**Octus Evoke Paranoia**

1 enchantment

Casting Time: 1 minute

Range: 30 foot

Components: V S M (A dolls head)

Duration: 8 hours

Classes: Bard, Sorcerer, Wizard

Choose a creature within 30 foot from you and whisper words of unsettling truths into their mind. The creature must make a Wisdom save against your spell DC. If the spell succeeds the creature’s trust in others is shattered, they have disadvantage of Wisdom saving throws for the duration of the spell, and have a +1 to their AC. On a fail the spell does nothing.

Willing creatures need not make a save.

At Higher Levels. Casting this spell at 2nd level reverses the effects, granting advantage to Wisdom saving throws at the cost of 1 AC.

**Octus Counterspell**

3 abjuration

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

Range: 60 feet

Components: S Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You attempt to interrupt a creature in the process of casting a spell. If it is casting a spell of 1st level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell’s level. On a success, the creature’s spell does nothing, on a fail the spell being cast deals half damage if the spell is damaging.

**Octus Hold Person**

3 enchantment

Casting Time: 1 action

Range: 40 feet

Components: V S M (A small, straight piece of iron)

Duration: Concentration, Up to 1 minute

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

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target takes 1d6 force damage, then can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target on additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

**Octus Blink**

3 transmutation

Casting Time: 1 action

Range: Self

Components: V S

Duration: 1 minute

Classes: Sorcerer, Wizard

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in Arca (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on Arca, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on Arca, you can see and hear the plane you originated from, which is cast in shades of gray, and you can’t see anything there more than 60 feet away. You can only affect and be affected by other creatures on Arca. Creatures that aren’t there can’t perceive you or interact with you, unless they have the ability to do so. You may not interact with objects or construct on Arca through physical means.

**Octus Glyph Of Warding**

3 abjuration

Casting Time: 1 hour

Range: Touch

Components: V S M (Incense and powdered diamond worth at least 200 gp, which the spell consumes)

Duration: Until dispelled or triggered

Classes: Bard, Cleric, Wizard

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, this spell ends. You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don’t trigger the glyph, such as those who say a certain password. When you inscribe the glyph, choose explosive runes, a spell glyph, or a transient glyph.

**Explosive Runes**. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.

**Spell Glyph**. You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

**Transient Glyph**. The glyph can act as a sensor of the caster, aware of the sound and light in view of the glyph. If the user of the glyph has any sensory impairment of advancement this applies to the glyph ie. Darkvision. Transient Glyphs can operate over different planes and last up to 2 days in the plane of the caster. Time distortion between planes is not filtered.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.

**Octus Tiny Hut**

4 evocation

Casting Time: 1 minute

Range: 30 foot (20-foot-radius hemisphere)

Components: V S M (A small crystal bead)

Duration: 8 hours

Classes: Bard, Wizard

An up to 20-foot-radius immobile sphere of force springs into existence centred on a point you choose within 30 foot. The spell ends if the caster moves more than the radius of the sphere from the point from which it was cast.

Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can’t extend through the dome or be cast through it. The atmosphere is in complete isolation from the outside. At full size two creatures can survive the 8 hour duration, at a 10 foot radius one creature can survive.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any colour you choose, but it is transparent from the inside.

At Higher Levels: When you cast this spell at 5th level or higher you may add an additional 10 foot to the radius for every spell slot above 4th level used and increase the possible number of occupants by one for each level above 4th.