity saving throw. On a failed save, it takes 6d10 bludgeoning damage and, if it is Large size or smaller, is knocked **prone**. On a success, the creature takes half as much damage and is not knocked **prone**. The boulder also crushes nonmagical objects smaller than itself in its path. If the boulder reaches its target, it rolls over it and continues on, completing its 60-foot movement. The boulder continues to pursue its target for the duration, rolling over it more than once, if possible.

After the spell ends, the boulder continues to pursue its target for up to 24 hours. Once the boulder strikes its target after the spell ends, it immediately vanishes.

Classes: Druid, Wizard

Dimensional Slash

4th-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, M (melee weapon you are proficient with worth at least 1 cp)

Duration: Instantaneous

You flourish a weapon you are proficient with used in the casting and sweep through the air, slashing apart the dimensional space. Each creature in a 15-foot cone takes 6d6 force damage.

Classes: Ranger

Discern Details (R)

5th-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a string tied in a knot)

Duration: Concentration, up to 1 hour

When you cast this spell, you can recall any piece of information you've ever read or heard in the past. This ability translates into a +10 bonus on Intelligence checks for the duration of the spell.

Classes: Artificer, Bard, Cleric, Druid, Wizard

Dispel Invisibility

4th-level abjuration

Casting Time: 1 action

Range: Self (120-foot radius)

Components: V, S, M (powdered silver worth at least 100 gp)

Duration: Instantaneous

You purge magical invisibility effects within 120 feet of you. Any creature, object, location or effect within 120 feet of you that is hidden by magical invisibility is revealed and the effect dispelled.

This spell applies to innate abilities that are magical in nature, such as an imp's **Invisibility**, but it does not affect creatures on other planes of existence, such as the **Ethereal Plane**. It also does not reveal creatures that are naturally **invisible**. Items that grant magical invisibility (such as a ring of invisibility) have their effects suppressed for 1 minute.

Classes: Bard, Sorcerer, Wizard

Eat This

Conjuration Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You cause a morsel of spoiled food to appear in the mouth of one creature you can see within range.

The target must succeed on a Wisdom saving throw or it immediately uses its reaction, if available, to gulp down the food. Until the end of its next turn, the target is **poisoned** (disadvantage on attack rolls and ability checks) and has disadvantage on saving throws. A creature immune to poison that fails its save must still use its reaction, if available, to eat the morsel, but it is not subject to the other effects.

Classes: *Bard, Cleric*

Endorsement (R)

1st-level enchantment (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, M (a signet ring worth 25 gp)

Duration: 10 minutes

You whisper words of encouragement, and a creature that you touch gains confidence along with approval from strangers. For the spell's duration, the target puts its best foot forward and strangers associate the creature with positive feelings. The target adds 1d4 to all Charisma (Persuasion) checks made to influence the attitudes of others.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the effect lasts for an additional 10 minutes for each slot level above 1st.

Classes: *Bard, Wizard*

Enhance Mobility

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a branch from a tree)

Duration: Concentration, up to 10 minutes

You enhance the mobility of one willing creature you touch, enabling them to move easily through enemy formations. For the duration, the target's speed is doubled, it is unaffected by nonmagical difficult terrain, and it doesn't provoke opportunity attacks.

Classes: *Artificer, Cleric, Ranger, Wizard*

Excruciating Excoriation

8th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a scalpel)

Duration: Concentration, up to 1 minute

You target a creature you can see within range, using necromantic force to slice the skin from its body. Make a ranged spell attack against that creature. The target must succeed on a Constitution saving throw, taking 8d6 necrotic damage on a failure or half as much damage on a success.

On each of your turns for the duration, you can use your action to force the same target to make another Constitution saving throw and repeat the damage. The spell also ends if the target is ever outside the spell's range, if the target is reduced to 0 hp, or if it has *total cover* from you.

Classes: *Cleric, Warlock, Wizard*

Fell Vortex (R)

5th-level conjuration (ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a piece of black chalk)

Duration: Concentration, up to 1 minute

By drawing a circle of black chalk up to 15 feet in diameter and chanting for one minute during the casting time, you open a portal directly into the **Shadowfell**, also known as the **Plane of Shadow**. The portal fills the chalk circle and appears as a vortex of inky blackness; nothing can be seen through it. Any object or creature that passes through the portal instantly arrives safely at the destination. The portal remains open for 1 minute or until you stop concentrating on the spell, and it can be used to travel between the **Shadowfell** and the chalk circle, in both directions, as many times as desired during the spell's duration.

Classes: *Sorcerer, Warlock, Wizard*

Festering Smite

2nd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit with a melee weapon attack during this spell's duration, your attack deals an extra 2d6 necrotic damage. Additionally, if the target is a creature, it must succeed on a Constitution saving throw or receive a festering wound. A creature with a festering wound takes 2d6 necrotic damage at the beginning of its turn for the remainder of the spell's duration. A creature can only have one festering wound at a time. Receiving at least 1 point of magical healing closes a festering wound, ending the recurring damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can increase the damage dealt by a festering wound by 1d6 for each slot level above 2nd.

Classes: *Cleric, Paladin, Ranger*

Feylight Fire

3rd-level enchantment

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V

Duration: Concentration, up to 1 minute

You can place up to three 20-foot cubes each centered on a point you can see within range. Each object in a cube is outlined in blue, green, or violet light (your choice). Any creature in a cube when the spell is cast is also outlined in light if it fails a Dexterity saving throw. A creature in the area of more than one cube is affected only once. Each affected object and creature sheds dim light in a 10-foot radius for the duration.

Any attack roll against an affected object or creature has advantage if the attacker can see it, and the affected creature or object can't benefit from being **invisible**.

Classes: *Artificer, Bard, Druid*

Fists Afire

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You cause your fists to erupt in flames. For the duration, your fists become a set of simple natural weapons that deal 1d6 fire damage. You are proficient in these weapons, and they have the Light property.

For the duration, any flammable object you attempt to hold catches fire. If you end your turn grappling another creature with your hands, it takes 1d4 fire damage.

You can end the spell early (no action required).

Classes: *Druid, Sorcerer, Warlock*

Flesh to Wood

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a cup of sap)

Duration: Until dispelled

You attempt to turn one creature that you can see within range into wood. 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 into bark. 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 Constitution saving throw three times, it is turned into a tree 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 transformed creature is burned, chopped down, or otherwise destroyed while **petrified**, the creature is slain.

A creature remains transformed unless the effect is reversed within one year with *Remove Curse*, *Wish*, or similar magical effects. If the creature spends one year and a day as a tree, the transformation becomes permanent, and nothing can return the creature to its original form.

Classes: *Druid*

Force Fist

6th-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a potato)

Duration: Instantaneous

You channel a wave of arcane power into your fingertips, recycling the leftover energy into a new spell slot. Make a melee spell attack against a creature you can reach. On a hit, the target takes 5d10 force damage. Whether you hit or miss, you then regain one expended 1st-level spell slot.

At Higher Levels. When you cast this spell using a 7th level spell slot, you instead regain an expended 2nd level spell slot. If you cast it using a 9th level spell slot, you instead regain an expended 3rd level spell slot.

Classes: *Sorcerer, Warlock, Wizard*

Forlorn Barrier

8th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a vial of tears)

Duration: 10 minutes

You create a wall of swirling grey energy, formed of the psychic pain of forlorn loss. The wall appears within range on a solid surface and lasts for the duration. You can choose to make it up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

The wall radiates dim light out to a range of 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 moves to within 20 feet of it or starts its turn there, the creature must succeed on a Charisma saving throw or become **incapacitated** for one round as they are overcome with a flood of negative feelings.

A creature can move through the wall, though the attempt is emotionally draining. The first time a creature enters the wall on a turn or ends its turn there, the creature must make a Charisma saving throw, taking one level of **exhaustion** on a failed save.

Classes: *Bard, Wizard*

Goldmist

3rd-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a handful of powdered mica)

Duration: Concentration, up to 1 minute

You spray golden particles in a 15-foot cone, covering all creatures and objects in that area. Each creature in the area must succeed a Constitution saving throw or be **blinded** for the duration. A creature **blinded** by this spell can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Each creature within the area, whether or not it succeeds on its saving throw, can't benefit from being **invisible** for the duration.

Classes: Bard, Sorcerer, Wizard

Harsh Glare

8th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: 1 round

You emit a burst of brilliant light until the start of your next turn, which causes a harsh glare. When a creature that can see you starts its turn within range, it must make a Constitution saving throw. This is not a gaze attack, and it cannot be avoided by averting one's eyes or wearing a blindfold. Creatures with darkvision that fail are **blinded** and **stunned**. Creatures without darkvision that fail are **blinded**. These conditions last until the start of the creature's next turn.

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

Heal to Harm

7th-level necromancy

Casting Time: 1 reaction, which you take when you see a creature cast a healing spell

Range: 60 feet

Components: V, S

Duration: Instantaneous

You attempt to reverse the energy of a healing spell so that it deals damage instead of healing. If the healing spell is being cast with a spell slot of 5th level or lower, the slot is expended but the spell restores no hit points. In addition, each creature that was targeted by the healing spell takes necrotic damage equal to the healing it would have received, or half as much damage with a successful Constitution saving throw.

At Higher Levels. When you cast this spell using a spell slot of 8th level, it can reverse a healing spell being cast using a spell slot of 6th level or lower. If you use a 9th-level spell slot, it can reverse a healing spell being cast using a spell slot of 7th level or lower.

Classes: Cleric, Warlock

Heroes' Snack (R)

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 24 hours

You touch a supply of food and turn it into a magical substance that promotes healing and health. Enough food for up to six creatures can be transformed by the spell. The effects of the spell last for 24 hours or until the food is eaten.

If the food is eaten during a short rest, it provides a +1 bonus to each Hit Die spent to regain hit points. If the food is eaten as part of a long rest instead, then each creature partaking in the meal gains advantage on saving throws against disease or poison for the next 8 hours.

Classes: Bard, Cleric

Horrifying Hallucination

1st-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You instill a vision of terrifying hallucinations into the mind of a target you can see. The target must make a Wisdom saving throw. On failure, it takes 3d6 psychic damage and must immediately use its reaction to move its movement speed directly away from you. This movement does not force the creature to move into any hazard or take movements that cause it to take damage (such as jumping off a cliff or moving into a spell effect). On a successful save, the target takes half as much damage and isn't forced to move.

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

Classes: Bard

Implement Focus

Transmutation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (A rod or staff)

Duration: 1 minute

A rod or staff you are holding is imbued with arcane power. For the duration, you can use the focus as a melee weapon, using your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already.

The spell ends if you cast it again or if you let go of the weapon.

Classes: Sorcerer, Warlock, Wizard

Incensed Ululation

9th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You let out a scream of white-hot fury that pierces the minds of up to five creatures within range. Each target must make a Charisma saving throw. On a failed save, it takes 10d10 + 30 psychic damage and is **stunned** until the end of its next turn. On a success, it takes half as much damage.

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

Iron Ring

7th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (an iron ring worth 200 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

The iron ring you use to cast the spell becomes a faintly shimmering circlet of energy that spins slowly around you at a radius of 15 feet. For the duration, you and your allies inside the protected area have advantage on saving throws against spells, and all affected creatures gain resistance to one type of damage of your choice.

Classes: *Cleric, Sorcerer, Wizard*

Jerk Reality

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a mobius strip)

Duration: 1 minute

Targeting a creature you can see, you flip their perception of reality. The target creature must pass a Wisdom saving throw or become disoriented. A disoriented creature has disadvantage on all attack rolls and at the start of their turn moves 10 feet (up to its speed) in a random direction before their speed becomes zero until the start of their next turn.

At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends, but if the target fails by 5 or more, it fails **prone**.

Classes: *Bard, Wizard*

Mass Enhance Mobility

7th-level transmutation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a branch from a tree)

Duration: Concentration, up to 10 minutes

This spell allows you to enhance the mobility of any number of willing creatures that you can see within range. You bolster each target, enabling them to move easily through enemy formations.

For the duration, each target's movement speed is increased by 15 feet, is unaffected by nonmagical difficult terrain, and doesn't provoke opportunity attacks.

Classes: *Cleric, Wizard*

Mushroom Meditation (R)

6th-level divination (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of dried mushroom)

Duration: 1 hour

You coax a toadstool ring to sprout from the ground. A creature of your choice can sit in the center of the ring and meditate for the duration, catching glimpses of the past, present, and future. The creature can ask up to three questions: one about the past, one about the present, and one about the future. The GM offers truthful answers in the form of dreamlike visions that may be subject to interpretation. The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. When the spell ends, the toadstools turn black and dissolve back into the earth.

If you cast the spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that the meditating creature gets a random vision unrelated to the question. The GM makes this roll in secret.

Classes: *Druid*

Noxious Puffsprout

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (drop of poison, flower petals, pinch of dust)

Duration: 1 minute

As an action, you call forth a 5-foot-wide plant that erupts from the ground at a point you can see. Once sprouted, it immediately blossoms, releasing toxic fumes in a 15-foot radius. When a creature enters the affected area for the first time on a turn or starts its turn there, it must succeed on a Constitution saving throw or take 18 (4d8) poison damage and become **poisoned** until the end of its next turn.

The plant has an AC of 8, 50 hit points, and vulnerability to fire damage. The poison dissipates naturally after 1 minute, or until a strong wind blows it away. As long as the plant remains, if the caster is within 60 feet they can spend their bonus action to cause it to release additional fumes, restarting the effect.

Classes: Druid, Ranger

Nudge the Die

9th-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a spool of silk thread)

Duration: Concentration, up to 1 minute

You reach out and grasp the imperceptible threads of fate, subtly manipulating them. Whenever a creature within 60 feet of you makes an attack roll, saving throw, or ability check, you can use your reaction to tweak their fate, altering the value of the roll. You can choose to manipulate fate after the die is rolled, but before the outcome is determined.

You can alter the roll of the die to an adjacent number to the number rolled (outcomes listed on the table below).

d20	Tweaked Fates	d20	Tweaked Fates
1	7, 13, or 19	11	4, 9, or 13
2	12, 18, or 20	12	2, 10, or 15
3	17, 16, or 19	13	1, 5, or 11
4	11, 14, or 18	14	4, 6, or 20
5	13, 15, or 18	15	5, 7, 12
6	9, 14, or 16	16	3, 6, or 8
7	1, 15, or 17	17	3, 7, or 10
8	10, 16, or 20	18	2, 4, or 5
9	6, 11, or 19	19	1, 3, or 9
10	8, 12, or 17	20	2, 8, or 14

Editor's Note: The numbers you can pick are the adjacent sides of a d20 to the number rolled. This represents literally nudging the die of fate.

When you alter a roll, you can choose to cast aside subtlety and yank the thread of fate, selecting any value of the d20 as the outcome of the result, but the backlash causes you to take

a number d6 equal to the difference in the value selected from the value rolled in necrotic damage. The spell immediately ends after the result is changed in this more drastic way.

Classes: Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Protected Perimeter (R)

2nd-level abjuration (ritual)

Casting Time: 1 minute

Range: Touch

Components: V,S,M (a pair of padded sticks)

Duration: 1 hour

You touch the ground, and a 30-foot radius of the spell’s area is traced with a faintly glowing line of energy. The spell creates a subtle defensive barrier against magical attacks, causing all damage from spells and summoned creatures that originate in the area of effect to become nonlethal. A creature brought to 0 hit points from nonlethal spell damage is unconscious and stable.

Whenever a creature enters the warded area or is present when the spell is cast, it must consciously choose to accept this restriction, or else the spell ends. If at any time a creature inside the area no longer wishes to abide by the wards, they can spend an action to end the spell.

This spell is primarily used to ensure that spell duels are not fatal, without forcing mages to hold back their strongest powers.

Classes: Cleric, Sorcerer, Wizard

Pull of Darkness

5th-level necromancy

Casting Time: 1 action

Range: Self (20-foot radius)

Components: V, S

Duration: Instantaneous

Dark tendrils burst out from you in all directions. Creatures of your choice within range must make a Constitution saving throw. On failure, they take 6d8 necrotic damage, and you can move them in a straight line to within 5 feet of you if there is an empty space they can be pulled to. On success, they take half as much damage and are not moved.

You regain hit points equal to one quarter (rounded down) of the necrotic damage taken by all targets affected by the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Classes: Warlock, Wizard

Purple Pulsing

8th-level illusion

Casting Time: 1 action

Range: Self (60-foot radius)

Components: V, M (a discolored pearl, which the spell consumes)

Duration: Concentration, up to 1 minute

You hold up a flawed pearl and it disappears, leaving behind a magic orb in your hand that pulses with dim purple light. Allies that you designate become **invisible** if they're within 60 feet of you and if light from the orb can reach the space they occupy. An **invisible** creature still casts a faint, purple shadow.

The orb can be used as to make a ranged spell attack against an enemy. On a hit, the orb explodes in a flash of light and the spell ends. The targeted enemy and each creature within 10 feet of it must make a successful Dexterity saving throw or be **blinded** for 1 minute. A creature **blinded** in this way repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Classes: Sorcerer, Wizard

Reconfigure Curse (R)

3rd-level transmutation (ritual)

Casting Time: 1 hour

Range: 20 feet

Components: V, S, M (a finely crafted hollow glass sphere and incense worth 50 gp, which the spell consumes)

Duration: Instantaneous

When you are within range of a cursed creature or object, you can transfer the curse to a different creature or object that's also within range. The curse must be transferred from object to object or from creature to creature.

Classes: Bard, Cleric, Paladin, Warlock, Wizard

Reflective Realm (R)

7th-level conjuration (ritual)

Casting Time: 1 action

Range: 90 feet

Components: S, M (framed mirror at least 5 feet tall)

Duration: 24 hours

You transform a mirror into a magical doorway to an extradimensional realm. You and any creatures you designate when you cast the spell can move through the doorway into the realm beyond. For the spell's duration, the mirror remains anchored in the plane of origin, where it can't be broken or otherwise damaged by any mundane means. No creatures other than those you designate can pass through the mirror or see into the mirror realm.

The realm within the mirror is an exact reflection of the location you left. The temperature is comfortable, and any environmental threats (lava, poisonous gas, or similar) are inert, harmless facsimiles of the real thing. Likewise, magic items reflected in the mirror realm have no magical properties, but those carried into it work normally.

Food, drink, and other beneficial items within the mirror realm (reflections of originals in the real world) function as normal, real items; food can be eaten, wine can be drunk, and so on. Only items that were reflected in the mirror at the moment the spell was cast exist inside the mirror realm. Items placed in front of the mirror afterward don't appear in the mirror realm, and creatures never do unless they are allowed in by you. Items found in the mirror realm dissolve into nothingness when they leave it, but the effects of food and drink remain.

Sound passes through the mirror in both directions. Creatures in the mirror realm can see what's happening in the world, but creatures in the world see only what the mirror reflects. Objects can cross the mirror boundary only while worn or carried by a creature, and spells can't cross it at all. You can't stand in the mirror realm and shoot arrows or cast spells at targets in the world or vice versa.

The boundaries of the mirror realm are the same as the room or location in the plane of origin, but the mirror realm can't exceed 50,000 square feet (for simplicity, imagine 50 cubes, each cube being 10 feet on a side). If the original space is larger than this, such as an open field or a forest, the boundary is demarcated with an impenetrable, gray fog.

Any creature still inside the mirror realm when the spell ends is expelled through the mirror into the nearest empty space.

If this spell is cast in the same spot every day for a year, it becomes permanent. Once permanent, the mirror can't be moved or destroyed through mundane means. You can allow new creatures into the mirror realm (and disallow previous creatures) by recasting the spell within range of the permanent mirror. Casting the spell elsewhere doesn't affect the creation or the existence of a permanent mirror realm; a determined spellcaster could have multiple permanent mirror realms to use as storage spaces, hiding spots, and spy vantages.

Classes: Bard, Sorcerer, Wizard

Retain Consciousness

5th-level transmutation

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (powdered gemstones worth at least 50 gp, which the spell consumes)

Duration: 24 hours

You imbue yourself and up to five willing creatures within range with the ability to enter a meditative trance like an elf.

Once before the spell ends, an affected creature can complete a long rest in 4 hours, meditating as an elf does while in trance. After resting in this way, each creature gains the same benefit it would normally gain from 8 hours of rest.

Classes: Artificer, Bard, Cleric, Druid, Sorcerer, Warlock, Wizard

Reward for Risk (R)

4th-level enchantment (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a willing creature within range. While the target is within 60 feet of you, it has resistance to all damage and advantage on attack rolls. Each time it takes damage, you gain a level of **exhaustion**.

Classes: *Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard*

Seed to Branches

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (an acorn, which the spell consumes)

Duration: 24 hours

You cause a tree to sprout from an unoccupied space of solid ground that you can see within range. When you cast the spell, you determine the height of the tree, which can be a maximum of 20 feet tall. If there isn't enough room for the tree to grow to full height, the tree attains the maximum possible height in the space available. The tree has a 1-foot-diameter trunk and evenly spaced branches perfect for climbing.

The tree has AC 5 and 25 hit points. After 24 hours, or if the tree is reduced to 0 hit points, it instantly vanishes.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can increase the height of the tree by 20 feet for each slot level above 1st.

Classes: *Druid, Ranger*

Shadowblast

1st-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

A freezing blast of shadow explodes out from you in a 10-foot cone. Each creature in that area must make a Wisdom saving throw. On a failed save, a creature takes 2d4 necrotic damage, and is **frightened** of you until the end of its next turn. On a successful save, a creature takes half as much damage and is not **frightened**.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

Classes: *Warlock, Wizard*

Shockforce Barrier

1st-level abjuration

Casting Time: 1 action or 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

Range: Self

Components: V, S

Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +2 bonus to AC, including against the triggering attack, and you take no damage from magic missile. At any time before the start of your next turn, you may detonate your shock shield (no action required). It immediately detonates if used to block a magic missile.

When detonated, all other creatures within 15 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 1d6 lightning damage. On a successful save, a creature takes half as much damage.

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

Classes: *Sorcerer, Wizard*

Shocking Ray

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create three arcs of lightning striking targets in range. You can direct them at one target or several.

Make a ranged spell attack for each arc. On a hit, the target takes 1d12 lightning damage. If three or more arcs hit a single target, they must make a Constitution saving throw or become shocked, **stunning** them until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional arc for each slot level above 2nd.

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

Sinkhole

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour

Choose a Large or smaller creature on the ground within range. The earth opens up beneath that creature and attempts to swallow them up. The target must make a Strength saving throw or be **restrained** for the duration. Furthermore, if the target fails the save, it begins sinking into the ground.

A **restrained** target or another creature within 5 feet of it can attempt to free the target by using an action to make a Strength check against your spell save DC, freeing the target. The target has disadvantage on this Strength check. The spell ends early if the target is freed. At the end of the target's turn, it sinks deeper into the ground. A Small or smaller creature fully sinks into the ground after 2 rounds of sinking, a Medium creature fully sinks after 3 rounds, and a Large creature fully sinks after 4 rounds. If a target fully sinks underground, it begins to **suffocate**.

Classes: Cleric, Druid, Sorcerer

Slashing Squall

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You condense wind into a razor-sharp blast that shreds a 30-foot-long, 5-foot-wide line. Creatures in the area must make a Dexterity saving throw. A creature takes 3d8 slashing damage on a failed save or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create an additional line of effect. A creature in the area of more than one slash is affected only once.

Classes: Druid, Ranger, Sorcerer, Wizard

Stellar Supernova

9th-level evocation

Casting Time: 1 action

Range: Sight

Components: V, S, M (metal forged from a star)

Duration: Instantaneous

You form a fist sized point of light at a point you can see within range, that then explodes into a stellar supernova unleashing cataclysmic stellar energy. All creatures within a 60-foot radius of the point must make a Constitution saving throw. On a failure, a creature takes 30d8 radiant damage and becomes **blinded** for 1 minute. On a success, creatures take half as much damage and are not **blinded**. **Blinded** creatures can repeat their saving throw at the end of each of their turns, ending the effect on a success.

Classes: Sorcerer, Wizard

Stick to Snake

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a quarterstaff)

Duration: Concentration, up to 1 hour

You cast a unenchanted wooden item that is significantly longer than it is wide, e.g., sticks, torches, staves, planks, spears, etc. to the ground, which writhes and grows into a **giant constrictor snake** under your control, which acts on its own initiative count.

The snake is friendly to you and your companions. The snake will obey any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it defends itself from hostile creatures, but otherwise takes no actions. If the snake is reduced to 0 hit points, it dies and reverts to a broken version of the original item.

Classes: Cleric, Druid, Ranger, Wizard

Sudden Shielding

6th-level abjuration

Casting Time: 1 reaction, which you take when your ally is hit by an attack or is targeted by a spell that deals damage other than psychic damage

Range: 60 feet

Components: V, S

Duration: 1 round

When your ally is hit by an attack or is targeted by a spell that deals damage other than psychic damage, you can use your reaction to protect that creature with a shield of magical force. Until the start of your next turn, the target creature has a +5 bonus to AC, including against the triggering attack, and is immune to force damage. In addition, if the target creature must make a saving throw against an enemy's spell that deals damage, they take half as much damage on a failed saving throw and no damage on a successful save. *Sudden Shielding* offers no protection, however, against psychic damage from any source.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can target one additional ally for each slot level above 6th.

Classes: Bard, Cleric, Sorcerer, Wizard

Telling Touch

1st-level divination

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

With a flash of insight, you know how to take advantage of your foe's vulnerabilities. Until the end of your turn, you have advantage on all attack rolls you make against the target. Additionally, if the target has any vulnerabilities, you learn them.

Classes: Artificer, Cleric, Paladin, Ranger, Sorcerer, Warlock, Wizard

There to Here

7th-level conjuration

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a silver saucer)

Duration: 1 hour

Choose a creature known to you within range as the target of this spell. An unwilling creature can make a Charisma saving throw to resist this effect. The target is placed at a location of your choice within 30 feet of you. You choose if the target is sitting, standing, **prone**, or bound with nearby restraints. At the end of the spell's duration, you can choose whether the target remains at your location or is teleported back to the location from which it was abducted.

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Transpose Target

5th-level conjuration

Casting Time: 1 reaction, which you take when you or another creature within range is attacked

Range: 30 feet

Components: V

Duration: Instantaneous

When you or another creature you can see within range is the target of a weapon attack or a spell attack, you can magically switch your position with that of the other creature in an instant. If the creature is unwilling, it can make a Wisdom saving throw to avoid the effect. Otherwise, you and the creature change positions, each appearing in an eyblink at the location the other previously occupied. Any attack that was about to occur against you or the other creature is resolved against whichever one of you now occupies the targeted space.

Classes: Paladin, Ranger, Sorcerer, Warlock, Wizard

Turnblade Charm (R)

1st-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (a pearl worth at least 10 gp, which the spell consumes)

Duration: 8 hours

The next attack made against you within the duration has a -10 penalty to hit.

Classes: Artificer, Wizard

Umbral Imbuement

6th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a crow's eye)

Duration: Concentration, up to 1 minute

This spell imbues you with umbral wings. For the duration of the spell, you gain a flying speed of 60 feet and a new attack action:

Umbral Breath (Recharge 4–6). You exhale shadow substance in a 30-foot cone. Each creature in the area takes 5d6 necrotic damage, or half the damage with a successful Dexterity saving throw.

Classes: Sorcerer, Warlock, Wizard

Unfortunate Events

6th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a broken mirror)

Duration: Concentration, up to 1 minute

You cast a pall of bad luck over all creatures in a 15-foot radius centered on a point within range. Each creature in that area must succeed on a Wisdom saving throw or be cursed with bad luck for the duration of the spell. A creature under the effect of this spell has disadvantage on all ability checks, saving throws, and attack rolls. A *Remove Curse* spell or similar magic ends this effect.

SPECIAL: If a targeted creature is carrying a **Stone of Good Luck**, the creature is unaffected by the spell, but the item ceases to function for 24 hours. Likewise, if a targeted creature is carrying a **Luck Blade**, the creature is unaffected by the spell, but the sword's Luck ability and saving throw bonuses cease to function for 24 hours.

Classes: Bard, Sorcerer, Warlock, Wizard

Vaporous Cube

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You fill the air with poisonous vapors in a cube 5 feet on each side. A creature must make a Constitution saving throw when it enters the spell's area for the first time or starts its turn there.

On a failed save, they take 1d12 poison damage and become **poisoned** until the end of their next turn. On a successful save, they take half as much damage and do not become **poisoned**.

You can move the cloud of vapors up to 20 feet as a bonus action during your turn.

Classes: Druid, Warlock, Wizard

Wild Bolt

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a drop of chaotic energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 damage. Roll a d8. The number rolled on that die determines the attack's damage type, as shown below.

Wild Bolt

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Classes: *Sorcerer*

Wild Tide

9th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You designate a creature within range that has the **Spellcasting** or **Innate Spellcasting** special trait and imbue it with wild magic, causing it to lose control of its magical ability. If the target gets a failure on a Charisma saving throw, then on its next turn, it rolls randomly to select one of its available spells. The target then spontaneously casts that spell as an action. If the spell can be cast using a spell slot higher than its level, roll randomly to determine what slot is used to cast the spell.

The target still determines factors such as the location of the spell's area or which creatures it affects, as normal, but it is compelled to cast that particular spell at that particular time.

Each round while this spell remains in effect, the target makes another Charisma saving throw. On a successful save, it can act normally in that round, but this spell does not end.

Classes: *Sorcerer, Wizard*