

Chapter 6: Spells

These additional spells are added to their respective spell lists. The spell lists are listed next to each spell's name. At the DM's discretion, any of these spells can be made available for any character, if the DM believes that character or class should have access to it.

Boiling Blood (Sorcerer, Warlock, Wizard)

Transmutation cantrip

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You target a creature within 30 feet and force it to make a Constitution saving throw. On a failure, the creature takes 1d4 of either fire, poison, acid, or necrotic damage (you pick when you cast the spell), and their movement is reduced by 10 feet and their AC is decreased by 1 until the end of their next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Reinforced Strike (Bard, Cleric, Sorcerer, Warlock, Wizard)

Evocation cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

Cloaking your fist or weapon in pure magical energy, you strike at your foes. Make a melee spell attack. On a hit, the target takes 1d12 force damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Rock Blast (Druid, Sorcerer, Warlock, Wizard)

Evocation cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create and hurl a chunk of stone at a creature or object within range. Make a ranged spell attack; on a hit, it takes 1d10 bludgeoning damage; this damage is doubled against objects.

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

Wind Blade (Druid, Sorcerer, Warlock, Wizard)

Evocation cantrip

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You slice at a chosen creature within range using a blade made of air. The target must make a Dexterity saving throw, taking 1d10 slashing damage on fail.

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

Arcane Bulwark (Artificer, Bard, Cleric, Druid, Paladin, Sorcerer, Wizard)

1st-level abjuration spell

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (a seashell)

Duration: Instantaneous

You target a creature you can see within range, projecting a magical barrier around them. The creature gains a number of temporary hit points equal to 1d10 + your spellcasting modifier.

At Higher Levels. When you cast this spell with a higher level spell slot, you can increase the number of temporary hit points by 1d10 for each spell level.

Blood Curse (*Warlock*)

1st-level enchantment spell

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a frayed length of ribbon that has been scorched by a fire)

Duration: Instantaneous

You select an enemy within range and inflict a blood curse on them. You take 1d4 damage, which cannot be mitigated in any way. At the start of the afflicted creature's turn, they take necrotic damage equal to 2d4 plus your spellcasting modifier. An afflicted creature can attempt a Charisma saving throw at the end of their turn, ending the curse on a success. The Remove Curse spell can also clear this curse away.

At Higher Levels. This spell increases in damage when cast with a higher-level slot. The damage to yourself and to your cursed target both increase by 1d4 for each spell level.

Special: If you are a Biomancer, you do not need to pay your normal blood cost when you cast this spell.

Empowering Bond (Artificer, Bard, Cleric, Druid, Paladin)

2nd-level transmutation spell

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a pair of matching rings, which each creature wears)

Duration: Concentration, up to 1 minute

You channel magical energies into the targeted creature. As part of the action to cast this spell and as an action on subsequent turns while you are concentrating on this spell, you can empower the target; they either regain 1d8 hit points at the start of their turn, or they deal an additional 1d8 radiant damage with their weapon and unarmed attacks until the start of your next turn; you pick a choice when you take the action on each turn. If you do not use your action on following turns, the creature receives no benefit from the spell, but you can maintain concentration to be able to confer benefits again on future turns.

At Higher Levels. When you cast this spell with at least a 3rd-level slot, you can convey both options as part of the same action. For every level above 3rd, you can add an additional d8 to the healing and additional damage of the spell (2d8 at level 4, 3d8 at level 5, and so on).

Enrage (Bard, Paladin, Sorcerer, Warlock, Wizard)

2nd-level enchantment spell

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (dried, ground-up pepper)

Duration: Concentration, up to 1 minute

You lace your words with venom and single out a chosen enemy with a taunt. The target must succeed on a Wisdom saving throw or become enraged. While enraged, the target can only choose to use actions or bonus actions that are capable of dealing damage. An enraged target can make a Wisdom saving throw again at the end of each of its turns, ending this effect on a success.

At Higher Levels. When you cast this spell with a higher-level slot, you can target an additional creature for each level you upcast it.

Arcane Stasis (Bard, Cleric, Paladin, Sorcerer, Warlock, Wizard)

3rd-level transmutation spell

Casting Time: 1 Action

Range: 60 feet (10 ft sphere)

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

Duration: Concentration, up to 1 minute

You target a point within 60 feet and attempt to arrest the positive and negative energies flowing through nearby creature's bodies. Any creature within 10 feet must succeed on a Constitution Saving Throw or be stunned; an afflicted creature can attempt another saving throw at the end of its turn.

At Higher Levels. When you cast this spell with a higher level slot, the radius increases by 5 feet per spell level.

Misty Strike (Bard, Ranger, Sorcerer, Warlock, Wizard)

3rd-level conjuration spell

Casting Time: 1 Bonus Action

Range: Self

Components: V, M (a melee weapon, held in hand)

Duration: Instantaneous

Brandishing the weapon used in the casting of the spell, you surround yourself with supernatural mist, teleport to an unoccupied space within 30 feet that you can see, and strike at a foe within your new reach. Make a melee weapon attack with advantage as you take advantage of your new positioning.

If you use a spellcasting focus to cast without a melee weapon, you can instead make an unarmed strike or attack with a natural weapon you may have.

At Higher Levels. If cast with a 4th-level slot or higher, you can teleport a second time after the attack to an unoccupied space within 30 feet that you can see or to your original space, if it is still unoccupied.

Shadow Slip (Bard, Cleric, Ranger, Sorcerer, Warlock, Wizard)

4th-level transmutation spell

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You grant yourself the ability to slip inside shadows you touch, and you gain darkvision out to a range of 30 feet if you do not already have it. For the purposes of this spell, a shadow is defined as any space at least two feet wide (roughly the width of a human) that is either in dim light or darkness.

While inside a shadow, you can move freely throughout it or through any other shadow it touches. You can see and hear your surroundings, although you cannot interact with anything outside the shadow. You do not appear visible to creatures outside of the shadow. While inside, the shadow becomes magical and emits an aura visible to effects such as *Detect Magic*, while Truesight can expose the shadow as containing a hidden figure.

While you are within a shadow, a creature can attempt to make an attack at you as though you were invisible. Effects that target an area, such as spells like *Fireball*, can still affect you if they do not require sight of their targets. When the shadow moves, you are moved along with it.

Entering or exiting a shadow consumes 5 feet of movement; when you enter a shadow, you must be touching it. Exiting a shadow places you in the space directly outside the shadow, touching it; if the shadow is blocked, you can take 1d10 bludgeoning damage to appear in an adjacent unoccupied space. After leaving a shadow, you gain advantage on your next attack roll made before the end of your turn.

If the shadow you are in is subjected to enough light to erase it, such as under the *Daylight* spell, you take 2d10 radiant damage at the start of each turn you are within the shadow's space, but the shadow remains in place until you leave it. If the spell ends while you are still inside it, you take 1d10 bludgeoning damage and appear outside the shadow in the same space or into the nearest unoccupied space.

At Higher Levels. When you cast this spell with a slot at 5th level, the duration increases to 8 hours, and you can instead choose to target another creature with it instead of yourself; the target of this spell can use a bonus action on each of their turns for the duration of the spell to teleport up to 30 feet to another space they can see that is in dim light or darkness.

Modify Self (Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, Wizard)

5th-level transmutation spell (ritual)

Casting Time: 1 hour

Range: Self

Components: V, S, M (rare oils and unguents worth at least 1,000 gp—which the spell consumes—and an item of personal significance to you worth at least 1 cp, which is not consumed)

Duration: Instantaneous

You permanently modify your physical appearance. You take a form of your choosing, which can include modifying your height, weight, facial features, voice, sex, and any other distinguishable characteristics. You can even assume the form of another playable race or species; when you do so, you do not gain the traits of this new form and simply adopt its appearance, though you may lose access to physical abilities that your new form is incapable of doing. A form adopted through this spell has no signs of being produced magically and cannot be undone through effects that dispel or counteract magic.

At Higher Levels. When you cast this spell with a 7th-level spell slot, you can gain the statistics or features of your new form, replacing your current racial features. When cast at 9th-level, you gain the benefits of the 7th-level version, and you can instead choose to target another willing creature. Casting it in this way requires an item of personal significance to that creature instead of you.

A DM can adjust how this spell works at your table; they may decide that a certain physical characteristic carries through your transformation, make different forms available for you, or rule that certain forms cannot be taken through this spell. Consult your DM about the usage of this spell at your table.