

KIBBLES' CASTING COMPENDIUM



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BARD

CANTRIPS (0 LEVEL)

- Illusionary Dart

1ST LEVEL

- Awaken Rope
- Blade Mirage
- Induce Headache
- Thunder Punch

2ND LEVEL

- Alacrity
- Crescent Wind Slash
- Dancing Object (Animate Object)
- Instant Counter
- Mind Ray
- Reverberating Dash
- Spelltrap
- Disorient

3RD LEVEL

- Thunder Pulse

4TH LEVEL

- Echoing Lance
- Quicksilver Steps

5TH LEVEL

- Sonic Shriek

7TH LEVEL

- Arcanist's Sword

CLERIC

1ST LEVEL

- Karmic Reflection

2ND LEVEL

- Blazing Beacon
- Divine Judgement
- Sanctified Charge
- Summon Archon
- Unholy Wave

3RD LEVEL

- Angelic Slash
- Brilliant Blade
- Immutability

4TH LEVEL

- Commandment
- Heavenly Ray

- Vital Surge

6TH LEVEL

- Final Flame
- Platinum Lances

8TH LEVEL

- Divine Descent

DRUID

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Rock Slam
- Stone Forming
- Water Bullet
- Windborne Weapon

1ST LEVEL

- Acid Bubble
- Arctic Breath
- Bramble Binding
- Bad Blood
- Crashing Wave
- Grasping Roots
- Eyes of Immolation
- Heavy Blow
- Ice Arrow
- Lightning Tendril
- Nauseating Poison
- Stone Fist
- Water Blast

2ND LEVEL

- Become Fire
- Become Stone
- Become Water
- Become Wind
- Clay Touch
- Crackle
- Dancing Wave
- Dust Cyclone
- Earth Ripple
- Hurricane Slash
- Pseudopod Slam
- Sprout Tree
- Shattering Shield
- Summon Swarm
- Star Scry
- Stone Pillar

- Vacuum Pull
- Wind Cutter
- Windsense
- Vicious Vapors

3RD LEVEL

- Acidic Pit
- Arctic Aura
- Bramble Barrier
- Fire Cyclone
- Instant Bulwark
- Mutate
- Rain of Spiders
- Seismic Wave
- Spider Bite
- Summon Plant
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4TH LEVEL

- Carnivorous Garden
- Geyser
- Orbital Stones
- Poison Puff
- Starfall
- Stinging Swarm
- Stone Coffin
- Vital Surge

5TH LEVEL

- Acid Rain
- Burial Barrage
- Field of Stars
- Fissure
- Sky Burst
- Tornado

6TH LEVEL

- Avalanche
- Blizzard
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Volcanic Burst

7TH LEVEL

- Glacial Crash

9TH LEVEL

- Form of the Elements

INVENTOR

1ST LEVEL

- Arcane Ablation
- Arcane Weapon
- Awaken Rope
- Bond Item
- Fall
- Melting Glob
- Seeking Projectile
- Unburden

2ND LEVEL

- Clay Touch
- Dancing Object (Animate Object)
- Imbue Luck
- Lightning Charged
- Thunderburst Mine
- Wind Cutter

3RD LEVEL

- Dispel Construct
- Fireburst Mine
- Static Field

4TH LEVEL

- Repair

5TH LEVEL

- Vorpal Shot
- Vorpal Weapon

OCCULTIST

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Electric Arc
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Preservation
- Rock Slam
- Stone Forming
- Water Bullet

1ST LEVEL

- Acid Bubble
- Awaken Rope
- Bad Blood
- Blade Mirage
- Bramble Binding
- Crippling Agony
- Electrify
- Eyes of Immolation
- Gale Bolt

- Grip of the Dead
- Heavy Blow
- Karmic Reflection
- Lightning Tendril
- Induce Headache
- Nauseating Poison
- Prismatic Flash
- Spiritual Consultation
- Stone Fist
- Tranquil Moment
- Water Blast

2ND LEVEL

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Boil Blood
- Bramble Barrier
- Chromatic Breaths
- Clay Touch
- Crackle
- Dancing Object (Animate Object)
- Dancing Wave
- Disorient
- Earth Ripple
- Elemental Exhalation
- Ethereal Immolation
- Form of Familiar
- Hurricane Slash
- Imbue Luck
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Spirit Echo
- Star Scry
- Summon Swarm
- Time Skip
- Time Trap
- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Acidic Pit
- Animate Shadow
- Cruel Puppetry
- Erode
- Ghost Step
- Hungering Void
- Instant Bulwark
- Illusionary Fireball
- Mounting Paranoia
- Mutate
- Rain of Spiders
- Spider Bite

- Static Field
- Summon Monstrosity
- Vortex Blast
- Wasp Barrage
- Waterspout
- Wither

4TH LEVEL

- Devour Shadow
- Echoing Lance
- Poison Puff
- Ribcage
- Spatial Swap
- Split Timeline
- Starfall
- Stinging Swarm
- Suffocate
- Time Loop
- Vital Surge

5TH LEVEL

- Acid Rain
- Deglove Creature
- Field of Stars
- Killing Curse
- Sonic Shriek

6TH LEVEL

- Baba's Walking Hut
- Chrono Conjunction

7TH LEVEL

- Twisting Eruption

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Manipulate Fate

PALADIN

2ND LEVEL

- Blazing Beacon
- Burning Strike
- Divine Judgement
- Sanctified Charge
- Summon Archon
- Unholy Wave

3RD LEVEL

- Angelic Slash
- Brilliant Blade

4TH LEVEL

- Commandment

RANGER

1ST LEVEL

- Awaken Rope
- Bramble Binding
- Blade Mirage
- Electrify
- Grasping Roots
- Infinite Edge
- Multishot
- Gale bolt

2ND LEVEL

- Alacrity
- Burning Strike
- Clay Touch
- Crescent Wind Slash
- Dust Cyclone
- Iron Wind Strike
- Instant Counter
- Hurricane Slash
- Seeking Projectile
- Spirit Echo
- Vacuum Pull
- Wind Cutter
- Windsense

3RD LEVEL

- Bramble Barrier
- Lightning Shot
- Rain of Spiders
- Summon Plant
- Whirling Conflagration
- Wasp Barrage

4TH LEVEL

- Dimension Cutter
- Gale Shot
- Quicksilver Steps

5TH LEVEL

- Martial Steel Wind Strike
- Vorpal Shot

SORCERER

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Force Bolt
- Freeze
- Electric Arc

- Impact
- Preservation
- Rock Slam
- Stone Forming
- Windborne Weapon
- Water Bullet

1ST LEVEL

- Acid Bubble
- Arctic Breath
- Blade Mirage
- Crashing Wave
- Eyes of Immolation
- Elemental Orb
- Ice Arrow
- Lightning Tendril
- Electrify
- Fall
- Gale Bolt
- Heavy Blow
- Melting Glob
- Prismatic Flash
- Stone Fist
- Thunder Punch
- Tranquil Moment
- Water Blast

2ND LEVEL

- Alacrity
- Arcane Conduit
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Burial Barrage
- Chromatic Breaths
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Dancing Wave
- Dancing Object (Animate Object)
- Dragon Surge
- Earth Ripple
- Elemental Exhalation
- Ethereal Immolation
- Fling
- Instant Counter
- Hurricane Slash
- Poison Dart
- Pseudopod Slam
- Dust Cyclone
- Shattering Shield
- Seeking Orb

- Spelltrap
- Star Dust
- Star Scry
- Stone Pillar
- Time Skip
- Time Slip
- Time Trap
- Vacuum Pull
- Vicious Hound

3RD LEVEL

- Aether Lance
- Acidic Pit
- Arctic Aura
- Blade Vortex
- Electrocute
- Fire Cyclone
- Flamethrower
- Flash Freeze
- Ghost Step
- Hungering Void
- Illusionary Fireball
- Instant Bulwark
- Meteor Jump
- Mutate
- Rain of Spiders
- Seismic Wave
- Static Field
- Summon Monstrosity
- Thunder Pulse
- Vortex Blast
- Wasp Barrage
- Water Cannon
- Waterspout

4TH LEVEL

- Aero Barrage
- Bile Beam
- Force Blade
- Echoing Lance
- Geyser
- Ice Spike
- Jumping Jolt
- Pillar of Fire
- Orbital Stones
- Quicksilver Steps
- Ribcage
- Spatial Swap
- Split Timeline
- Starfall
- Suffocate
- Time Loop
- Violent Crush

5TH LEVEL

- Aether Storm
- Field of Stars
- Fissure
- Pressure Cutter
- Pyroclastic Lance
- Melt
- Sky Burst
- Sonic Shriek
- Summon Dragon
- Tornado

6TH LEVEL

- Avalanche
- Beam of Annihilation
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Power Torrent

7TH LEVEL

- Glacial Crash
- Rain of Swords

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Blackhole
- Form of the Elements
- Supernova

SPELLBLADE

CANTRIPS (0 LEVEL)

- Decaying Touch
- Electric Arc
- Freeze

- Force Bolt
- Illusionary Dart
- Preservation
- Water Bullet

1ST LEVEL

- Acid Bubble
- Arcane Ablation
- Arcane Weapon
- Arctic Breath
- Bad Blood
- Blade Mirage
- Crashing Wave
- Crippling Agony
- Electrify
- Elemental Orb
- Entomb
- Eyes of Immolation
- Explosive Deflection
- Gale Bolt
- Grip of the Dead
- Ice Arrow
- Lightning Tendril
- Melting Glob
- Prismatic Flash
- Shadow Bind
- Thunder Punch
- Violent Updraft
- Tranquil Moment
- Water Blast

2ND LEVEL

- Chromatic Breaths
- Fling
- Gravity Surge
- Elemental Exhalation
- Time Skip
- Time Trap

3RD LEVEL

- Acidic Pit
- Aether Lance
- Arctic Aura
- Blade Vortex

- Crushing Singularity
- Electrocute
- Erode
- Fire Cyclone
- Flash Freeze
- Ghost Step
- Hungering Void
- Meteor Jump
- Seismic Wave
- Spider Bite
- Static Field
- Vortex Blast

4TH LEVEL

- Aero Barrage
- Bile Beam
- Devour Shadow
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Iron Garden
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Posion Puff
- Quicksilver Steps
- Suffocate

5TH LEVEL

- Acid Rain
- Aether Storm
- Anvil Drop
- Blastwave
- Burial Barrage
- Deglove Creature
- Devouring Darkness
- Fissure
- Flickering Strikes
- Pressure Cutter
- Pyroclastic Lance
- Sky Burst
- Sonic Shriek
- Tornado

WARLOCK

CANTRIPS (0 LEVEL)

- Burn
- Decaying Touch
- Fists of Fire
- Freeze
- Ice Weapon
- Impact
- Preservation
- Shadow Lash
- Stone Forming
- Water Bullet

1ST LEVEL

- Acid Bubble
- Bad Blood
- Elemental Orb
- Eyes of Immolation
- Lightning Tendril
- Melting Glob
- Mind Ray
- Nauseating Poison
- Shadow Bind
- Stone Fist
- Violent Updraft
- Water Blast

2ND LEVEL

- Become Fire
- Become Stone
- Become Water
- Become Wind
- Blazing Beacon
- Chromatic Breaths
- Crackle
- Dragon Surge
- Elemental Exhalation
- Infernal Shackles
- Instant Counter
- Poison Dart
- Pseudopod Slam
- Shattering Shield
- Spelltrap
- Summon Archon
- Time Skip
- Time Trap
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Arctic Aura
- Acidic Pit
- Blade Vortex
- Flamethrower
- Ghost Step
- Hungering Void
- Illusionary Fireball

- Rain of Spiders
- Mounting Paranoia
- Mutate
- Spider Bite
- Static Field
- Wither
- Wasp Barrage
- Waterspout

4TH LEVEL

- Devour Shadow
- Iron Garden
- Pillar of Fire
- Poison Puff
- Ribcage
- Stinging Swarm

5TH LEVEL

- Burial Barrage

6TH LEVEL

- Avalanche
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Volcanic Burst

7TH LEVEL

- Hellfire Pit

9TH LEVEL

- Form of the Elements

WIZARD

CANTRIPS (0 LEVEL)

- Electric Arc
- Ice Weapon
- Windborne Weapon
- Rock Slam
- Preservation
- Shadow Lash
- Water Bullet

1ST LEVEL

- Acid Bubble
- Arctic Breath
- Awaken Rope
- Bad Blood
- Blade Mirage
- Crashing Wave
- Electrify
- Elemental Orb
- Eyes of Immolation

- Entomb
- Explosive Deflection
- Fall
- Gale Bolt
- Heavy Blow
- Lightning Tendril
- Induce Headache
- Infinite Edge
- Melting Glob
- Prismatic Flash
- Shadow Bind
- Stone Fist
- Summon Ooze
- Thunder Punch
- Tranquil Moment
- Violent Updraft
- Water Blast

2ND LEVEL

- Alacrity
- Become Fire
- Become Stone
- Become Water
- Become Wind
- Chromatic Breaths
- Clay Touch
- Cold Snap
- Crackle
- Crescent Wind Slash
- Dancing Object (Animate Object)
- Dancing Wave
- Disorient
- Dragon Surge
- Dust Cyclone
- Earth Ripple
- Elemental Exhalation
- Fling
- Form of Familiar
- Infernal Shackles
- Instant Counter
- Gravity Surge
- Hurricane Slash
- Mind Ray
- Poison Dart
- Pseudopod Slam
- Seeking Orb
- Spelltrap
- Spirit Echo
- Star Dust
- Stone Pillar
- Summon Swarm
- Time Skip
- Time Slip
- Time Trap
- Wind Cutter
- Vacuum Pull
- Vicious Hound
- Vicious Vapors

3RD LEVEL

- Aether Lance
- Acidic Pit
- Arctic Aura
- Blade Vortex
- Crushing Singularity
- Electrocute
- Erode
- Fire Cyclone
- Flamethrower
- Flash Freeze
- Ghost Step
- Hungering Void
- Illusionary Fireball
- Immutability
- Instant Bulwark
- Meteor Jump
- Mounting Paranoia
- Mutate
- Rain of Spiders
- Seismic Wave
- Spider Bite
- Summon Monstrosity
- Static Field
- Thunder Pulse
- Vortex Blast
- Water Cannon
- Waterspout
- Wasp Barrage

4TH LEVEL

- Aero Barrage

- Bile Beam
- Devour Shadow
- Dimension Cutter
- Echoing Lance
- Force Blade
- Geyser
- Ice Spike
- Iron Garden
- Jumping Jolt
- Orbital Stones
- Pillar of Fire
- Poison Puff
- Quicksilver Steps
- Ribcage
- Spatial Swap
- Split Timeline
- Starfall
- Stinging Swarm
- Suffocate
- Time Loop
- Violent Crush

5TH LEVEL

- Acid Rain
- Aether Storm
- Anvil Drop
- Burial Barrage
- Field of Stars
- Fissure
- Pressure Cutter
- Pyroclastic Lance
- Sky Burst
- Sonic Shriek

- Summon Dragon
- Tornado

6TH LEVEL

- Avalanche
- Beam of Annihilation
- Blizzard
- Chrono Conjunction
- Form of Fire
- Form of Ice
- Form of Wind
- Form of Water
- Form of Stone
- Melt
- Revised Martial Transformation
- Volcanic Burst

7TH LEVEL

- Arcanist's Sword
- Hellfire Pit
- Glacial Crash
- Rain of Swords

8TH LEVEL

- Time Anchor
- Time Bubble

9TH LEVEL

- Blackhole
- Form of the Elements
- Manipulate Fate
- Supernova

SPELLS

The following are new magic spells. Refer to the class breakdown above for which classes can cast which spells. As with any supplement, consult with your DM for availability.

ACID BUBBLE

1st-level conjuration

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a bubble of acid that floats to the target point before bursting a shower of acid. All creatures and objects within 5 feet must make a Dexterity saving throw. On failure they take $3d4$ acid damage, or half as much on a successful save.

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

ACIDIC PIT

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You open a pit filled with acid at a point within range. All creatures within 10 feet of the point must make a Dexterity saving throw. On failure, they fall 5 feet into a pit of acid below, taking $6d4 + 6$ acid damage. On success, a creature takes half as much damage from the flooding acid and it can use its reaction to move up to its movement speed to the closest point outside of the area. If it cannot take a reaction or reach a safe point, it automatically fails its saving throw.

When a creature ends their turn in the pit, that creature takes $2d4$ acid damage. The acid in the pit remains potent for 1 minute, after which it becomes simply vile sludge that deals no further damage. The pit remains filled with vile sludge until filled or cleared.

ACID RAIN

5th-level conjuration

Classes: Druid, Occultist, Spellblade, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Acid rain begins falling within a 40-foot-radius 60-foot-high cylinder centered on a point you choose within range. When a creature moves into the spell's area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take $6d4$ acid damage, and become covered in acid. On a successful save, a creature takes half the initial damage and is not covered in acid.

A creature takes $3d4$ acid damage if it ends its turn while covered with acid. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

AERO BARRAGE

4th-level transmutation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create four lances of rapidly spinning condensed wind and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each lance. On a hit, the target takes $2d8$ slashing damage and is knocked 10 feet backwards.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you create one additional lance for each slot level above 4th.

AETHER LANCE

3rd-level evocation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 Action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You gather raw aether in your hand and expel it in a lance of power forming a line 30 foot long and 5 foot wide. Each creature in a line takes $8d4$ force damage.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d4$ for each slot level above 3rd.

AETHER STORM

5th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a storm of aether erupting from a point of your choice within range. The aether storm fills a 10-foot radius, 40-foot-high cylinder. When the storm appears, each creature within its area takes $8d4$ force damage. When a creature moves into or through the storm, it takes $2d4$ force damage for every 5 feet it travels, and whenever a creature ends its turn in the storm it takes an additional $8d4$ force damage.

On each subsequent turn for the duration of the spell as a bonus action, you can move the storm 15 feet in any direction and cause it to fling forth a hail of force bolts that seek out up to 3 targets of your choice within 15 feet of the storm. Each creature targeted takes $3d4 + 3$ force damage from the force bolts.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage of the storm and bolts increases by $1d4$ for each slot level above 5th.

ALACRITY

2nd-level transmutation

Classes: Bard, Occultist, Ranger, Sorcerer, Spellblade,
Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Until the start of your next turn, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

If you are under the effect of *haste*, you gain no benefit from this spell.

ANGELIC SLASH [NEW]

3rd-level evocation

Classes: Cleric, Paladin

Casting Time: 1 bonus action

Range: Self (30-foot line)

Components: V, S

Duration: Instantaneous

You summon a giant spectral angel that appears around you before crashing its greatsword down in a line. All creatures in a line 30 feet long and 5 feet wide in a direction of your choice must make a dexterity saving throw. On failure, they take $5d8$ radiant damage, and half as much on a successful save. A creature takes an additional $1d8$ damage if they are undead or a fiend.

At High Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d8$ for each level above 3rd.

ARCANE ABLATION

1st-level transmutation

Classes: Inventor, Spellblade

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a piece of worn armor or clothing and imbue it with magic. The creature wearing this imbued item gains 4 temporary hit points. When these temporary hit points are exhausted, at the start of the creature's next turn it will gain hit points equal to 1 hit point less than the previous amount gained from this spell (for example, from 4 to 3), until no temporary hit points would be gained and the spell ends. Temporary hit points from this spell are lost when this spell ends.

At Higher Levels. The initial temporary hit points increases by 1 for each slot level above 1st.

ARCANIST'S SWORD

7th-level evocation

Classes: Wizard, Bard

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)

Duration: 1 minute

You create a glowing sword-shaped plane of force that hovers within range. It lasts for the duration. When the sword appears and as a bonus action on subsequent turns, you can give the sword a command:

Attack: The sword will move up to 20 feet toward a creature and attack it, making a melee spell attack. On a hit, the target takes $3d10 + \text{your spell casting ability modifier}$ force damage on hit.

Guard: The sword will move up 20 feet toward a creature. It grants half cover to the creature while it shares that creature's space as it attempts to deflect incoming attacks. The first time a hostile creature comes within 5 feet of the sword, it will attack that creature, making a melee spell attack. On a hit, the target takes $3d10 + \text{your spell casting ability modifier}$ force damage on hit. It cannot attack again until you issue a command again.

Spin: The sword will move up to 20 feet toward a point, when it reaches that point it will begin to spin in a deadly whirl. Creatures that start their turn in the sword's space, or enter it for the first time on their turn within 5 feet of the sword must pass a Dexterity saving throw, or take $4d10$ force damage.

CAIUS' NOTES: THE LOST TRUE VERSION

The true version of a famous wizard's floating magic sword. Tragically most sources of the spell list an incomplete version copied by an apprentice unable to fully understand the spell. More widely known lesser versions flaws makes it unstable requiring concentration, and it lacks the later parts of functionality of the true version.

ARCANE CONDUIT

2nd-level transmutation

Classes: Sorcerer

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You tap directly into the arcane weave. For the duration, you have resistance to all damage from magical sources besides Force damage.

At the start of each of your turns while tapped into this power, you and all creatures with 5 feet of you take $1d6$ Force damage. The damage increases by $1d6$ each turn to a maximum of $4d6$ damage.

ARCANE WEAPON

1st-level transmutation

Classes: Inventor, Spellblade

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a weapon and imbue it with magic. For the duration the weapon counts as a magical weapon and any damage dealt by it is Force damage. When casting this one a weapon with the ammunition property, it no longer consumes ammunition when fired, and does not need to be reloaded.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration becomes 8 hours. When you use a spell slot of 5th level or higher, the duration becomes 24 hours.

ARCTIC AURA

3rd-level transmutation (primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self (20 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

For the duration you unleash a freezing aura. Creatures that start their turn within 20 feet of you must succeed a Constitution saving throw, or take 2d8 cold damage and have their speed reduced to 0 until the start of their next turn. Creatures that succeed their saving throw take half as much damage and their speed is reduced by half.

As a bonus action on each of your turns for the duration of the spell, you can actively control the aura, excluding a number of creatures in the area up to your spellcasting ability modifier from the effect of the spell until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

ARCTIC BREATH

1st-level conjuration

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (30 foot line)

Components: V, S

Duration: Instantaneous

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. On a failed save, a creature takes 2d8 cold damage and their movement speed is reduced by 10 feet until the end of their next turn. On a successful save, a creature takes half as much damage and isn't slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

AVALANCHE

6th level transmutation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You cause the earth to ripple, triggering an avalanche of rock and stone to surge forward in a 60 foot long, 15 foot wide line. The length of the line is doubled if the cast on the surface has more than a 15 degree downward slope (a moderately steep hill). Creatures caught in the surging tumble of rocks must make a Dexterity saving throw. Creatures that fail their save take 6d10 bludgeoning damage and are knocked prone. Creatures that fail by 5 or more are stunned until the end of their next turn, and creatures that fail by 10 or more are additionally knocked to the closest free space at the end of the line created by the spell. On a successful save, a creature takes half as much damage and suffers none of the spell's other effects.

The spell creates a 15 by 15 foot area of difficult terrain at the end of the line created by the spell.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d10 for each slot level above 6th.

AWAKEN ROPE

1st-level transmutation

Classes: Bard, Inventor, Occultist, Ranger, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (10 to 60 feet of cord or rope, worth at least 1 cp)

Duration: Instantaneous

As an action, you can touch a rope 10 to 60 feet long and issue a single command to it, selecting from the following options:

- **Bind.** The rope attempts to bind a creature of your choice within 20 feet of you. The creature must make a Dexterity saving throw or become restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the rope (AC 10) also frees the creature without harming it, ending the effect and destroying the rope.
- **Fasten.** The rope flies up 60 feet and ties one end to an object or surface that a rope could be tied to, before becoming inanimate again, hanging from the object.
- **Grab.** The rope lashes out grabs one Small or smaller object that is not being worn by a creature within a range equal to the length of the rope and pulls that object back to your hand. If that object is being carried by a creature, it must make a Strength saving throw. On success, it retains the object, and on failure the object is pulled from the creature.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target a chain instead of a rope. It has the same available actions, but it has a DC 15, an AC of 15, and resistance to slashing damage when taking the Bind action. When cast with a spell slot of 3rd level or higher targeting a rope, that rope is magically imbued for 1 minute, gaining an DC of 15, an AC 20, and 20 hit points.

DANCING OBJECTS (ANIMATE OBJECT)

2nd-level transmutation

Classes: Bard, Inventor, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You bring a Tiny object to life. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. The object has the following stats: HP: 20, AC: 18, Str: 4, Dex: 18. The object has an attack modifier equal to your spell attack modifier. It deals $1d4 + \text{your Spellcasting modifier}$ damage on hit. If it is a weapon, it uses the weapon's damage type, otherwise it deals bludgeoning damage.

As a bonus action, you can mentally command the animated object as long as it is within 60 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

ANIMATE SHADOW

3rd-level illusion

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a smoke stained mirror)

Duration: Concentration, up to 1 hour

Targeting a creature you can see within range, you bring its shadow to life under your control. If the creature has a CR of more than 3 or the creature has no shadow (either from the nature of the creature or from the lack of a light source to cast one) the spell fails. Creatures without CR (Such as players) are immune to this spell.

Otherwise a copy of the creature is created using its game statistics adjacent to the creature (on the side away from the brightest light near it). The shadow has no legendary actions, legendary resistance, and cannot cast spells. The shadow has hit points equal to half the target's hit points, and looks like mirrored version of the creature it was summoned from formed from inky black smoke. The shadow is resistant to bludgeoning, piercing, and slashing damage from non-magical sources while in darkness. The shadow is vulnerable to all damage while in bright light, and always vulnerable to fire, lightning, and radiant damage. If the shadow is killed, the target creature it was summoned from casts no shadows for the next 8 hours.

The shadow acts immediately after the creature's turn, and without further direction it attempts to follow and takes the attack action against the creature it was summoned from. As a reaction to the shadow starting its turn, the caster can exert control over it and cause it to move and take its action as the caster directs.

At Higher Levels. When you cast this spell using a 5th or 6th level spell slot, the maximum CR of the target increases to CR 4. When you cast it using a 7th or 8th level spell slot, the maximum CR of the target increases to CR 5. When you cast it using a spell slot of 9th level, the maximum CR of the target increases to CR 6.

ANVIL DROP

5th-level conjuration

Classes: Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You conjure an anvil 500 feet above a point you can see. At initiative count 0 (Losing initiative ties) on the next round, the anvil hits the ground; creatures within 5 feet of the target point must make a Dexterity saving throw. On a success, they move to the closest unoccupied space outside of the radius, if no space is available or they cannot move, they automatically fail. On failure, they take $10d10 + 10$ bludgeoning damage. Creatures within 20 feet of the target point take $4d4$ thunder damage.

If the path of the anvil (directly above the target point) is interrupted, the creature or object above it is hit first. If the creature or object is killed or destroyed, the anvil continues, though the damage dealt is subtracted from the final impact damage of the anvil.

If the anvil deals less than 80 damage, the anvil survives the impact, and is an anvil of moderate quality.

At Higher Levels. When cast with a 9th level spell slot, the range of the spell becomes 120 miles, though you must still be able to see the target (such as via scrying).



BAD BLOOD

1st-level necromancy

Classes: Druid, Occultist, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of rotten meat)

Duration: Concentration, up to 1 minute

Targeting a creature you can see within range, you attempt to corrupt its blood. Creatures without blood are immune to this effect. The target must make a Constitution saving throw. On failure, they take 1d12 poison damage and become poisoned for the duration.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target, on failure; they take an additional 1d4 poison as the poison continues to ravage them.

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

BEAM OF ANNIHILATION

6th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: S

Duration: Concentration, up to 3 rounds

You unleash a beam of pure energy, selecting cold, fire, force, or lightning energy when you cast this spell and blasting it outward in a line that is 60 feet long and 10 feet wide that persists until the start of your next turn. Any creature that starts their turn in this beam must make a Dexterity saving throw. On a failed save they take 8d8 damage of the beam's energy type, or taking half as much on a successful save.

While you are concentrating on this spell, your movement speed is zero. At the start of each of your turns, you can use your action to maintain the beam or redirect it, rotating it up to 90 degrees in any direction. Any creature the beam passes through while rotating (if the beam passes completely through them and they will not start their turn inside of it) must make a Dexterity saving throw or, take 4d8 damage of the beam's energy type on a failed save, and taking no damage on a successful save.

If you do not use your action to maintain or redirect it, the spell ends early.

BABA'S WALKING HUT

6th-level transmutation

Classes: Occultist

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a chicken leg)

Duration: 24 hours

You touch a hut, cabin, or other building no more than 15 feet by 15 feet by 10 feet. On completion of the spell, the building grows legs large enough to support it, as well as the structural integrity needed to stand and move, and becomes a gargantuan creature. It has 250 hit points, an AC of 12, and a walking speed of 20 feet. If it drops to 0 hit points, the spell ends.

On your turn, you can direct it to move (no action required) and it will continue to move as directed until you direct it to stop or reaches its destination. It can take no actions, but if it walks over a large or smaller creature, you can direct it to attempt to step on that creature, and that creature must succeed a Dexterity saving throw, or take 2d10 bludgeoning damage and be knocked prone.

If you cast this spell on the same building every day for a year, the spell lasts until dispelled, or you cast it on another building.

BECOME FIRE

2nd-level transmutation

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental flames. Until the start of your next turn, you gain the following benefits:

- You are resistant to fire damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain. The first time you enter the space of another creature on a turn, it takes 1d6 fire damage.
- Once during your turn when you roll fire damage, you can maximize the value of one die of fire damage.

BECOME STONE

2nd-level transmutation

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You solidify into a stone. Until the start of your next turn, you are petrified. Your AC becomes 20 and you gain 10 temporary hit points. Any remaining temporary hit points fade when the spell ends.

BECOME WATER

2nd-level transmutation

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental water. Until the start of your next turn, you gain the following benefits:

- You are resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a large or smaller creature on a turn, it must pass a Strength saving throw or be knocked prone.

BECOME WIND

2nd-level transmutation

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You become a burst of elemental wind until the start of the next turn. You gain resistance to lightning damage and bludgeoning, piercing, and slashing damage from nonmagical attacks. Additionally, you gain flying speed of 30 feet, can move through the space of other creatures, and ignore difficult terrain, but will fall at the start of your next turn if not held aloft.

BEFUDDLING CURSE

1st-level enchantment

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You befuddle a creature's mind, swapping the position of two things it can see that are of the same size and category (for example, two medium creatures or two gargantuan buildings). The target creature must make a Wisdom saving throw. On failure, it is unaware the two things have been swapped.

Each time the creature interacts with, attacks, or is attacked by a swapped targets, it can repeat its saving throw against the effect.

BINDING CURSE

1st-level enchantment

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You bind a creature to a point within 5 feet of it, causing a glowing chains of light to connect it to that point. For the duration of the spell, if the creature attempts to move away from that point, the must make a Wisdom saving throw, or be unable to move more than 5 feet away from from that point until the start of their next turn.

If a creature starts its turn more than 10 feet from the binding point, they must make a Strength saving throw or be dragged 5 feet toward the binding point.

BILE BEAM [NEW]

4th level evocation (arcane)

Classes: Spellblade, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M

Duration: Instantaneous

You unleash a beam of acid in a 5-foot wide that is up to 100 feet long, stopping early if it impacts a Large or larger object or solid surface. If the beam would hit a creature, that creature must make a Dexterity saving throw. On a failed save, that creature takes $12d4$ acid damage and an additional $4d4$ acid damage at the end of their next turn. On a success, they take half as much initial acid damage, and none at the end of their next turn. If a creature fails their save against the spell and does not die from the immediate acid damage, the beam ends and the line stops. If the beam is ended by an object, that object takes the full acid damage from the spell immediately. At Higher Levels. When you cast the spell using a spell slot of 5th level or higher, the initial damage increases by $1d4$ for each level above 4th.

BLACKHOLE [NEW]

9th-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

You creature a miniature black hole at a point within range. An event horizon forms in a 15-foot radius around the point, blocking anything (including light, sound, and magical effects) from passing through that space without being engulfed into the black hole.

When the black hole appears, creatures within 15 feet of the point must make a Dexterity saving throw to avoid being engulfed. On success, they move up their movement speed out of the event horizon of the black hole. If they cannot move a space outside of the event horizon, they automatically fail their save, and are engulfed.

All creatures that are engulfed are compressed into the point at the center of the spell, taking $12d12$ bludgeoning damage at the start of each of their turns while engulfed. Their speed is 0, and they are blinded, deafened, and restrained while they are engulfed. As an action, they can attempt to forcibly exit the black hole, making a Strength ability check against your spell save DC. On success, they appear in an empty space at the edge of its event horizon.

Any spells, effects, terrain, or items that are not being worn or carried (other than those of Legendary or Artifact rarity) that are engulfed within the event horizon vanish and are destroyed. Magical items of Legendary or Artifact rarity are not destroyed, reappearing on the ground where the sphere was when the spell ends.

While spell persists, all movement away from it while within 120 feet of it is considered difficult terrain. All ranged attacks that pass within 120 feet of it have disadvantage. When a creature starts its turn within 120 feet of the black hole, it is pulled 5 feet toward the black hole. At the start of the caster's turn, all objects that are not being worn or carried and are not attached to the ground weighing less than 1,000 lbs within 120 feet of the black hole are pulled 20 feet toward the black hole.

BLADE MIRAGE

1st-level illusion (arcane)

Classes: Bard, Occultist, Ranger, Spellblade, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a melee weapon worth at least 1 sp)

Duration: Concentration, up to 1 minute.

You twist illusions around a melee weapon you are holding. When you cast the spell, and on each subsequent turn for the duration as a bonus action, you can create feinting blows with the illusory copies of your blade, distracting your target and giving you advantage on the next weapon attack against that target before the end of your turn. The spell ends early if let go of the weapon you cast it on.

As an action, a creature that can see you can make an Intelligence (Investigation) check against your spell save DC. On success, you no longer gain advantage from using the illusionary blades when making a feint against that creature, rendering the spell impotent against that creature.

BLADE VORTEX [NEW]

3rd-level conjuration (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (a spinning top)

Duration: 1 round

You fill the air in a 10-foot radius around you with spinning blades until the start of your next turn. A creature that starts enters the area of the spell for the first time (including when it cast) takes $4d4$ slashing damage, and until the spell ends, you have half cover against all ranged attacks.

At Higher Levels. When you cast this spell using a spell slot of 4th level higher, the damage increases by $1d4$ for each level above 3rd.

BLAZING BEACON

2nd-level evocation

Classes: Cleric, Paladin, Warlock

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, Up to 1 minute

You are bathed in holy light, shedding bright light up to 30 feet and dim light for additional 30 feet.

Any creature targets you with an attack roll or spell that requires them to see you must make a Constitution saving throw. On failure, they are blinded until the start of their next turn. A creature with darkvision makes this roll with disadvantage. A creature without eyes automatically passes their saving throw.

BLIZZARD

6th-level evocation (primal)

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a howling blizzard of swirling clouds of ice and snow which fills a 30-foot-radius, 40-foot-high cylinder centered at a point you can see within range. The area becomes heavily obscured and difficult terrain. Any creature that starts their turn within the area or enters it for the first time during the turn must make a Constitution saving throw. A creature takes $6d8$ cold damage on a failed saving throw, or half as much on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by $1d8$ for each slot level above 6th.

BOIL BLOOD

2nd-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Targeting a creature that has taken slashing or piercing damage in the last minute, you make its blood heat and boil. The target creature must make a Constitution saving throw. On failure, its blood begins to heat. At the start of its turn while affected, it takes 3d4 fire damage and is crippled with agony, all terrain is difficult terrain for it.

At the end of each of its turns, the target can make another Constitution 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, the damage increases by 2d4 for each slot level above 2nd.

BOND ITEM

1st-level conjuration

Classes: Inventor

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.

BRAMBLE BINDING

1st-level transmutation

Classes: Druid, Occultist, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Brambles burst from your hand, lashing out at a target within range. The target must make a Dexterity saving throw. On failure, they take 4d4 piercing damage and, if the target is Large or smaller, it becomes entangled by brambles. While entangled by brambles, it can't move, but it can free itself as an action (taking no additional damage) or rip itself free using half of its movement and taking an additional 2d4 piercing damage. On a successful save, they take half as much damage and aren't entangled by brambles.

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

BRAMBLE BARRIER

3rd-level transmutation

Classes: Druid, Occultist, Ranger

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a line of low brambles that erupts from a point you can see within range. This line is 30 feet long and 5 feet wide, made of up of six 5-foot squares of brambles. Each patch much connect to another patch and be placed on the ground. The bramble patches are difficult terrain and a creature that enters a square of brambles takes 4d4 piercing damage and must make a Constitution saving throw. On failure, their speed becomes 0 until the end of their turn.

The brambles wither and die after 1 day if the area isn't suitable for them to grow. Each 5-foot-square portion of brambles requires at least 1 minute to clear by hand, or can be cleared if they take 5 or more fire damage. The brambles crumble to dust immediately if you cast this spell again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can create two additional 5-foot squares of brambles for each slot level above 3rd.

BRILLIANT BLADE

3rd-level evocation

Classes: Cleric, Paladin

Casting Time: 1 bonus action

Range: Self (20 foot radius)

Components: V, S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You brandish the weapon used in this spell's casting, holding it aloft as it flashes with brilliant light. All creatures within 20 feet of you must make a Constitution saving throw. On failure, they are blinded until the end of your next turn. On success, they are blinded until the end of your current turn.

BURIAL BARRAGE

5th-level transmutation (primal)

Classes: Druid, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unearth and launch a barrage of five heavy chunks of earth or stone at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each hurled object. On hit, the target takes $1d12 + 1$ bludgeoning damage, and if it is Large or smaller, it is knocked prone. Attacks made as part of this spell have advantage against prone targets, and ignore the normal disadvantage ranged attacks made from more than 5 feet away from a prone target have.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can hurl one additional object for each slot level above 5th.

BURN

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You ignite a brilliant flame around your hand that sears anything you touch. Make a melee spell attack against the a creature or object within range. On hit, the target takes $1d12$ fire damage.

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

BURNING STRIKE

2nd-level transmutation

Classes: Paladin, Ranger, Spellblade

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon, imbuing it with licking magic flames. The first time you attack with the empowered item, it bursts into brilliant flames. On a hit, the target takes an additional $4d4$ fire damage and begins to burn. On a miss, the target takes half as much damage and does not start to burn.

The burning target sheds bright light in a 10-foot radius and dim light for an additional 10 feet and takes $1d4$ fire damage at the end of its turns unless a creature uses their action to put the flames out.

Once an attack has been made with the piece of ammunition or weapon, the spell ends. If you touch a weapon with the Light property, you can immediately make a single weapon attack with it as part of the same action as casting the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both the initial and ongoing burn damage are increased by $1d4$ damage.

CARNIVOROUS GARDEN

4th-level transmutation

Classes: Druid

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dried carnivorous plant)

Duration: Concentration, up to 1 minute

Targeting four unoccupied spaces that you can see within range, rooted carnivorous plants erupt from the ground, filling a 5-foot cube each. The ground within 5 feet of them becomes difficult terrain. When the plants appear, they each attack a creature of your choice within 5 feet of them. Each plant makes a melee spell attack, dealing $2d8$ piercing damage on hit. Make a separate attack roll for each plant.

If a creature ends their turn within 5 feet of one or more of the carnivorous plants, the plants automatically attack that creature unless you use your reaction to prevent them from doing so. The plants use your spell attack modifier, and deal $2d8$ piercing damage on hit.

The plants have AC 14 and 30 hit points, and have vulnerability to fire and slashing damage. Each plant regains all its hit points at the start of your turn if it has at least 1 hit point. A plant dies if it is reduced to zero hit points. When the spell ends, the plants wither and die leaving behind difficult terrain unless they were killed by fire damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can summon 1 additional carnivorous plant for each slot level above 4th.

CHROMATIC BREATHS [...]

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a fragment of a dragon's scale)

Duration: Concentration, up to 1 minute

You touch a willing creature that has a mouth and can breath, imbuing them with the power to breath elemental powers from its mouth. When you cast the spell, select a chromatic element from acid, cold, fire, lightning, or poison. Until the spell ends, the target creature can use its action to unleash its breath in a powerful elemental gust that fills a 15-foot cone, originated from the target. Creatures in that cone must make a Dexterity saving throw. On failure, they take $3d6$ elemental damage of the selected type. On success, they take half as much damage.

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

CHRONO CONJUNCTION [NEW]

6th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 reaction, which you take when a creature you can see within 60 feet rolls a save, ability check, or attack roll.

Range: 60 feet

Components: V, S, M (something from the past or future)

Duration: Instantaneous

As a reaction to a creature rolling a save, ability check, or attack roll, you search all possible timelines and merge the outcome you desire with reality, selecting a value from 1 to 20 as the outcome of their roll. If the creature is an unwilling target of your temporal manipulation, they can attempt to resist it, making a Charisma saving throw. If the manipulation succeeds, you change the outcome to the selected outcome of the roll.

Once you cast this spell, you cannot cast it again until 24 hours have passed.

CLAY TOUCH

2nd level transmutation (arcane, primal)

Classes: Druid, Inventor, Occultist, Ranger, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small clump of clay)

Duration: Concentration, up to 1 minute.

You reach out to attempt to touch a creature within range. It must make a Dexterity saving throw. On failure, the target's armor (including natural or magical defenses) becomes soft and malleable, though retaining its form, and provides no protection against attacks reducing the target's AC to 10 + their dexterity for the duration of the spell.

Alternatively, you can touch a nonmagical object that isn't being worn or carried and is no larger than 2 feet in any dimension, reducing its AC and any Strength check required to break it to 5 for the duration of the spell.

PART OF A LARGER OBJECT?

A GM has great leeway on determining what constitutes an object, such as if the bars of a prison would count as their own object or as part of the door. Generally I would rule generously on this. There are lower level spells that can get you out of barred cell.

COLD SNAP

2nd-level evocation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 90 ft (5 ft radius)

Components: S

Duration: Instantaneous

With a snap of your fingers a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and becomes stuck in the ice, reducing their movement speed by 10 feet until the start of your next turn. On a success, the target takes half as much damage and is not stuck in ice.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

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.

COMMANDMENT

4th-level enchantment (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You issue a divine order to another creature you can see within range that can hear and understand you, invoking divine authority to punish transgressions against the order. If the target creature violates the issued order, it takes 4d6 radiant damage. Creatures only take this damage if they intentionally violate the stated rule. Once a creature takes damage this way, they cannot take damage again from it until the start of your next turn.

Some examples of orders you can issue would include ordering the target to not take attacks, to not move, or to not breath. The order must be possible to attempt to obey, or 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.

DIVINE RULES

Possible simply means something that creature could do, but can include rules that would be harmful to the creature and they are unlikely to obey. The spell mechanically assumes the target will take the damage rather than obey for the purposes of game balance.

CRACKLE

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

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.

CREATE PIT

1st-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 ft radius)

Components: V, S

Duration: Instantaneous

You choose a point on the ground in an area of dirt or natural stone you can see. The ground buckles and a 5-foot radius, 10-foot deep pit opens around that point. If the surface is not large enough to contain the pit, the spell fails. Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. Creatures that fail their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The sides of the pit are rough, and can be climbed. The pit remains until filled. If a creature saves, but cannot move 5 feet, they fall prone, hanging from the edge of the pit, and cannot stand until they move out of the pit area or fall into it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the pit is 5-feet deeper for each slot level about 1st (to a maximum of 20 feet deep).

LIMITATIONS

The spell fails if the pit would breach another opening (such as a room or cavern below) as that would be failing to contain the pit. The GM has wide discretion on what surfaces would qualify for this spell.

CRESCENT WIND SLASH

2nd-level evocation (arcane, primal)

Classes: Bard, Ranger, Spellblade, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You make a series of three slashes, each one magically releasing a razor sharp blast of wind at a target within range. You can launch them at one target or several.

Make a weapon attack with the weapon used in the casting of this spell for each slash. On hit, the target takes 1d6 + your weapon attack modifier.

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

CRIPPLING AGONY

1st-level necromancy

Classes: Occultist

Casting Time: 1 action.

Range: 60 feet

Components: V, S, M (a joint bone)

Duration: Concentration, up to 1 minute

You can inflict crippling agony on a foe. Choose one creature that you can see within range to make a Constitution saving throw. If the target fails, it becomes crippled with horrific pain. Whenever the creature moves more than half of its movement speed or takes an action, the crippling pain causes it to take 1d6 necrotic damage.

It can repeat the saving throw at the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

CRASHING WAVE

1st-level conjuration

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (20 foot cone)

Components: V, S

Duration: Instantaneous

A wave of water sweeps out from you. Each creature in a 20-foot cone must make a Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is knocked 10 feet away from you. If a creature is knocked into a wall, another creature, or fails by 5 or more, it is additionally knocked prone. On a successful save, the creature takes half as much damage and is not knocked back. If there is a source of water of at least 5 cubic feet within 5 feet of you when you cast the spell, you can displace that water, increasing the range of the spell to a 25 foot cone.

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

CRUEL PUPPETRY

3rd-level necromancy (ritual)

Classes: Occultist

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a small humanoid doll worth at least 5 gp and something from the target creature (such as blood, hair, or scales) both of which the spell consumes)

Duration: Concentration, up to 1 minute

You attempt to bind a creatures soul to a doll, linking the creature to the doll in a sympathetic link. The target must make a Charisma saving throw. On failure, the creature becomes bound to the doll. On a successful save, the creature is not bound and the spell ends.

As part of casting the spell when the creature fails the save, and on subsequent turns using your action until the spell ends, you can perform one of the following actions:

- Hold the doll still, causing the creature to be Restrained until start of your next turn.
- Force the doll to move, causing the creature to move 15 feet in a direction of your choice that it can move.

- Stab the doll, causing the creature take 4d6 piercing damage.

- Rip the doll in half, ending the spell, destroying the doll, and dealing 4d12 necrotic damage to the creature.

Each time after the first you use an action to manipulate the doll, after the effect takes place, the creature can repeat the Charisma with disadvantage, ending the effect on a successful save.

Once a creature has been targeted by this spell, they cannot be targeted again for 24 hours.

At Higher Levels. When cast with a 5th level spell slot or above, the range of the spell becomes unlimited, as long as the target is on the same plane as the caster.

CRUSHING SINGULARITY [REVISED]

3rd-level transmutation

Classes: Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You create a gravitational singularity at a point within range that lasts until the start of your next turn. It creates a 15-foot radius sphere of gravitational force. A creature that starts their turn or enters for the first time on a turn in this area must make a Strength saving throw. On failure, they are pulled to the closest available space to the center of the area, and take 4d6 bludgeoning damage. On success, they take half as much damage and are not pulled. Flying creatures make their save with disadvantage.

While within this area, all movement away from the center requires 2 feet of movement for every 1 foot moved. Any creature that ends their turn within the area is dragged 5 feet towards the center of it.

CURSE OF IMPOTENCE

5th-level enchantment

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You curse a target creature, causing an overwhelming sense of powerlessness to wash over it. Any time the target creature attempts to attack, cast a spell that deals damage, or use an action that deals damage, it must make a Wisdom saving throw. On success, they take their action as normal. On failure, they complete their action, but their action does no damage to any target.

DANCING WAVE

2nd-level conjuration

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon a surging mass of water into existence at a point on the ground within range. The mass of water remains cohesive filling a 5 foot radius, though only rises 3 feet from the ground. The area is difficult terrain for any creature without a swimming speed.

For the duration of the spell, as a bonus action you can move the wave of water up to 30 feet along a surface in any direction. The first time the wave enters any creature's space during your turn, they must make a Strength saving throw or take 2d6 bludgeoning damage and be knocked prone. A creature automatically fails this saving throw if they are prone.

DECAYING TOUCH

Necromancy cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S, M (powdered remains of a dead animal)

Duration: Instantaneous

You wreath your hand in necrotic decay that causes anything you touch to wither and die. Make a melee spell attack against a creature or object within range. On hit, the target takes 1d6 necrotic damage and starts to flake and decay. The first time they take damage from another source before the start of your next turn, they take an additional 1d6 necrotic damage. Targets immune to diseases are immune to this effect.

The both the initial and secondary damage of the spell increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

DEGLOVE CREATURE

5th-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a finger bone)

Duration: Instantaneous

You point at a creature within range, and attempt to make it's skeleton rip free of it's body. The creature must make a Constitution saving throw. The target takes $7d10 + 7$ necrotic damage on a failed save, or half as much damage on a successful one.

If this damage kills the target creature, it's flesh sloughs off it's skeleton, collapsing a pile, and the skeleton becomes a Skeleton (Basic Rules, pg. 152), hostile to all living creatures that attacks the closest target.

DEVOURING DARKNESS

5th-level necromancy

Classes: Occultist, Spellblade, Warlock, Wizard

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 20 feet of you 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.

DEVOUR SHADOW

4th-level necromancy (arcane)

Classes: Occultist, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to a minute.

Your shadow suddenly elongates into that of a horrifying devouring abomination and attempts to eat the shadow of a target creature in range. The target must make a Charisma saving throw. On failure, the target creature's shadow is devoured and they take 6d6 necrotic damage, and are magically weakened, subtracting 1d4 from the attack rolls, saving throws, and ability checks for the duration of the spell, while you can add 1d4 to your attack rolls, saving throws, and ability checks for the duration of the spell. On success, a large bite is taken from the shadow, and they take half as much damage and are not weakened.

If either you or the target has no shadow, the spell fails. If their shadow is consumed, they have no shadow until the spell ends.

At Higher Levels. When you cast this spell with a 5th level spell slot or higher, you can target an additional creature for each spell slot level above 4th. The bonus you gain consuming shadows does not increase beyond 1d4, even if you consume multiple shadows.

DIVINE DESCENT [NEW]

8th-level evocation

Classes: Cleric

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 3 rounds

You call down an spectral angelic avatar that begins to descend from the sky toward a target point within range. The avatar fills a 30-foot-radius, 60-foot high cylinder with bright light. When you cast the spell and at the start of your next turn, you can choose to either heal all creatures within the light, restoring 4d8 hit points to creatures of your choice that are not undead or fiend within it, or burn all creatures within the light, forcing them to make a Constitution saving throw, taking 4d8 radiant damage on a failed save or half as much on a successful save.

At the start of your turn on the third and final turn of the spell, you make the same decision, but the effect is doubled, either restoring 8d8 hit points or dealing 8d8 radiant damage.

DIVINE JUDGEMENT

2nd-level evocation (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A brilliant sword of radiant energy forms above the target point before slamming down in an explosion of divine power. Creatures in a 10-foot-radius, 30-foot-high cylinder centered on the target point must make a Dexterity saving throw. On failure, a creature takes 2d8 radiant damage, and 2d8 additional radiant damage if it is an undead or fiend. On a successful save, the target takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the base damage increases by 1d8 for each slot level above 2nd.

ALIGNMENT POWERS

If your DM uses alignment for creatures, they can optionally rule that the bonus damage applies all creature types as long as the creature is of the opposite moral alignment of the caster (evil to good or good to evil). As not all settings use strict alignment, this is a variant rule at the GM's discretion.

DISORIENT

2nd-level illusion

Classes: Bard, Occultist, Wizard

Casting Time: 1 action

Range: 60 feet

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

Duration: 1 minute

Targeting a creature with 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.

DISPEL CONSTRUCT

3rd-level abjuration

Classes: Inventor

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You can attempt to purge the magic animating a construct within range, rendering it inert. The target takes 4d10 force damage and must succeed on a Constitution saving throw or become stunned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. If the target has less than 50 hit points remaining when it fails, it is reduced to zero hit points.

DIMENSION CUTTER

4th-level conjuration

Classes: Ranger, Spellblade, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, M (a 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. This passes through total cover and strikes creatures in the ethereal plane as well as the material plane.

At Higher Levels. When you cast this spell using a spell slot of 5th Level or higher, it deals an additional 1d6 damage to each target on hit for each slot level above 4th.

DIVIDE SELF

5th-level illusion

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, 1 minute

You create an exact duplicate of yourself in an empty space you can see within 30 feet of you. When you cast this spell at the start of each of your turns for the duration, you can switch places with your duplicate.

The duplicate has all of your stats, abilities, and equipment (including magic items). It acts on your initiative, and has its own actions, though it shares its concentration on this spell, and if either of you lose concentration, the spell ends.

Your current hit points are divided between you and the duplicate and shares all other resources and abilities with you (including limited use magic items), with any usage by either you or the duplicate depleting the resource for both of you.

Your duplicate can take any action you can take, but it can deal a maximum of 15 damage on its turn (any additional damage dealt deals no further damage, when dealing area of effect damage, damage is split between all targets equally up to the maximum).

If either you or the duplicate is reduced to zero hit points, the spell ends and you become the copy that was not reduced to zero hit points. When the spell ends, if both you and the duplicate are still present, decide which is you, and the other vanishes. Anything that was copied during the spell has the copied version vanish.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the starting hit points of you and the duplicate both increase by 15 (up to a maximum of you and the duplicate starting with your current hit points) and the maximum damage the duplicate can do during its turn increases by 10 for each slot level above 5th

DRAGON SURGE

2nd-level transmutation (primal)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You channel elemental power to form draconic wings, selecting an element from acid, cold, fire, lightning, or poison. All creatures within 10 feet of you must make a Dexterity saving throw as the wings manifest in a surge of elemental power, taking 2d8 damage of that elemental type selected on a failed saving throw, or half as much on a successful save. You gain a flying speed of 30 until the end of your turn, after which the wings fade away once more.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the flying speed increases by 10 feet for each slot level above 2nd.

DUST CYCLONE

2nd-level conjuration

Classes: Druid, Ranger, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet (5 foot radius)

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 minute

Choose a target point on the ground that you can see within range. A small cyclone whips up at the target point with a radius of 5 feet and a height of 30 feet.

Any creature that starts its turn within the radius of the dust cyclone or enters its radius for the first time during its turn must make a Strength saving throw. On a failed save, the creature takes 1d12 bludgeoning damage and is pushed 5 feet away from the center. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust cyclone up 30 feet in any direction. The first time you pass the dust cyclone's radius through a creature, that creature must make the saving throw against the dust cyclone's damage and is pushed out its way on failure. You can continue to move the dust cyclone, but its strength is exhausted until the end of your turn and subsequent creatures are unaffected by it passing through them.

If the dust cyclone moves over sand, dust, loose dirt, or small gravel, it sucks up the material and heavily obscures its radius until the start of your next turn.

ECHOING LANCE

4th-level evocation

Classes: Bard, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You emit a targeted burst of intense sonic energy at a creature within range. The target must make a Constitution saving throw. On a failure, they take 3d8 thunder damage and become stunned for the duration by the intense sound. On a successful save, the target takes half as much damage and isn't stunned.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends, on failure, they take an additional 1d8 thunder from the echoes within their mind.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 1d8 for each slot level above 4th.

ELECTRIFY

1st-level evocation

Classes: Occultist, Ranger, Sorcerer, Spellblade, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You channel lightning into your hands. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the target takes 1d12 lightning damage and must make a Constitution saving throw. On a failed save, the target becomes stunned until the start of their next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

ELECTRIC ARC

evocation cantrip

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a bolt of lightning at a creature you can see within range. Make a ranged spell attack against the target. On hit, the target takes 1d8 primary lightning damage and an arc of lightning jumps from the target to another creature within 15 feet, using the same attack roll, dealing 1d4 secondary lightning damage on hit.

This spell's damage increases by 1d8 primary and 1d4 secondary damage when you reach 5th level (2d8 and 2d4), 11th level (3d8 and 3d4), and 17th level (4d8 and 4d4).

ELECTROCUTE

3rd-level evocation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A massive arc of lightning leaps from your hand to a target you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 4d12 lightning damage and is stunned until the start of your next turn. On a successful save, the target takes half as much damage and isn't stunned.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

ELEMENTAL EXHALATION [NEW]

2nd-level evocation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 20 foot cone

Components: V, S, M (a fragment of a dragon's scale)

Duration: Instantaneous

You gather elemental power in your lungs selecting from acid, cold, fire, lightning, or poison, before exhaling it as a gust of elemental power. Each creature in a 20-foot cone must make a Dexterity saving throw. On a failed save, creatures take 3d8 elemental damage of the chosen type, or half as much damage on a successful save.

If you cannot breath, have no mouth, or your mouth is currently covered, the spell fails.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

ELEMENTAL ORB

1st-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You form an orb of power, forming it into an element of your choice. Select an element damage type from acid, cold, fire, lightning, or poison. Make a ranged spell attack against a target you can see within range. On hit, the target takes 3d8 damage of the selected elemental damage type.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

EARTH RIPPLE

2nd-level transmutation

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause the earth to deform and ripple, a target creature must make a Dexterity saving throw or suffer one of the following effects (your choice):

- It is pulled into the earth, taking 1d8 bludgeoning damage and reducing its movement speed to zero until a creature spends an action to dig it free.
- It is slammed 5 feet in a direction of your choice by a wave of earth, taking 2d8 bludgeoning damage and being knocked prone.
- It is impaled by a spike of earth, taking 4d8 piercing damage.

ENTOMB

1st-level transmutation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You attempt to encase a Medium or smaller creature you can see within ice. The creature must make a Strength saving throw or become restrained by ice for the duration. At the end of each of its turns, the target takes 1d8 cold damage and can make another Strength saving throw. On success, the spell ends on the target.

If the creature takes more than 5 fire or bludgeoning damage from a single damage roll while restrained, the ice breaks and the target is freed, ending the spell for the target.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

ERODE

3rd-level conjuration

Classes: Occultist, Spellblade, Wizard

Casting Time: 1 action

Range: 20 feet

Components: V, S

Duration: Instantaneous

You blast a target with a glob of acid. The target must make a Dexterity saving throw. On failure, the target takes $8d4$ acid damage immediately and becomes covered in acid. On a success, the target takes half as much damage and is not covered in acid. While covered in acid, the target takes $2d4$ acid damage at the end of each of its turns. The target or a creature within 5 feet of it can end this damage by using its action to clear away the acid.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 3rd.

ETHEREAL IMMOLATION

2nd-level evocation (arcane)

Classes: Occultist, Sorcerer, Spellblade

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You shroud a target in visible ethereal power that reacts violently to the presence of magic. For the duration of the spell, if the target casts a spell, it takes $2d4$ force damage. This damage is increased by 1d4 for each spell level of the spell cast (no additional damage for cantrips).

Additionally, if the target ends their turn while concentrating on a spell, they take 1d4 force damage.

EYES OF IMMOLATION

1st-level evocation (arcane, primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

Your eyes glow with fiery light before focusing on a creature you can see within range, causing a beam of fire to shoot from your eyes. The target creature must make a Dexterity saving throw. On a failed save, it takes $3d6$ fire damage and is set ablaze, taking 1d6 damage at the end of each of its turns until it or another creature within 5 feet of it spends an action to douse the flames. On a successful save, the creature takes half as much damage and is not set ablaze.

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

EXPLOSIVE DEFLECTION [REVISED]

1st-level evocation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

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

Duration: Instantaneous

You release an explosive blast an energy to deflect an attack. Roll $2d6$. The damage of the attack is reduced by the amount rolled. If the amount rolled is higher than attack the damage of the attack, and the attack was a melee attack, the attacker takes the remainder of the damage.

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 2nd.

FALL

1st-level transmutation

Classes: Inventor, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You alter gravity for yourself, causing you to reorient which way is down for you until the end of your turn. You can pick any direction to fall as if under the effect of gravity, falling up to 500 feet before the spell ends.

If you collide with something during this time, you take falling damage as normal, but you can control your fall as you could under normal conditions by holding onto objects or move along a surface according to your new orientation as normal until your turn ends and gravity returns to normal.

FIELD OF STARS

5th-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You cause 5 star-like motes of light to spring forth at points you can see within range. Each mote of light must be at least 10 feet from any other mote of light. Each mote of light sheds bright light in a 10 foot radius and dim light for an additional 10 feet. If a creature moves within a 5-foot radius of a mote of light or ends their turn within 5 feet of one, the mote explodes in a brilliant flash, dealing $4d12$ radiant damage to all creatures within 5-feet of that mote before fading away.

For the duration of the spell, while you have any motes of light remaining, as an action you can rearrange the remaining motes, placing them anywhere within range (this movement cannot cause them to detonate).

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the range increases by 10 feet and you create an additional star-like mote of light for each slot level about 5th.

FINAL FLAME [NEW]

6th-level evocation

Classes: Cleric

Casting Time: 1 action

Range: Touch

Components: V, S, M (a phoenix's feather)

Duration: 8 hours

You place an ember of divine flame within a creature, which lies dormant until it is triggered, either by the creature carrying as a bonus action, or automatically if that creature is reduced to zero hit points.

When the flame is activated, the creature fire explodes, causing all creatures within 20 feet to make a Dexterity saving throw. On failure, they take $8d6$ radiant damage. On success, they take half as much damage. The creature that triggered the flame then regains $8d6$ hit points.

FIREBURST MINE

3rd-level abjuration

Classes: Inventor

Casting Time: 1 minute

Range: Touch

Components: V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)

Duration: 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 20-foot radius sphere centered on the item must make a Dexterity saving throw. A creature takes $5d8$ fire damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one fireburst mine during a turn, they take half damage from any mines beyond the first.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the caster that set it disarms it with an action.

FIRE CYCLONE

3rd-level conjuration

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of ashes from a forest fire)

Duration: Concentration, up to a 1 minute

Targeting a point on the ground you can see, you cause a cyclone made of whipping flames to fill a 10-foot-radius, 30-foot-high cylinder.

Creatures that are inside the spell when you cast it or enter it for the first time on a turn must make a Strength saving throw. On a failed saving throw, it takes 3d6 fire damage and is flung 15 feet upwards and lands 15 feet in a randomly determined horizontal direction. On a successful save, the creature takes half as much damage and is not flung.

When a creature is not entirely inside the cyclone's radius but within 30 feet of its center at the start of its turn, it still feels the intense draw of the raging cyclone, and must spend 2 feet (or 3 feet if it is flying) of movement for every 1 foot it moves away from the cyclone.

For the duration of the spell, you can spend an action to move the cyclone up to 30 feet in any direction along the ground.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the height of the cyclone as well as the distance a creature is thrown upward increases by 5 feet for each level above 3rd.

FISTS OF FIRE

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

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).

The damage this spell does to grappled targets increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

FISSURE

5th-level transmutation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 Action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You rend asunder the earth in a 60-foot-long 5-foot-wide line, targeting an area of dirt, sand, or rock at least 10 feet deep.

Creatures in that line must make a Dexterity saving throw. On a failure, a creature falls into a suddenly opened crevice in the ground, falling into it before it snaps shut, crushing them. Creatures that fail the saving throw take 6d10 bludgeoning damage from the fall and crushing. The creature is buried in 10 feet of rubble, and creatures without a burrowing speed require 25 feet of movement to extract themselves from the loose rubble to return to where they failed the saving throw. If they end their turn while buried, they take an additional 1d10 bludgeoning damage.

FLAMETHROWER

3rd-level evocation (arcane)

Classes: Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self (30 foot line)

Components: V, S

Duration: Concentration, up to 1 minute

You release a stream of fire from your hands, targeting a line that is 30 feet long and 10 feet wide, filling it with a continual stream of fire. Any creature that is in the area when you cast the spell or enters the area before the start of your next turn must make a Dexterity saving throw, taking 4d6 fire damage on a failure, or half as much on a success.

On each subsequent turn for the duration, you can use your action to release a new line of fire with the same effect.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FLASH FREEZE

3rd-level evocation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

A freezing wind ripples outward. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 4d8 cold damage and is restrained by ice until the start of your next turn. On a successful save, the target takes half as much damage and isn't restrained.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

FLING [REVISED]

2nd-level transmutation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You manipulate gravity around one Large or smaller creature. The target creature makes a Strength saving throw. On failure, you can fling them 40 feet straight up or 20 feet in any direction. On a success, you can deal 2d6 damage to the target, but they aren't moved.

If you fling them straight up they immediately fall, taking 4d6 damage falling damage, and fall prone. If you fling them in any other direction, they take 2d6 damage and fall prone. If their movement would be stopped early by a creature or object, both the target and creature or object takes 3d6 bludgeoning damage.

FORCE BLADE

4th level evocation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 bonus action

Range: Self (10 feet)

Components: V, S

Duration: Concentration, up to 1 minute

You create an oversized blade of pure scintillating force energy in your hand. For the duration of the spell, as an action, you can sweep the blade through up to two creatures within reach, dealing 2d12 force damage to each.

At Higher Levels. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 3d12. When you cast it using a spell slot of 7th level or higher, the damage increases to 4d12.

FORCE BOLT

evocation cantrip

Classes: Sorcerer, Spellblade

Casting Time: 1 action

Range: 120 ft.

Components: V, S

Duration: Instantaneous

You hurl a mote of arcane energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 force damage.

This spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

FORM OF FAMILIAR

2nd-level transmutation

Classes: Occultist, Wizard

Casting Time: 1 minute

Range: Self

Components: V, S, M (a piece of your familiar such as fur, feathers, or scales, which the spell consumes)

Duration: 1 hour

You assume the form of the familiar that provided the material component to the spell. The transformation lasts for the duration, or until you drop to 0 hit points or die. Your game Statistics are replaced by the Statistics of the chosen creature, though you retain your Alignment and Intelligence, Wisdom, and Charisma scores.

You assume the Hit Points and Hit Dice of the new form. When you revert to your normal, you return to the number of Hit Points you had before you transformed. If you revert as a result of dropping to 0 Hit Points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 Hit Points, you aren't knocked unconscious. You can use an action to revert to your normal form at any time.

You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech. Your gear melds into the new form. You cannot activate, use, wield, or otherwise benefit from any of your equipment.

FORM OF FIRE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become elemental fire, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Until the spell ends, you gain the following benefits:

- You are immune to fire damage.
- You can move through the space of other creatures and ignore difficult terrain. The first time on your turn you enter the space of another creature, it takes 1d6 fire damage.
- If a creature within 5 feet hits you with a melee attack, it takes 1d6 fire damage.

- You can use your action to create a line of fire 30 feet long and 5 feet wide extending from you in a direction of your choice. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- During your turn, if you roll fire damage, you can maximize one die of the fire damage dealt.

FORM OF ICE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You freeze over, taking on a form of elemental ice. Until the spell ends, you gain the following benefits:

- You are immune to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 30-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.
- During your turn, if you roll cold damage, you gain temporary hit points equal to one die rolled (your choice).

FORM OF WIND

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become a gust of elemental wind. Until the spell ends, you gain the following benefits:

- You have a flying speed of 60 feet.
- You can move through and occupy the space of other creatures, and you ignore difficult terrain.
- You are invisible.
- You can use your action to unleash a powerful blast of wind in a 30 foot cone. Each creature in the cone must make a Strength saving throw. A creature takes 4d8 bludgeoning damage is knocked 15 feet away from you on a failed save, or takes half as much damage and isn't knocked backward on a successful one.

FORM OF WATER

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become a surge of elemental water. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature, it must pass a Strength saving throw or be knocked prone.
- You can use your action to unleash a blast of water 15 feet long and 5 feet wide extending from you in a direction your choice. Each creature in the line must make a Strength saving throw. A creature takes 5d6 bludgeoning damage and is knocked prone on a failed save, or half as much and isn't knocked prone on a successful one.

FORM OF STONE

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You become made of stone. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.
- You can use your action to call spikes of stone to raise from the ground. All creatures of your choice within 15 feet of you must make a Dexterity saving throw. A creature takes 4d8 piercing damage on a failed save, or half as much on a successful one. Their space becomes difficult terrain either way.

FORM OF THE ELEMENTS

9th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration of the spell, you gain the benefits of the *form of fire*, *form of ice*, *form of stone*, *form of water*, and *form of wind* spells.

FREEZE

Transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You instill a deadly chill into your hand. Make a melee spell attack against a creature. On hit, the target takes 1d8 cold damage, and the target's movement speed is reduced by 10 feet until the end of their turn.

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

GALE BOLT

1st-level evocation

Classes: Druid, Occultist, Ranger, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A blast of concentrated wind streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 bludgeoning damage and if it is Large or smaller is knocked 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

GALE SHOT

4th-level transmutation

Classes: Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the power of a hurricane for the duration. The first time you attack with the empowered item, it unleashes a blasting galeforce, greatly empowering the shot. On a hit, the target takes an additional 4d8 damage from the attack, and is knocked backwards 30 feet. Any creature the target is knocked into by this movement takes 2d8 bludgeoning damage. On a miss, the target takes half as much damage and is not knocked back.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level, the shot deals an additional 1d8 damage and the target is knocked backwards an additional 10 feet.

GLACIAL CRASH [NEW]

7th-level evocation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

A huge chunk of ice appears in the sky before crashing down at a point within range before shattering into an explosion of ice. Creatures within 30 feet of the point must make a Dexterity saving throw. On failure, a creature takes 6d6 cold damage, and if it was within 10 feet of the target point, it takes an additional 6d8 bludgeoning damage. On success, a creature takes half as much cold damage, and half as much bludgeoning damage (if applicable).

The spell's area of effect becomes difficult terrain until the end of your next turn.

GRAVITY SURGE

2nd-level transmutation

Classes: Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a crushing field of gravity in a 15 radius sphere. Any creature within the area must make a Strength saving throw. On failure, creatures take 2d6 bludgeoning damage and falls prone. On success, creatures take half as much damage and are not knocked prone. Creatures that are not on the ground make this save with disadvantage.

GRIP OF THE DEAD

1st-level necromancy

Classes: Occultist

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You channel unholy strength into your hand, and reach out to grab a creature. The creature must make a Strength saving throw or become restrained by your deathly iron grasp. As an action on its turn, the creature can attempt to escape using a Strength (Athletics) or Dexterity (Acrobatics) check against your Spell Save DC.

At the start of the creature's turn while you maintain the grip and the spell, it takes 1d8 necrotic damage as you drain the life from it, and regain hit points equal to half the damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

GEYSER

4th-level conjuration

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause a massive eruption of water to blast upwards from the ground at a point within range. Creatures within 10 feet of the point must make a Dexterity saving throw or take 4d6 bludgeoning damage and be knocked 60 feet into the air. On a successful save, creatures take half as much damage, and are instead knocked their choice of 10 feet away from the point or 10 feet upward.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each level above 4th.

GHOST STEP

3rd-level transmutation (arcane)

Classes: Occultist, Spellblade, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You become briefly ethereal and intangible. For the duration, you can move in any direction and do not fall. You can move through creatures, objects, walls, terrain, and effects as if they were not there. You can only pass through magical objects if they do not block ethereal transit. While you are intangible, you are immune to all damage besides force damage.

At the start of your next turn, you once more become tangible, manifesting in your current space. If the space is occupied, you are shunted to the nearest unoccupied space, taking force damage equal to twice the number of feet you are forced to move. If the space you manifest is not on the ground and you cannot fly, you fall to the ground.

GRASPING ROOTS

1st-level transmutation

Classes: Druid, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A twisting burst of roots launch from your hand, reaching to grab a Large or smaller target. The target must make a Strength saving throw. On success, the target is moved 5 feet in a direction of your choice. On a failure, the target is moved 20 feet in a direction of your choice. A creature can choose to fail this save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you move a creature an additional 5 feet for each slot level above 1st.

HELLFIRE PIT

7th-level transmutation (arcane)

Classes: Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You open a pit to hell beneath the feet of your foes. A supernatural void opens in a 10-foot radius, 10-foot deep pit opens around a point you can see within range.

Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. If they cannot move 5 feet out of the radius of the spell (such as having no path or insufficient movement speed), they automatically fail the saving throw. Creatures that fall their saving throw fall to the bottom of the pit (taking 1d6 bludgeoning damage and falling prone). The floor of the pit is a blazing inferno of hell. Creatures that start their turn in the pit take 4d6 fire damage and 4d6 necrotic damage.

The pit is difficult to escape, voraciously drawing creatures caught in to the depths of hell with strong winds, roaring fires, and infernal chains. A creature can spend 20 feet of movement (or 10 if they have a flying or climbing speed) to attempt to escape the pit, making a Strength saving throw against your spell save DC. On success, they escape. On failure, fall back to the floor of the pit and their movement speed becomes 0 until the start of their next turn.

When the spell ends, the supernatural void to hell closes, and all creatures in the pit are deposited on the ground where the pit opened prone.

HEAVENLY RAY

4th-level evocation (divine)

Classes: Cleric

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A golden pillar of celestial radiance shines down in a 10-foot radius, 60-foot-high cylinder centered on a point within range. Until the spell ends, bright light fills the cylinder, and sheds dim light for 10 feet in all directions from it.

When a creature enters the spell's area for the first time on a turn or starts its turn there, the celestial radiance infuses its body with positive energy. If the creature is not an undead or construct, it regains 2d8 hit points and 2d8 temporary hit points. If the creature is a construct, the light has no effect, and if the creature is undead, it instead takes 2d8 radiant damage.

Any subsequent time a creature gains hit points from this spell after the first, they cannot gain hit points above half their maximum hit points, but still gain the temporary hit points.

On each of your turns after you cast this spell, you can use a bonus action to move the beam up to 60 feet in any direction.

HOSTILE HEALING

This spell does not allow you to pick who gains the healing effect of it. Place it wisely or you can risk enemies taking advantage of your generosity.

HEAVY BLOW [UPDATED]

1st-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, M (a weapon or unarmed strike that does bludgeoning damage)

Duration: 1 round

You impart great heft to a unarmed strike or weapon you are holding. The first time you hit with a melee weapon attack using that weapon before the start of your next turn, your blow strikes with great force, and the attack deals an extra 1d10 bludgeoning damage to the target and must succeed a Constitution saving throw, or becomes dazed until the start of its next turn. While dazed this way, it cannot take reactions, and attacks against it have advantage.

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 2nd.

HUNGERING VOID

3rd-level conjuration (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute.

You create a point pure void which swallows a 20-foot radius sphere of space, plunging it into magical darkness and forming a life devouring freezing void. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it unless it comes from a spell of higher level than this one.

A creature that starts their turn within the void must make a Constitution saving throw. On failure, they take 2d6 cold damage and 2d6 necrotic damage, and their speed is reduced by 5 feet. The reduction to their speed lasts until they start not inside the area of the void, and can stack with itself, up to a maximum effect of reducing a creature's speed to 5 feet. On a success, they take half as much damage and their speed is not reduced.

At Higher Levels. When you cast this spell using a 5th level spell slot or higher, the necrotic and cold damage both increase by 1d6, and the speed reduction increases to 10 feet on a failed save (with the same minimum speed limitation).

A NOTE

If this seems somewhat familiar to other spells that create a void of hungry darkness, I will note that other spells of that nature are not in the SRD and not available to OGL products and VTTs.

Spells created to stand in the roles of others will no longer mirror alternative spells as closely, as it causes more confusion than it resolves, and there is an opportunity to improve and streamline available.

HURRICANE SLASH

2nd-level evocation

Classes: Druid, Occultist, Ranger, Spellblade, Sorcerer, Wizard

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.

ICE ARROW

1st-level evocation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure a shard of ice before hurling it at a target you can see within range. Make a ranged spell attack. On hit, the target takes $2d8 + \text{your spellcasting ability modifier}$ cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

ICE SPIKE

4th-level evocation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a lance of ice that shoots up from the ground to impale a creature within range. The target must make a Dexterity saving throw. The target takes 4d8 piercing damage and 4d8 cold damage on a failed save. The target takes only the 4d8 cold damage on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you can create a second spike. When you cast this spell using a spell slot of 8th or 9th level, you can create a third spike. Additional spikes can target the same or different creatures.

ICE WEAPON

Transmutation cantrip

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a drop of water that was once snow)

Duration: 1 minute

You conjure a weapon formed from magical ice in your hand. You have proficiency with this weapon. When you form it and as a bonus action while wielding it, you can morph the weapon into different forms that take on the following properties. If you lose or discard the weapon, you can reform it in your hand as a bonus action.

Weapon	Damage	Properties
Ice Spear	1d6	Thrown (30/90)
Ice Sword	1d6	Versatile (1d8)
Ice Lance	1d8	Two-Handed, Reach
Ice Hammer	1d10	Two-Handed, Heavy
Ice Dagger	1d4	Finesse, Thrown (30/90)

Regardless of its form, the weapon deals cold damage. You can end the spell early, letting the weapon melt to a harmless splash of water (no action required). You can have up to three ice weapons formed from this spell at a time. After forming a fourth, the first created one melts away.

IMPACT

transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You impart great force into a target you touch. Make a melee spell attack against the target. On hit, the target takes 1d10 bludgeoning damage, and is knocked 5 feet directly away from you.

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

IMBUE LUCK

2nd-level abjuration

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a four leaf clover)

Duration: 1 hour

You touch a weapon or worn item and imbue luck into it. If imbued on a weapon, for the duration, on an attack roll, the wielder can roll an additional d20 (they can choose to do this after they roll, but before the outcome is determined). The creature can choose which of the d20s is used for the attack roll.

If imbued into a worn item, they can roll a d20 when attacked, then choose whether the attack uses the attacker's roll or theirs.

With either use, the spell immediately ends upon rolling the extra d20.

IMMUTABILITY

3rd-level transmutation

Classes: Cleric, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You assume an immutable form. You become immune to other transmutation spells or magical effects that would alter your form.

If you don't move during your turn, you gain advantage on Strength or Constitution saving throws made before the start of your next turn, and cannot be moved or knocked down against your will.

While the spell is active, as a reaction to taking bludgeoning, piercing, or slashing damage you can gain resistance to that damage type (Including the triggering damage) until the end of your next turn, but your movement speed becomes zero until the end of your next turn.

INDUCE HEADACHE

1st-level evocation

Classes: Bard, Occultist, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bad pun written on a scrap of parchment)

Duration: Concentration, up to 1 minute

Targeting a creature with 6 or more intelligence, you inflict an instantaneous headache on it. The target takes 1 psychic damage at the start of its turn, and has disadvantage on Constitution saving throws to maintain Concentration and Intelligence ability checks.

INFERNAL SHACKLES

2nd-level conjuration (arcane)

Classes: Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a link from a chain burned in a fire that killed at least one creature)

Duration: Concentration, up to 1 minute

Chains of burning black iron spring from the ground and attempt bind a creature you can see within range. The target creature must make a Strength saving throw. On failure, it takes 3d6 fire damage and its movement speed is reduced to zero for the duration of the spell. On success, they take half as much damage and are not bound.

At the end of each of their turns, the target repeats its saving throw. On a success, the chains broken and the spell ends for that target. On a failure, it remains bound and takes an additional 2d6 fire damage as it is seared by the chains.

At Higher Levels. When you cast this spell with a 3rd level spell slot or higher, you can target an additional creature for each spell slot level above 2nd.

VARIANT: SPELLS OF DAMNATION

At your GM's discretion, creatures reduced to zero hit points by Hellfire Pit or Infernal Shackles die and have their soul trapped in the planes of hell. Consult with your GM about the potential cosmological and moral side effects of using spells fueled by infernal energy of damnation.

INFINITE EDGE

1st-level transmutation (arcane)

Classes: Ranger, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, M (a weapon or unarmed strike that deals piercing or slashing damage)

Duration: 1 round

A weapon you are holding, or a natural weapon, that deals slashing or piercing damage gains magically sharpened edge or point. The next attack roll you make with it before the start of your next turn gains advantage, and if it hits it deals an additional 1d10 damage.

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 2nd.

INSTANT COUNTER

2nd-level conjuration (arcane)

Classes: Bard, Ranger, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 reaction, which you take in response to being damaged by a creature within 30 feet of you that you can see

Range: 30 feet

Components: V, S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You vanish, teleporting to an empty space within 5 feet of the creature that damaged you, and immediately make a weapon attack against them with the weapon used in the spell's casting.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you deal 1d8 bonus force damage on the hit for each slot level above 2nd.

DAMAGE ORDER

This does not prevent damage from the triggering attack, as the trigger is taking the damage and it does not change the outcome of the trigger.

INSTANT BULWARK

3rd-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 reaction, which you can take when a creature within range takes damage from a ranged attack or area of effect.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a 15-foot-long, 10-foot-tall, several inch thick wall of earth to erupt on the ground, granting total cover and blocking any damage that originates from the far side of the wall until the wall breaks. This blocks ranged attacks, and areas of effects that have a point of origin on the far side of the wall (for example, the center point of a radius spell or the source of a cone or line).

All damage the wall blocks is applied to the wall, even if that damage normally only affects creatures, but it takes the blocked damage only once, even if blocking the same damage against multiple creatures. The wall has $4d10 + \text{your spellcasting modifier}$ hit points, and crumbles to dust when it is reduced to 0 hit points. Any damage remaining after the wall is destroyed is dealt as normal. If the wall is not destroyed, it crumbles at the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the wall has 1d10 additional hit points and is 5 feet longer for each level above 3rd.

IRON GARDEN

4nd-level transmutation (arcane)

Classes: Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self (20-ft. radius)

Components: V, S

Duration: Instantaneous

Iron spikes lance upwards from the ground in all directions around you, impaling creatures within 20 feet of you. Creatures in the target area must succeed a Dexterity saving throw, or take $6d8$ piercing damage, and their movement speed drops to zero until the end of their next turn. On a success, they take half as much damage, and their movement speed is not reduced to zero.

Until the start of your next turn, when a creature moves into or within the area, it takes 1d8 piercing damage for every 5 feet it travels. At the start of your next turn, the spikes rust away to dust.

At Higher Levels. When cast with a 5th level or higher spell slot, the initial damage increases by 1d8 for each level spell slot level above 4th.

IRON WIND STRIKE

2nd-level conjuration

Classes: Ranger, Spellblade

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a 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 then vanish to strike like the wind. Choose up to three creatures you can see within range. Make a melee weapon attack against each target. On a hit, a target takes 3d8 damage of the weapon's damage type.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

At Higher Levels. When you cast this spell using a spell slot of 3rd Level or higher, it deals an additional 1d8 damage to each target on hit for each slot level above 2nd.

ILLUSORY DART

illusion cantrip

Classes: Bard, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create and throw an illusionary dart at a creature you can see within range. Make a ranged spell attack. On hit, they take 1d8 psychic damage. The number of darts you can throw with this spell increases when you reach 5th level (2 darts), 11th (3 darts), and 17th level (4 darts). You can direct the dart at the same target or at different ones. Make a separate attack roll for each dart.

ILLUSORY FIREBALL

3rd-level illusion

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (something that looks like bat guano)

Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an illusionary explosion of flame. Each creature of your choice within a 20-foot radius sphere centered on that point must make a Wisdom saving throw. A target takes 6d6 psychic damage on a failed save. A creature that passes their saves realizes the fire is illusionary and takes no damage.

You can make the illusory effect an explosion of ice, lightning, or pure force energy.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

TARGETS OF YOUR CHOICE

Unlike a fireball of actual fire, the illusionary version only hits targets of your choice, making it safe to use among allies, though it deals less damage and does no damage on a passed save (as the target realizes its illusory nature).

ILLUSORY PIT

1st-level illusion

Classes: Bard, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 5 foot radius illusory pit at a point you can see on the ground. Creatures within the radius when the spell is cast must make a Wisdom saving throw. A creature that fails their saving throw, believes they have fallen into the pit, and falls prone, cannot stand up, and is blinded beyond 5 feet of the illusory pit. A creature can spend its action to attempt to climb out of the pit, repeating its Wisdom saving throw. On success, it spends all of its movement to stand up, and realizes the pit is an illusion, ending the spell for them. On failure, it cannot get out of the pit and continues to believe it is stuck in a pit. A creature can move within the spaces covered by the pit while under the effect.

Creatures with a flying speed are unaffected. Each time a creature under the effect takes damage, the target can make another Wisdom saving throw. At Higher Levels. When you cast the spell using a spell slot of 2nd level or higher, the radius of the pit increases by 5 feet for each level above 1st, to a maximum of a 20 foot radius with a 4th level spell slot.

JUMPING JOLT

4th-level evocation

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You release an arc of lighting at a creature within range. Make a ranged spell attack roll against the target. On hit, the target takes 4d12 lightning damage, and you can cause the spell to jump to another target within 20 feet of the first target making a new attack roll for each target. The spell cannot hit the same target twice, or jump to a target out of the spell's range. The spell can jump a maximum of five times.

On a miss, the target takes half as much damage and the spell does not jump to a new target.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the starting damage increases by 1d12 for each slot level above 4th.

KARMIC REFLECTION

1st-level enchantment

Classes: Cleric, Occultist

Casting Time: 1 action

Range: 30 feet.

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

Duration: 1 round.

You place a binding on a creature you can see within range. Until the start of your next turn, any time that creature deals damage with its action, bonus action, or reaction, they take radiant damage equal to the damage dealt. The target is aware of the effect of this spell while affected. After reflecting 10 damage, spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum damage increases by 10 for each spell slot level above 2nd.

KILLING CURSE

5th-level necromancy

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You curse a target to die. The targets current and maximum hit points are reduced by $3d10 + 10$. If this causes a creatures to have zero hit points, the creature dies.

For the duration of the spell, the target cannot regain hit points unless from a spell cast using a spell slot of higher level than the spell slot this curse was cast with, and any death saving throw they roll is automatically considered a 1.

At the start of a creatures turn while they are under the effect of this spell, they make a Charisma saving throw. On failure, their current and maximum hit points is reduced by $1d10 + 10$. On a successful save, the spell ends. A creature's maximum hit points are restored when it takes a long rest.

LIGHTNING CHARGED

2nd-level evocation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of metal once used in a lightning rod)

Duration: 10 minutes

You channel lightning energy into a creature. The energy is harmless to the creature, but escapes in dangerous bursts to other nearby creatures.

Every time that creature strikes another creature with a melee attack, a spell with a range of touch, is struck by another creature with a melee attack, or ends their turn while grappling or being grappled by another creature, they deal 1d6 lightning damage to that creature.

Once this spell has discharged 6 times (dealing up to 6d6 damage), the spell ends.

At Higher Levels. The spell can discharge damage 2 additional times (dealing 2d6 more total damage) before the spell ends for each slot level above 2nd.

LIGHTNING SHOT

3rd-level transmutation

Classes: Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with crackling lightning energy for the duration.

The first time you attack with the empowered item, it transforms into a bolt of lightning, and when fired blasts out from you in a line 100 feet long and 5 feet wide. Make the weapon's attack roll against each creature in that line, (Using the same roll against each creature) dealing $4d8$ lightning damage on hit, and half as much on a miss. This damage roll does not add any modifiers or bonus associated to weapon attacks. The lightning ignites flammable objects in the area that aren't being worn or carried.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by $1d8$ for each level above 3rd, up to a maximum of $6d8$ at 5th level.

LIGHTNING TENDRIL

1st-level evocation

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self (20 feet)

Components: V, S, M (a twig from a tree that has been struck by lightning)

Duration: Concentration, up to 1 minute

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing $1d12$ lightning damage to that creature.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to $2d12$ and the range increases to 30 feet. When you cast it using a 5th- or 6th-level spell slot, the damage increases to $3d12$ and the range increases to 60 feet. When you cast it using a spell slot of 7th level or higher, the damage increases to $4d12$ and the range increases to 120 feet.

MANIPULATE FATE

9th-level divination

Classes: Occultist, Wizard

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.

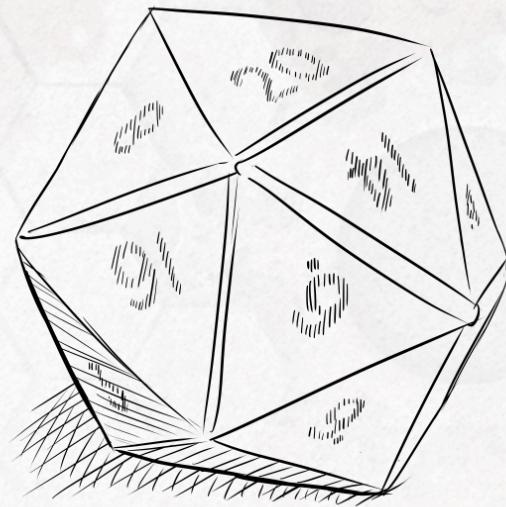
You can alter the roll of the die to an adjacent number to the number rolled (outcomes listed on the table below).

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

When you alter a roll, you can choose to cast aside subtly and yank the thread of fate, and select 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.

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.



MULTISHOT

1st-level evocation

Classes: Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, giving it a magical duplicate superimposed over it until the end of your next turn. The first time you attack with the empowered item before the end of your next turn, select a second target within range of the weapon for the attack, making a separate ranged weapon attack roll for the magically duplicated projectile. On hit, the target takes 2d8 force damage. This damage roll does not add any modifiers or bonus associated to weapon attacks.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd Level or higher, you can select one additional target for each slot level above 1st.

MARTIAL STEEL WIND STRIKE

5th-level conjuration

Classes: Ranger, Wizard

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a 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 then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a melee **weapon** attack against each target. On a hit, a target takes 6d10 damage of the weapon's damage type.

You can then teleport to an unoccupied space you can see within 5 feet of one of the targets you hit or missed.

CAIUS' NOTES: STEEL WIND STRIKE

I have long been confused by Steel Wind Strike - clearly a spell meant for Martials but one that they cannot seemingly use. As usual, the culprit was meddlesome Wizards, you have tweaked the spell to suit them, leaving it rather unsuitable for its intended audience. Fortunately, I have been able to reconstruct it's true form.

MARTIAL TRANSFORMATION

6th-level transmutation

Classes: Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (a few hairs from a bull)

Duration: 10 minutes

You endow yourself with endurance and martial prowess fueled by magic. Until the spell ends, you can't cast spells or concentrate them, and you gain the following benefits:

- You gain 50 temporary hit points. If any of these remain when the spell ends, they are lost.
- You have advantage on attack rolls that you make with simple and martial weapons.
- When you hit a target with a weapon attack, that target takes an extra 2d12 force damage.
- You have proficiency with all armor, shields, simple weapons, and martial weapons.
- You have proficiency in Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.
- You can conjure and equip (as part of the action used to cast the spell) and set of heavy or medium armor and any simple or martial weapon of your choice. These items have no strength requirements and are magical in nature though have the same properties as their nonmagical counterparts, vanishing when the spell ends.

Immediately after the spell ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.

CAIUS' NOTES: THE LOST TRUE VERSION

Another example of a great wizard's spell being tragically incompletely copied from the ancient sources that clearly forgot to include the lines the equip the Wizard with gear to fit their transformation.

METEOR JUMP [NEW]

3rd-level transmutation

Classes: Spellblade, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You drastically reduce your weight, tripling your jump distance and allowing you to immediately jump up to your maximum jumping distance without spending your movement. When you reach the height of your jump, your weight and density are rapidly increased, causing you to crash down with great force. You take no falling damage provided you fell less than 100 feet from where you started your movement, and all creatures within 10 feet of where you land must succeed a Strength saving throw, or take 2d10 bludgeoning damage and be knocked prone. On successful save, creatures take half as much damage and not knocked prone.

MIND RAY [NEW]

1st-level enchantment (arcane)

Classes: Bard, Warlock, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a ray of mental energy from your mind at the mind of another creature within range. This line passes through cover and barriers that do not block magical effects, and the target must make a Wisdom saving throw. On failure, it takes 2d8 psychic damage and has disadvantage on the next attack roll or ability check it makes before the start of your next turn. On success, it takes half as much damage and suffers no additional effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each level above 1st.

MUTATE

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (something from an extinct animal)

Duration: Concentration, up to 10 minutes

You manipulate the nature of your body with magic temporarily giving it new properties. You can select three of the following properties:

- Your body becomes malleable and amorphous. You have advantage on saves and checks against grapples and the restrained condition, you do not suffer disadvantage from squeezing into smaller spaces, and you can squeeze through openings two sizes smaller than you.
- You grow one additional appendage. This appendage serves as an arm and a hand, though it can take the shape of an arm, tentacle, or similar appendage.
- You extend the length of your limbs, increasing the reach on melee attacks, touch spells, and object interactions by 5 feet.
- Your flesh hardens, your base AC becomes $14 +$ your dexterity modifier if it is not already higher.
- You grow more resilient, adapting against one external threat. You gain advantage on one type of saving throw of your choice.
- You adapt your body to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.
- Your body grows ablative armor. You gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns.
- You can grow one size larger or smaller.
- You sprout wings. You gain a flying speed of 30 feet.
- You grow a natural weapon; this weapon can have the statistics of any martial melee weapon without the thrown property, and takes on a form vaguely reminiscent of it. You have proficiency with this weapon, and are considered to be holding it. You can use your spellcasting modifier in place of your Strength or Dexterity modifier for attack and damage rolls with this natural weapon. The natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

For the duration of the spell, you can use an action to change one or all of the properties, losing the benefits of your previously selected properties and gaining the benefits of the new selected properties.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher, you can select one additional property from the list of options, with one additional property per spell level above 3rd.

MELT

6th-level transmutation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You point at a creature or Large or smaller object that is not being worn or carried within range, and attempt to make it melt into a puddle of slag. If the target is a creature, it makes a Constitution saving throw. On a failure, it takes $10d10$ fire damage. On a success, it takes half as much damage.

If the target is an object, it takes $20d10$ fire damage. If this reduces it to 0 hit points, it is melted into a puddle of slag.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by $1d10$ for each slot level above 6th.

MELTING GLOB

1st-level conjuration (arcane)

Classes: Inventor, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

You hurl a glob of acid at a creature within range, making a ranged spell attack. On hit, the creature takes $4d4$ acid damage, and starts to be melted by acid. For 1 minute, at the end of each of its turns, it takes $1d4$ acid damage. A creature can end the effect early by using its action to clear off the acid.

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

MOUNTING PARANOIA

3rd-level illusion (arcane, shadow)

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You shroud the mind of a creature you can see within range in shadow, twisting their view of the world around them. Everything more than 15 feet from the target becomes wreathed in shadow and indistinct noises, distorting how they perceive it. If the target attempts to target a creature wreathed in shadow in this way with an attack or spell, it must pass a Wisdom saving throw, or it instead targets a random different target within range. When the target creature becomes able to see a creature that was previously wreathed in shadow, it must pass a Wisdom saving throw, or become frightened of that creature until the start of its next turn.

At the end of each of the creatures turns, it makes a Wisdom saving throw. On failure, the shadows draw 5 feet closer, closing off the distance the target can see clearly. If the target's entire vision becomes shrouded with shadows (after making 3 failures), they become paralyzed with fear until they pass the saving throw against the spell. If the target passes their saving throw, the spell ends.

NAUSEATING POISON

1st-level necromancy

Classes: Druid, Occultist, Warlock

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

You shroud your hand, a weapon you are holding, or a natural weapon in dark ichorous miasma. The next time you hit a creature with a melee attack (including a melee spell attack) before the start of your next turn, the attack deals an extra 1d12 poison damage and the target must succeed on a Constitution saving throw or be poisoned until the end of your next turn.

The spell ends after dealing damage, or at the start of your next turn, whichever occurs first.

ORBITAL STONES

4th-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You lift three inanimate Small or Medium sized rocks or similar objects from within 10 feet of you, causing them to defy gravity and slowly circle you. With all three stones orbiting, you have three quarters cover. With at least one stone remaining, you have half cover.

As a bonus action while at least one stone remains in orbit, you can magically fling a stone at target within 60 feet. Make a ranged spell attack roll. On hit, the target takes 3d10 bludgeoning damage and is knocked backward 5 feet.

PILLAR OF FIRE

4th-level evocation (arcane)

Classes: Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A pillar of fire in a 5-foot-radius, 30-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 10d6 fire damage on a failed save, or half as much on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

PLATINUM LANCES

6th-level evocation (divine)

Classes: Cleric

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You conjure four giant lances of radiant energy that plummet down at four different points you can see. Each creature in a 10-foot-radius, 100-foot-high cylinder centered on each point must make a Dexterity saving throw.

On a failed save, a creature takes 8d8 radiant damage and is knocked prone. On a successful save, they take half as much damage and are not knocked prone.

A creature in the area of more than one lance is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

POISON DART

2nd-level transmutation

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Instantaneous

You conjure a dart of pure poison and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 3d12 poison damage and must succeed a Constitution saving throw or become poisoned until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

POISON PUFF

4th-level transmutation

Classes: Druid, Occultist, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V, S

Duration: 1 round

You exhale a cloud of poison that magically expands to fill a 30 foot cone. Creatures in that area must make a Constitution saving throw. On a failure, they take 4d12 poison damage and become poisoned until the start of their next turn. On a success, the target takes half as much damage and is not poisoned.

The area is lightly obscured until the start of your turn, and any creature that ends their turn within the area takes 2d4 poison damage.

POWER TORRENT

6th-level evocation (arcane)

Classes: Sorcerer

Casting Time: 1 Action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You unleash a massive torrent of raw arcane energy, blasting a line 60 feet long and 15 feet wide with overwhelmingly raw power. This spell passes through all obstacles, walls, and all other non-magical barriers. All creatures in the area take 4d12 + 4 force damage.

All spells of 1st level or lower on creatures that take this damage are dispelled, and Constitution saving throws to maintain concentration on spells triggered by this damage are made with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d12 + 1 for each slot level above 6th.

PRESSURE CUTTER

5th-level conjuration

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (60 foot line)

Components: V, S

Duration: Instantaneous

You unleash a blast of highly pressurized water in a 60-foot-long 15-foot-wide line, slashing through everything in its path. Each creature in the line must make a Dexterity saving throw, taking 10d6 slashing damage on a failure. On a successful save, a creature takes half as much damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each level above 5th.

PRISMATIC FLASH

1st-level illusion (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a prism)

Duration: 1 round

A vivid rainbow of prismatic lights springs shoots from your hand. Each creature in a 15-foot cone must make a Constitution saving throw. On a failure, creatures are blinded and dazed until the end of your next turn. While they are dazed in this way they are unable to take reactions and their movement speed is halved. If a creature fails by 10 or more, it is additionally stunned for the duration. On a successful save, a creature is not blinded but is momentarily disoriented by the brilliant flash and has disadvantage on attack rolls until the end of your turn.

Creatures that are already blinded or cannot see are not effected as they do not see the burst.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the size of the cone expands by 5 additional feet.

PRESERVATION [NEW]

Transmutation cantrip (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 day

You touch a Small or smaller object or container that contains objects, slowing the passage of time for that object to half its usual pace. Food takes twice as long to spoil, a torch burns twice as long, a lamp consumes 1/2 as much oil, ice melts half as fast, etc. This effect lasts until you use the effect again, until the object changes state (such as food being eaten), or 1 day passes (at which time you can use the spell again to maintain it). This does not affect the items interactions with the world (such as a weapon being preserved in this way would not swing slower).

This spell's effect increases to slowing time to 1/3 its usual pace when you reach 5th level, 1/4 its usual pace when you reach 11th level, and 1/5 its usual pace when you reach 17th level.

PSEUDOPOD SLAM

2nd-level conjure

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock,
Wizard

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You conjure a pseudopod of acidic ooze that slams a creature or object within range. Make a melee spell attack. On hit, the target takes 8d4 acid damage and is moved 5 feet in a direction of your choice.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of damage blocked increases by 2d4 for each slot level above 2nd.

PYROCLASTIC LANCE

5th-level conjuration (arcane)

Classes: Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure a lance of blazing lava before hurling it at target within range. Make a ranged spell attack. On hit, the target takes 8d6 fire damage. Hit or miss, the lance then explodes in a 10 foot radius sphere of heavily obscuring pyroclastic ash around the target until the start of your next turn. Any creature that start their turn within the ash cloud must make a Constitution saving throw or take 4d6 fire damage and be blinded until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the initial damage increases by 1d6 for each slot level above 5th.

QUICK SAND

3rd-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of sand)

Duration: Concentration, up to 1 minute

You cause the ground in a 20-foot radius centered on a point you can see to turn to quicksand for the duration of the spell. A creature moving through or out of the area must spend 4 feet of movement for every 1 foot it moves. A creature that ends their turn must make a Strength saving throw. On failure, they fall prone.

QUICKSILVER STEPS

4th-level transmutation (arcane)

Classes: Bard, Ranger, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute.

For the duration of the spell your movement does not provoke attacks of opportunity, and you can move up to 10 feet each time another creature you can see or hear ends their turn (no action required), up to 4 times, regaining all uses at the start of your turn. The first attack against you after each time you move have disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the number of times you can move at the end of another creature's turn increases by 1, equaling the level of the spell slot used.

RAIN OF SPIDERS

3rd-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a spider leg)

Duration: Concentration, up to 1 minute

A vertical column of spiders begins to rain down in 20 foot radius, 40 foot high cylinder, centered on a location you specify. A Swarm of Spiders (Monster Manual, pg 334) descends onto each creature within the cylinder when the spell is cast.

This swarm is considered to be climbing on the target creature and moves with it, even if they leave the affected area, and takes its turn immediately after that creature's turn. A creature can make use of its action to attempt to remove the spiders, making a Strength (Athletics) or Dexterity (Acrobatics) check against the spell save DC of the caster.

The swarm uses the caster's spell attack modifier when attacking (if it is higher than their attack modifier). A swarm will attack the creature it fell on if it can, or move to chase the creature if it has been knocked off of them. Any spiders that remain when the spell ends disappear.

RAIN OF SWORDS [NEW]

7th-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A rain of swords begins to fall in a 20-foot-radius, 40-foot high cylinder centered on a point within range. Creatures that start their turn in the area or enter it for the first time on their turn, they must make a Dexterity saving throw. On failure, they take $6d10$ slashing damage. On a successful save, the creature takes half as much damage.

The swords remain plunged into the ground and can be removed and used by anyone within 5 feet of the radius, and are normal longswords. All swords are vanish when the spell ends.

REPAIR

4th-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a miniature sword)

Duration: Instantaneous

You touch a construct or inanimate object, causing it to regain 10d6 hit points. This causes any parts or material that has broken away from the construct or object to reattach, repairing it to the condition it was in before losing those hit points.

If the construct or object's damaged state is the result of age, you can instead repair to the condition it was in 10d6 years ago, if it was previously in a better condition during that time (the condition can only improve or not change).

At Higher Levels. The hit points restored increases by 2d6 (or the years restored) for each slot above 4th.

REVERBERATING DASH

2nd-level transmutation

Classes: Bard

Casting Time: 1 action

Range: Self (5 feet)

Components: V, S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You imbue a resonating note of magic into a melee weapon you are holding. When you do so, you can immediately make a weapon attack against a creature within 5 feet, the blow releases a loud resonant note and deals an additional 1d8 thunder damage, and you can immediately move up to 15 feet in a straight line in any direction without provoking attacks of opportunity.

If this movement leaves you within 5 feet of a creature you have not hit with the casting of this spell, you can make an attack roll against them with the imbued weapon as part of the same action, dealing the weapon damage plus the bonus thunder damage to the on hit. If you hit, you can dash again, repeating the process. Each time you dash this way, the volume and tempo of the note increases, increasing the thunder damage dealt by 1d8. You can dash and attack a maximum of 2 times after the first attack, after which, or if you dash to a place you cannot reach a target, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the initial thunder damage increases by 1d8 and you can dash and attack an additional time for each slot level above 2nd, up to a maximum of five dashes with a 5th level spell slot.

RIBCAGE

4th-level necromancy (arcane)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a rib bone)

Duration: Concentration, up to 1 minute

You cause a series of rib bones burst from the earth surrounding a 10-foot radius area within range, trapping all creatures in the area in a hemispheric cage of bone. Small or larger creatures and attacks that deal slashing or bludgeoning damage cannot pass through the cage, while it serves as half cover against all other attacks or spells passing through it.

The cage has an AC of 13, and 40 hit points, with a vulnerability to bludgeoning damage. If it is reduced to 0 hit points, the cage crumbles to dust and the spell ends.

At Higher Levels. When cast with a 5th level or higher spell slot, the cage has an additional 10 hit points for each level above 4th.

ROCK SLAM

transmutation cantrip (primal)

Classes Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You fling a rock a creature you can see within range. Make a ranged spell attack. On hit, the target takes 1d10 bludgeoning damage. On a critical hit, the target is knocked prone or 10 feet backwards (your choice).

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

ROTTING CURSE

1st-level necromancy

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the target creature (such as blood, hair, or scales) which the spell consumes)

Duration: Concentration, up to 1 minute

You inflict a rotting decay on a creature, causing it to begin to rot. For the duration of the spell, every time the creature takes damage, it takes an additional 1d4 necrotic damage, and the effect of all healing on the creature is reduced by half.

The target creature has disadvantage on any Charisma checks for social interaction during the effect of the spell.

SANCTIFIED CHARGE [NEW]

2nd-level transmutation (divine)

Classes: Cleric, Paladin

Casting Time: 1 bonus action

Range: Self (20 foot line)

Components: V, S

Duration: Instantaneous

Fueled by a burst of divine strength, you move up to 20 feet in a straight line in a swift burst of movement, ending your charge early if you collide with a creature. A creature you collide with must make a Strength saving throw. On failure, they take 2d6 radiant damage and are knocked prone, or half as much damage on a successful save.

SEEKING ORB

2nd-level evocation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a tiny orb of pure arcane energy that hovers within range, and designate a target creature within 120 feet. For the duration of the spell, at the end of each of your turns, the orb grows larger and moves 30 feet directly toward the creature. If the orb reaches the target, it detonates dealing 6d4 force damage and an additional 2d4 damage for each round since you cast the spell to the target up to a maximum of 10d4. The spell ends after it deals damage. If the orb does not reach the target before the spell ends, it fades away without dealing damage.

SEEKING PROJECTILE

1st-level transmutation

Classes: Inventor, Ranger

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: Concentration, up to 10 minutes

You touch a piece of ammunition or weapon with the thrown property imbuing it with the property of seeking its target. When a ranged attack roll is made with that weapon, the attack roll can add your spellcasting ability modifier to the value on the die. If that makes the value on the die a 20 or more, the attack is a critical hit as if a 20 was rolled. After making the attack roll, the spell ends.

SEISMIC WAVE

3rd-level transmutation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S

Duration: Instantaneous

You release a seismic wave, slamming the ground in front of you causing the earth to explode violently in a 30 foot cone in front of you. Creatures touching the ground in the area must make a Strength saving throw. On failure, they take 4d10 bludgeoning damage and fall prone. On success, they take half as much damage and do not fall prone. Large or larger objects and structures in the area of effect automatically fail the save and take double damage. The ground becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

SHADOW BIND

1st-level illusion (arcane, shadow)

Classes: Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause solidified tendrils of shadow to leap spring from a Medium or smaller creature's shadow and bind it. The target must make a Strength saving throw or become restrained for the duration of the spell. A restrained creature can repeat its saving throw at the end of each of its turns, ending the effect on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target either one additional creature or a creature of one size category larger than medium for each slot level above 1st.

SHADOW LASH

illusion cantrip (arcane, shadow)

Classes: Warlock, Wizard

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

You form a whip of shadows that lashes out toward a creature within range. Make a melee spell attack, on hit, the target takes 2d4 psychic damage. In addition, if the target is in dim light or darkness, you make the attack roll with advantage.

The spell's damage increases by 2d4 when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4).

SHATTERING SHIELD

2nd-level evocation

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock

Casting Time: 1 reaction, which you can take when a creature within range is hit by a melee attack.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a shield of ice to erupt blocking the attack. The damage of the attack is reduced by $1d8 +$ your spellcasting modifier. If the attack damage is not completely blocked, the shield shatters, dealing the amount of blocked damage as cold damage to the attacking creature. If the shield is not broken, it melts away after blocking the damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the amount of damage blocked increases by $1d8$ for each slot level above 2nd.

SKY BURST

5th-level evocation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Five bolts of lightning strike five points of your choice that you can see within range. Each creature within 5 feet of a chosen point must make a Dexterity saving throw. A creature takes $4d12 + 4$ lightning damage on a failed save, or half as much on a successful one. A creature in the area of more than one lightning burst is affected only once.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can call down an additional bolt of lightning targeting another point within range for each slot level above 5th.

SONIC SHRIEK

5th-level evocation

Classes: Bard, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (120-foot cone)

Components: V, S

Duration: Instantaneous

You emit a sonic blast covering a huge area. Each creature in a 120-foot cone must make a Constitution saving throw. On a failed save, a creature takes $6d8$ thunder damage. On a successful save, a creature takes half as much damage. A creature automatically succeeds on its saving throw if it is more than 60 feet from you.

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.

SPELLTRAP

2nd-level abjuration

Classes: Bard, Sorcerer, Warlock, Wizard

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 8 hours

You create a spelltrap, marking it on yourself, typically as a small glowing mark on your skin. The first time you have to make a saving throw against a spell of 1st level or lower, the spell is absorbed by the spell trap and none of the effects of the spell take place.

On your next turn, you can cast the spell absorbed by the spell trap without expending a spell slot. If you do not cast the spell during your next turn, the spell trap fades and trapped spell is lost.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of the spell it can absorb increases by 1 for each slot level above 2nd.

Note:

Spelltrap absorbs the first spell you have to save against that qualifies it for the criteria.

STAR DUST

2nd-level evocation

Classes: Sorcerer, Spellblade, Wizard

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-cone originating from you. Creatures in the radius take $3d4$ force damage and the next attack roll made against them before the start of your next turn has advantage.

STATIC FIELD

3rd-level evocation (arcane)

Classes: Inventor, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A visible field of static energy crackles to life in a 20 foot radius around a point you can see within range. If a creature takes an action, reaction, or moves 5 feet or more within the field, they take $1d12$ lightning damage. A creature can take damage from each trigger once per turn (taking an action, a reaction, or moving).

STINGING SWARM

4th-level conjuration

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a magical swarm of flying insects that fill a 5 foot cube within range. For the duration of the spell, the swarm is magically replenished and cannot be destroyed. As a bonus action, you can direct the swarm to move up to 30 feet. If the swarm enters another creature's space, it stops and swarms them, stinging repeatedly, and cannot be moved until the start of your next turn. The creature takes 2d4 piercing damage and must make a Constitution saving throw, taking 6d4 poison damage on failure.

STONE COFFIN

4th-level transmutation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You cause a surge of stone to attempt to engulf a Large or smaller creature in stone. The target must make a Dexterity saving throw. On a failure, they become restrained and blinded in the stone coffin. A creature can choose to fail their save. While trapped within the coffin, they have total cover against all sources. The coffin has an AC of 15 and 50 hit points, and resistance to all damage beside bludgeoning and thunder damage. When the spell ends or the coffin is reduced to 0 hit points, it crumbles to fragments and the creature within is no longer restrained and blinded.

For the duration of the spell you can use your bonus action to attempt to crush a creature encased in the coffin, dealing 1d10 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the stone coffin gains 10 additional hit points for each level above 5th.

STONE FIST

1st-level transmutation

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You turn your hand and forearm (or similar appendage) to stone until the start of your next turn. As part of casting the spell, you can make a melee spell attack against one creature you can reach. On a hit, the target takes 2d10 bludgeoning damage.

Until the start of your next turn, you can use your reaction when you take slashing or piercing damage from an attack to gain resistance to damage from that attack.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

STONE PILLAR

2nd-level transmutation

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You cause a pillar of stone to rise from the ground in a space you can see. The pillar of stone has a diameter of 5 feet and raises up to 30 feet into the air. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail their save. If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 3d8 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

The pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

STONE FORMING

transmutation cantrip

Classes: Druid, Occultist, Sorcerer, Warlock

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a stone surface or the ground, and call forth stone that shapes itself to your command. You can make any roughly shaped Small or Tiny item from the stone, including functional simple or martial melee weapons (for Medium or smaller creatures). Items made this way lose any magical durability after one hour, and become easily broken if they would not normally be functional in that shape.

SPIDER BITE

3rd-level transmutation

Classes: Druid, Occultist, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You prick a target with a tiny magical fang of venom. Make a melee spell attack against a creature within reach. On a hit, the target takes 4d12 poison damage and must succeed on a Constitution saving throw or becoming poisoned for 1 minute. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the target is no longer poisoned.

If you miss your melee attack roll, you can concentrate (as if concentrating on a spell) to maintain the attack for another attempt until the end of your next turn. (You may make subsequent attempts until you hit or lose concentration)

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

SPROUT TREE

2nd-level transmutation

Classes: Druid

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

Targeting a 5-foot square on the ground that you can see within range, you cause a tree to sprout from the ground, growing rapidly to 20 feet tall with a 2-foot-radius trunk. This spell can only target a surface through with a tree could grow (for example, you can't target solid rock). At the DM's discretion, it can burst through up to 6 inches of most material.

A Large or smaller creature in this space must make a Dexterity saving throw. On a failure, they are lifted 20 feet into the air in the branches of the tree. On a success, they move 5 feet to an occupied space of their choice (if there is no space they can move, they automatically fail). A Large or smaller creature can choose to fail their saving throw. A Huge or large creature automatically succeeds on their save. The tree stops growing if it would hit a ceiling or other object when growing.

The tree provides as half cover to any creature within its branches, and three-quarters cover from effects originating on the other side of its trunk. The tree has an AC 13 and 50 hit points.

The tree remains there, but may die rapidly if sprouted in an unsuitable location or environment. Its wood is flammable only when dried, and serves no useful purpose other than firewood.

SUFFOCATE

4th-level transmutation

Classes: Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a whirling sphere of air around a creature that causes them to struggle to breathe. The target must make a Constitution saving throw. On a failure, the target loses 5d8 hit points due to lack of air, has disadvantage on all ability checks, and cannot speak. On a success, the target takes half as much damage and suffers no other effects. For the duration, as an action, you can force the creature to make a saving throw against the ability again.

If a target fails their saving throw against this spell 3 times in a row, they become incapacitated until they succeed on a save or the spell ends. If you don't use your action to force the target to make a save, it counts as a success.

A creature that does not need to breathe is unaffected by this spell.

SPATIAL SWAP [NEW]

4th-level conjuration

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You switch positions with a creature you can see. If there is insufficient space for either creature at the location of the other, the spell fails. If the target is an unwilling creature, the target must make a Charisma saving throw. On success, the spell fails.

SPLIT TIMELINE [NEW]

4th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You split a willing creature's timeline in two. At the start of that creature's next turn, a temporal duplicate of them appears, lasting until the end of their turn or it drops to 0 hit points (whichever comes first). Their temporal duplicate is an exact duplicate, sharing all stats, abilities, and resources, and under the control of the character it is a duplicate of as when it splits from them. Any limited use abilities, items, or spells it uses are depleted from the character it is a duplicate of.

At the end of that character's turn, the temporal duplicate disappears.

At Higher Levels. When cast with a 5th level or higher spell slot, the temporal duplicate lasts for 1 additional turn for each level above 4th.

SPIRITUAL CONSULTATION

1st-level necromancy

Classes: Occultist

Casting Time: 1 minute

Range: Self

Components: V, S, M (1 gp worth of incense, which the spell consumes)

Duration: 10 minutes

You call forth a spirit that is proficient in one of the following skills: Animal Handling, Arcana, History, Investigation, Medicine, Nature, Perception, Religion, or Survival. The spirit is ethereal and ephemeral and cannot interact with physical objects, but can provide guidance on matters relating to the skill selected when you summon it.

You can treat any check you make in the skill as if you have proficiency with it so long as the spirit can communicate with you. Alternatively, if the ability check is an Intelligence or Wisdom check you can have the spirit make the check, and it has a +8 modifier for the skill was summoned for.

The spirit will follow you and cannot stray more than 5 feet from you. You can choose to release it early, dismissing it back from whence it came.

STARFALL [NEW]

4th-level evocation

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (60 foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

A false sky of a starry night swirls above you, which begins to rain down stars from above. When you cast the spell, 3 stars immediately fall, with 1 additional star falling at the start of your turn for the duration of the spell. For each star that falls, choose a creature within 60 feet of you. That creature must make a Dexterity saving throw, taking 4d8 radiant damage on failure, or half as much on a successful save. A creature cannot be targeted by more than one falling star per turn.

At Higher Levels. When cast with a 5th level or higher spell slot, the number of falling stars of the initial cast and subsequent turns increases by 1 for each level above 4th.

SPIRIT ECHO

2nd-level conjuration

Classes: Occultist, Ranger, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You summon a ghostly echo of yourself. It shares your space and acts automatically on your intents. For the duration of the spell, the first time on your turn you make an attack, it attacks the same target. It makes a separate attack roll, but otherwise uses your statistics for the weapon attack and damage roll, besides that on a hit the target takes force damage equal to half the damage that it would have taken from your attack.

STAR SCRY [NEW]

2nd-level divination

Classes: Druid, Occultist, Sorcerer, Wizard

Casting Time: 1 minute

Range: Self (60 foot radius)

Components: V, S

Duration: Instantaneous

You describe a location, person, or object during the casting of the spell. On completion of the spell, an illusion of a starry night sky forms above your head, showing the night sky at midnight above the target described. You can then make an Intelligence (Navigator's Tools) check to determine the general regionally location of the described target, with the DC being 10 if you've been in the location before, 15 if you've been within 100 miles of the location, and 20 if you've never seen within 100 miles of the location.

If you give an inaccurate description or false name of the target, the spell fails to manifest any night sky. Once cast on a target, casting it on the same target again within 24 hours fails to manifest any night sky.

SUPERNova [NEW]

9th-level evocation

Classes: Sorcerer, Wizard

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.

SUMMON ARCHON

2nd-level conjuration

Classes: Cleric, Paladin, Warlock

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (an ornate relic worth at least 200 gp)

Duration: Concentration, up to 1 hour

You call forth a minor celestial archon. It manifests in an unoccupied space that you can see within range. It takes the form of the archon spirit stat block. When you cast the spell, choose Hound, Lantern, or Trumpet. The creature resembles the Archon of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

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

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

ARCHON SPIRIT

Medium (*Small for Lantern*) celestial, unaligned

Armor Class: 11 + the level of the spell (natural armor)

Hit Points: 20 (Lantern or Trumpet only) or 30 (Hound Only) + 5 for each spell level above 2nd

Speed: 30 ft., fly 30 ft. (Trumpet and Lantern only)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

Damage Resistances: radiant

Senses: darkvision 60 ft., passive Perception 11

Languages: Celestial, understands the languages you speak

Challenge: —

Keen Hearing and Smell (Hound only). The archon has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lantern's Light (Lantern only). The archon sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Rallying Call (Trumpet only). Once per turn when the archon deals damage, it grants one creature of its choice within 60 feet temporary hit points equal to half the damage dealt.

Actions

Multiaction. The celestial makes a number of attacks (or Trumpet uses) equal to half this spell's level (rounded down).

Greatsword (Hound only). *Melee weapon attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + 2 + the spell's level slashing damage.

Radiant Bolt (Lantern only). *Ranged spell attack:* your spell attack modifier to hit, 60 ft., one target. *Hit:* 1d8 + 2 + the spell's level radiant damage.

Trumpet (Trumpet only). One creature of the archon's choice within 60 feet must succeed on a Constitution saving throw (DC equal to your spell save) or take 1d6 + 2 + the spell's level thunder damage.

SUMMON DRAGON

5th-level conjuration

Classes: Wizard, Sorcerer

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a dragon statuette worth at least 500 gp)

Duration: Concentration, up to 1 hour

You call forth a magical dragon spirit. It manifests in an unoccupied space that you can see within range. It takes the form of the dragon spirit stat block. When you cast the spell choose a color from the table below. The creature resembles a dragon of that color, which determines certain traits in its stat block based on its color as per the Dragon Table below where listed in traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

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

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

DRAGON TABLE

Dragon	Elemental Damage	Breath Weapon Area
Black	Acid	5 by 60 ft. line (Dex. save)
Blue	Lightning	5 by 60 ft. line (Dex. save)
Brass	Fire	5 by 60 ft. line (Dex. save)
Bronze	Lightning	5 by 60 ft. line (Dex. save)
Copper	Acid	5 by 60 ft. line (Dex. save)
Gold	Fire	30 ft. cone (Dex. save)
Green	Poison	30 ft. cone (Con. save)
Red	Fire	30 ft. cone (Dex. save)
Silver	Cold	30 ft. cone (Con. save)
White	Cold	30 ft. cone (Con. save)

DRAGON SPIRIT

Large dragon, unaligned

Armor Class 12 + the level of the spell (natural armor)

Hit Points 50 + 10 for each spell level above 5th

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	10 (+0)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

Damage Immunities The dragon's elemental type.

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Draconic, understands the languages you speak

Challenge —

Actions

Multiattack The dragon makes a number of attacks equal to half this spell's level (rounded down). It can only attack with its bite or tail once per turn.

Bite. Melee weapon attack: your spell attack modifier, reach 10 ft., one target. *Hit:* 1d6 + 3 + the spell's level piercing damage + 1d6 of the dragon's elemental damage.

Claw. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. *Hit:* 1d4 + 3 + the spell's level slashing damage.

Tail. Melee weapon attack: your spell attack modifier, reach 15 ft., one target. *Hit:* 1d8 + 3 + the spell's level bludgeoning damage.

Breath Weapon (1/Day). The dragon exhales elemental power in its breath weapon area from the dragon table. Each creature in that area must make a Dexterity saving throw with a DC equal to your spell save DC, taking 8d6 + the spell's level elemental damage on a failed save, or half as much damage on a successful one.

MONSTROSITY SPIRIT

Medium monstrosity, unaligned

Armor Class 11 + the level of the spell (natural armor)

Hit Points 35 + 15 for each spell level above 3rd
Speed 40 ft., burrow 40 ft. (burrower only).

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	16 (+3)	5 (-3)

Senses darkvision 60 ft., tremorsense 30 ft. (burrower only), passive Perception 13

Languages

Challenge —

Blink (Blinker only). As a bonus action, the monstrosity can magically teleport up to 30 feet to an unoccupied space it can see.

Displace (Displacer only). Attack rolls against the monstrosity have disadvantage. If the monster is hit by an attack this trait ceases to work until the start of the monster's next turn.

Evasion (Displacer and Blinker only). If the monstrosity is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The monstrosity makes a number of attacks equal to half this spell's level (rounded down).

Chomp. Melee weapon attack: your spell attack modifier, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level piercing damage.

Lash (Displacer only). Melee weapon attack: your spell attack modifier, reach 10 ft., one target. *Hit:* 1d4 + 3 + the spell's level slashing damage.

SUMMON MONSTROSITY

3rd-level conjuration

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a statuette carved from a monster bone or fang worth at least 300 gp)

Duration: Concentration, up to 1 hour

You call forth a magical monstrosity spirit. It manifests in an occupied space that you can see within range. The corporeal form uses the Monstrosity Spirit stat block. When you cast the spell, choose Blinker, Burrower, or Displacer. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

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

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level whenever the spell's level appears in the stat block.

SUMMON OOZE

1st-level conjuration

Classes: Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a gold vial worth at least 100 gp)

Duration: Concentration, up to 1 hour

You call forth a magical ooze. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Ooze Spirit stat block. When you cast the spell, choose from Green, Red, or Yellow. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

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

At Higher Levels. When you cast this spell using a spell of 2nd level or higher, use the higher level whenever the spell's level appears in the stat block.

Ooze Spirit

Small ooze, unaligned

Armor Class 6 + the level of the spell (natural armor)
Hit Points 5 + 10 for each spell level above 1st
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+3)	6 (-2)	12 (+1)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities acid, fire (Red only), lightning (Yellow only), Poison (Green only)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 5

Languages understands the languages you speak

Challenge —

Actions

Multiattack. The ooze makes a number of attacks equal to half this spell's level (rounded down).

Pseudopod. *Melee weapon attack:* your spell attack modifier, reach 5 ft., one target. *Hit:* 1d4 + 3 + the spell's level acid damage.

Summon Plant

3rd-level conjuration

Classes: Druid, Ranger

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a carved wooden figurine worth at least 300 gp)

Duration: Concentration, up to 1 hour

You call forth a magical plant. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Plant Spirit stat block. When you cast the spell, choose Dryad, Shambling Mound, or Treant. The creature resembles the creature of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

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

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block.

Plant Spirit

Large (Medium for Dryad) plant, unaligned

Armor Class 12 + the level of the spell (natural armor)

Hit Points 35 + 10 for each spell level above 3rd
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Senses darkvision 60 ft., blindsight 60 ft. (Shambling Mound only), passive Perception 10

Languages Sylvan, understand the languages you speak

Challenge —

Engulf (Shambling Mound Only). If the plant hits a target that is grappling, that target becomes restrained until the grapple ends.

Tree Stride (Dryad Only). Once on its turn, the plant can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or larger.

Actions

Multiattack. The plant makes a number of attacks equal to half this spell's level (rounded down).

Entangling Slam (Treant or Shambling Mound Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + the spell's level bludgeoning damage and the target is grappled (escape DC is your spell save DC). Until this grapple ends, plant can't use this attack on another target

Vine Lash (Treant or Dryad Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 15 ft., one target. *Hit:* 1d8 + 3 + the spell's level slashing damage and the target is grappled (escape DC is your spell save DC). Until this grapple ends, plant can't use this attack on another target

NOTE: VULNERABLE LIMBS!

As per Sage Jeremy, a creature you are grappling can attack you regardless if you are in its normal attack range by attacking the limb grappling you.

SUMMON SWARM

2nd-level conjuration

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a golden insect worth at least 200 gp)

Duration: Concentration, up to 1 hour

You call forth a magical swarm. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Swarm Spirit stat block. When you cast the spell, choose from Quippers, Spiders, or Wasps. The swarm resembles the creatures of your choice, which determines certain traits in its stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

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

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, use the higher level whenever the spell's level appears in the stat block.

SUPERNova [NEW]

9th-level evocation

Classes: Sorcerer, Wizard

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.

SWARM SPIRIT

Medium swarm of Tiny beasts, unaligned

Armor Class 10 + the level of the spell (natural armor)

Hit Points 10 + 5 for each spell level above 1st

Speed 30 ft. (Spiders only), 5 ft. (Quippers, or Wasps only) fly 30 ft (Wasps only), swim 30 ft. (Quippers only)

STR	DEX	CON	INT	WIS	CHA
3 (+4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Senses blindsight 10 ft., passive Perception 8

Languages understands the languages you speak

Challenge —

Spider Climb (Spider only). The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Web Walker (Spider only). The swarm ignores movement restrictions caused by webbing.

Actions

Multiaction. The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite (Spider and Wasp only). *Melee weapon attack:* your spell attack modifier, reach 0 ft., one target.
Hit: $2d4$ + the spell's level piercing damage + 1d4 poison damage.

Bite (Quipper only). *Melee weapon attack:* your spell attack modifier, reach 0 ft., one target. *Hit:* $3d4$ + the spell's level piercing damage.

SWAPPING CURSE

5th-level *enchantment*

Classes: N/A

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from each creature (such as blood, hair, or scales) the spell is targeting, which the spell consumes.)

Duration: Concentration, up to 1 minute

You cast a curse targeting two individuals. Both targets must make a Charisma saving throw (which they can choose to fail). If both targets fail their saving throws, for the duration of the spell their souls are swapped. A soul controls the body it inhabits. It gains all ability scores and actions the body had (besides legendary actions or legendary resistance), but retains its own spellcasting (if it has the spellcasting, innate or otherwise), and has disadvantage on all attack rolls and strength, dexterity, and constitution saving throws for 1d4 turns after swapping bodies.

At the end of a swapped creatures turn, it can choose to repeat the saving throw, ending the effect on a successful save. If its CR (or character level if it has no CR) is higher than the body of the creature it is in, it has advantage on the save.

If a creature dies while while its soul is swapped, the souls return to their original bodies. If a soul was in a dying creature that returns to a living body, that creature takes 5d10 necrotic damage.

THUNDERBURST MINE

2nd-level *abjuration*

Classes: Inventor

Casting Time: 1 minute

Range: Touch

Components: V, S, M (Any tiny nonmagical item, which is destroyed by the activation of the spell)

Duration: 8 hours

You can set a magical trap by infusing explosive magic into an item. You can set this item to detonate when someone comes within 5 feet of it, or by a verbal command using your reaction (one or more mines can be detonated).

When the magic trap detonates, each creature in a 10-foot-radius sphere centered on the item must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. If a creature is in the area of effect of more than one thunderburst mine during a turn, they take half damage from any mines beyond the first.

A magical mine must be set 5 feet or more from another mine, and cannot be moved once placed; any attempt to move it results in it detonating unless the casterer that set it disarms it with an action.

THUNDER PULSE

3rd-level *evocation*

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Concentration, up to 1 minute

You gather sonic energy and can expel as a shockwave in a 15 foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 thunder damage is knocked 10 feet away. On a successful save, the creature takes half as much damage and not being knocked away.

You can create a new shockwave as your action on subsequent turn until the spell ends.

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.

THUNDER PUNCH

1st-level *evocation*

Classes: Bard, Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You charge your hand (or similar appendage) with thunder power. Make a melee spell attack against a creature. On a hit, there is a thunderous crash audible from up to 300 feet of you and the target takes 3d8 thunder damage, and is knocked 10 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

THUNDER NOTE

Evocation cantrip

Classes: Bard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You emit a crashing bang with a localized point of intensity targeting a creature within range. The target must succeed on a Constitution saving throw or take 1d8 thunder damage and become deafened until the start of their next turn. Constitution saving throws to maintain concentration on spells triggered by this damage are made with disadvantage.

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

TIME ANCHOR [NEW]

8th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (something from the past or future)

Duration: 1 year

You place a temporal marker on an object. For the duration of the spell, you can activate that marker, bringing it forward in time to the hand of your presence self. When you do so, no events of the current time are changed, beyond that object disappears from where it previously was, and appears in your hand. The object appears even if it was consumed or destroyed in the intervening time.

The object appears in the condition it was in at the time the spell was cast, including its condition, charges, and status.

You can only have one object anchored to you at at a time. Once cast on an object, this spell can never be cast on the same object again.

TIME BUBBLE [NEW]

8th-level transmutation (arcane)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (something from the past or future)

Duration: Special

You create a 20-foot radius bubble of accelerated time around a point you can see within range. When you cast the spell initiative (including your current turn) is interrupted and all creatures within it can take an additional turn in their initiative order immediately, but nothing they do inside the bubble can reach beyond or affect creatures outside the bubble (all attacks that pass through it miss, all spells that pass through it fail), and if they move outside the bubble, their additional turn immediately ends.

If any creature is intersected by the edge of the bubble (meaning it is not entirely inside or outside the bubble), the spell fails.

After all creatures inside the bubble have acted, the spell ends and initiative continues as normal.

At Higher Levels. When you cast this spell with a spell slot of 9th level, all creatures inside the bubble complete a second round of turns before the spell ends.

TIME LOOP [NEW]

4th-level transmutation

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a detailed list of the actions and movement that the target creature took on its last turn, which the spell consumes)

Duration: 1 round

You force a creature within range to repeat its last turn. The target must make a Wisdom saving throw or have its personal timeline adjusted so that it repeats its last action in a preordained loop on its next turn. As the rest of the world may have changed, it attempts to repeat its last action to the best of its ability, including moving the same distance in the same direction, attacking the same target, or taking the same action it previously took.

Where these conflict, the caster decides which part of the action takes precedence. While a creature is compelled to take this action, it cannot be compelled to move into obvious danger (such as walk off a cliff).

NOTE TAKING

Unlike most material components, for convenience sake, this spell's material components is required by the player in addition to their character (whose detailed list does not need to be a physical object, simply the knowledge of their target's actions), and consequently requires some preparation and attention to detail on the player's part to avoid making the DM having to keep track of such details.

TIME SKIP [NEW]

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small symbol made up of two connected triangles)

Duration: 1 round

You touch a willing creature, sending them a step into the future. That creature vanishes, before reappearing at the same location (or the nearest unoccupied space) at the start of their next turn.

At Higher Levels. When you cast this spell with a 3rd level or higher spell slot, you can send them one additional round into the future for each spell slot level above 2nd. If you cast this spell with a 9th level spell slot, the target is sent 24 hours into the future instead.

TIME SLIP [NEW]

2nd-level transmutation (arcane)

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: Self

Components: V, S, M (an small ornate hourglass worth at least 25 gold pieces)

Duration: Concentration, up to 1 minute

You surround yourself with a film of distorted time, loosening its grip on you. While you are in this bubble of distorted time, you gain +2 AC. If you would take damage from an attack or fail a save against a spell of equal or lower level to than this spell, you can use your reaction end the spell to revert your personal timeline to before you hit by the attack or spell, negating it as if it had missed you or you had passed the save against the spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the level of the spell you can revert the failure of increases to the level o the spell slot used.

TIME TRAP [NEW]

2nd-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (handful of sand from an hourglass)

Duration: 1 hour

You place a snarl in time in an empty a 5-foot cube. The first time a creature enters the square, they must make a Wisdom saving throw. On a failure, a medium or smaller creature that is completely engulfed in the cube becomes stunned until the start of their next turn, while a Large or larger creature becomes restrained as part of their body becomes frozen in time for the same duration. On a success, the creature's speed is halved instead. Once activated, the trap does not activate again and the spell ends at the start of the trapped creature's next turn.

The trapped area is subtly distorted, and any creature that can't see the area at the time the spell is cast must make a Wisdom (Perception) check against your spell save DC to detect the trap.

TORNADO

5th-level transmutation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

A whirling tornado erupts, filling a 20-foot-radius, 40-foot-high cylinder centered on a point within range.

Any creature that starts its turn within the tornado must make a Strength saving throw. On a failed save, the creature takes 4d8 bludgeoning damage and is pushed 10 feet away and 40 feet up. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the tornado up to 30 feet in any direction. Any ranged weapon attack against a target within 20 feet of the tornado has disadvantage, and any ranged attack that passes through it automatically misses.

TRANQUIL MOMENT [NEW]

1st-level transmutation (arcane)

Classes: Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Instantaneous

You increase your mental perception of time, giving you time to think. You can make a Wisdom or Intelligence ability check that would normally require an action without requiring an action (such as the Search action), and if that action would have disadvantage imposed on it by circumstances of time or pressure, you would not have disadvantage on the check.

TWISTING ERUPTION

7th-level conjuration

Classes: Occultist

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a handful of dead plants)

Duration: Concentration, up to 1 minute

You target a point and call forth tendrils, twisted vines, and gnarled roots of dark energy that erupt from the ground in a 60 foot radius. All creatures of your choice in the area must make a Dexterity saving throw or be restrained as the shadowy plant tendrils grasp and drain the life from it.

At the start of a creature's turn, if it is restrained by the spell, it takes 2d10 bludgeoning damage, and 2d10 necrotic damage. Each time a creature takes necrotic damage from this spell, the caster regains 1d4 hit points.

A creature restrained by the tendrils can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself. A tendril can be destroyed, freeing a creature from its grasp. They have an AC of 10, 20 hit point, and are immune to all damage besides radiant and fire. Spells that deal radiant or fire damage to creatures in an area of effect also affect tendrils in that area.

Creatures that end their turn within the radius while not restrained must make a Dexterity saving throw or become restrained by the tendrils.

UNBURDEN

1st-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

A creature you touch no longer suffers the penalties to movement speed or to their Dexterity (Stealth) checks from wearing medium or heavy armor, and is no longer encumbered from carry weight unless they are carrying more than twice the weight that would encumber them.

UNHOLY WAVE

2nd-level necromancy (divine)

Classes: Cleric, Paladin

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S

Duration: Concentration, up to 1 minute.

A wave of necrotic energy crashes out from your outstretch hand in a 30-foot-cone. Creatures in the area must make a Constitution saving throw, or be burned by unholy fire. On a failed saving throw, they take 4d6 necrotic damage, and wreathed in consuming unholy fire for the duration of the spell. Once per turn, if they are hit by an attack while wreathed the unholy fire their wounds are consumed by the flames, and they take an additional 1d6 necrotic damage. On a successful save, they take half as much damage and are not wreathed in radiant fire.

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

VACUUM PULL

2nd-level evocation

Classes: Druid, Occultist, Ranger, Spellblade, Sorcerer, Wizard

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You cause a sudden savage burst of wind to howl toward you, attempting to pull a Huge or smaller creature within range that you can see toward you. The target must succeed a Strength saving throw or be yanked off their feet and flung toward you, landing within 5 feet of you and falling prone. Flying creatures make the Strength save with disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range of the spell increases by 10 feet.

VICIOUS VAPORS

2nd-level transmutation (arcane, primal)

Classes: Druid, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a swirling poisonous miasma around yourself. For the duration of the spell, you are lightly obscured. When you cast the spell, and as a bonus action on each subsequent turn, you can cause the vapors to surge out and swirl around up to three creatures of your choice within range. Each creature must make a Constitution saving throw. On a failed save, it takes 1d12 poison damage and becomes poisoned until the start of your next turn. On a successful save, it takes half as much poison damage and is not poisoned.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d12 for each slot level above 2nd.

VIOLENT CRUSH [NEW]

4th-level transmutation

Classes: Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You place massive omnidirectional force on a Large or smaller creature or object within range, attempting to crush it in all directions inward. The target must make a Strength saving throw. On failure, the target takes 6d12 bludgeoning damage and falls prone. On success, it takes half as much damage and does not fall prone.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d12 for each slot level above 4th.

VIOLENT UPDRAFT

1st-level transmutation (primal)

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You create a violent upburst of wind attempting to toss a Large or smaller creature into the air. The target must make a Strength saving throw, which it can choose to fail. On failure they are knocked 20 feet straight up into the air. If the target cannot hold onto anything or fly, they immediately fall taking 2d6 bludgeoning damage and falling prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the target is knocked feet additional foot higher second slot level above 1st.

VITAL SURGE

4th-level transmutation

Classes: Cleric, Druid, Occultist

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 8 hours

You infuse a vital surge of life into up to 4 creatures of your choice within range. Once during the duration of the spell, they can trigger this vital surge as a bonus action, regaining 4d8 hit points. When they trigger this surge, they can expend up to a number of hit dice equal to half the level of the spell slot used to cast this spell, rolling them as they normally would and adding the amount of hit points restored to the effect of this surge.

Once a creature triggers this healing surge, the spell ends for that creature.

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.

VOLCANIC BURST

6th-level transmutation (primal)

Classes: Druid, Warlock, Sorcerer, Wizard

Casting Time: 1 action

Range: 120 feet

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

Duration: Instantaneous

You call fiery forces from below the earth to erupt upwards violently, causing the rocks beneath a point to melt and erupt into magma. The ground in a 10 foot radius explodes in a shower of fire and magma, raining down in a 20 foot radius. Creatures within the area must make a Dexterity saving throw. On failure, they take 4d10 bludgeoning damage and 4d6 fire damage. If a creature is within the 10-foot inner radius, then they are additionally flung 10 feet into the air, taking 1d6 bludgeoning damage and falling prone when they land. On a successful save, a creature takes half damage, and suffers no additional effects.

The center 10 foot radius becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

VORPAL SHOT

5th-level transmutation

Classes: Inventor, Ranger

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: 1 round

You touch a piece of ammunition or weapon with the thrown property, imbuing it with the ultimate edge. The first time a creature attacks with the empowered item, it adds +3 to attack and damage rolls, and ignores all resistances and immunities to the weapons damage type. On a hit, the creature takes 6d8 additional damage. If this damage reduces the target to zero hit points, it is killed by a mortal wound.

Once an attack has been made with the piece of ammunition or weapon, the spell ends.

VORPAL WEAPON

5th-level transmutation

Classes: Inventor

Casting Time: 1 action

Range: Touch

Components: V, S, M (a weapon worth at least 1 cp)

Duration: Concentration, up to 1 hour

You touch a weapon and imbue it with power. Until the spell ends, the weapon becomes indescribably sharp, ignoring resistance to slashing damage, and gains the Siege property, dealing double damage to inanimate objects such as structures. If a weapon has a modifier of less than +3 to attack and damage rolls, its modifier becomes +3 to attack and damage rolls for the duration of the spell.

Additionally, if a critical strike of this weapon would leave a creature with less than 50 hit points, the target creature is decapitated, killing it.

VORTEX BLAST

3rd-level evocation

Classes: Druid, Occultist, Sorcerer, Spellblade, Wizard

Casting Time: 1 Action

Range: Self (30-foot cone)

Components: V, S

Duration: Instantaneous

You create a sudden violent vortex that blasts outwards in a 30-foot cone, tossing characters and objects within the area. Creatures in the area take 3d6 bludgeoning damage and must succeed a Strength saving throw or be knocked 20 feet backward and 30 feet upward.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

WATER BLAST

1st-level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure a ball of water before hurling it at a target. Make a ranged spell attack against the target. On a hit, the target takes 3d6 bludgeoning damage and if it is Large or smaller must make a Strength saving throw or be knocked prone.

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

WASP BARRAGE

3rd-level conjuration (primal)

Classes: Druid, Occultist, Ranger, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self (40 foot cone)

Components: V, S

Duration: Instantaneous

You conjure a swarm of magical wasps zip out to sting creatures of your choice within a 40 foot cone. Make a ranged spell attack against each chosen target. On a hit, a target takes 1 piercing damage + 4d12 poison damage. After they attack, the magic wasps fade away.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the poison damage increases by 1d12 for each second slot level above 3rd.

WATER BULLET

conjuration cantrip

Classes: Druid, Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You create a compressed bead of water and fire it at a creature you can see within range. Make a ranged spell attack. On hit, the target takes 1d6 + your spellcasting ability modifier piercing damage.

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

WATER CANNON

3rd-level evocation

Classes: Druid, Sorcerer, Spellblade, Wizard

Casting Time: 1 action

Range: Self (40-foot line)

Components: V, S

Duration: Instantaneous

You unleash a spout of water that blasts out in a line 40-foot-long and 5 foot-wide-line. Creatures in the area must make a Strength saving throw, or take 6d6 bludgeoning damage and be pushed to an open space at the end of the line away from you. If there is no open space to move to (for example they would move into a wall or another creature), they are pushed to the closest space and take an additional 2d6 bludgeoning damage and are knocked prone. On a successful save, they take half as much damage and are not pushed.

WATERSPOUT

3rd level conjuration

Classes: Druid, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a large mass of water and form it into a whirling funnel around a point on the ground you can see. The whirling funnel fills a 10-foot-radius, 30-foot-high cylinder. Once per turn, when a creature's space becomes fully engulfed by the waterspout it must make a Strength saving throw. On a failure, it takes 2d8 bludgeoning damage, and becomes blinded, deafened, and cannot speak. At the start of its next turn, it is expelled from the water to the nearest empty space. On success, it takes half as much damage and suffers none of the spell's other effects.

On your turn, you can move the waterspout up to 20 feet in any direction along the ground as a bonus action, engulfing any creatures in its path. Creatures who fail their save after being engulfed by the waterspout in this way are carried along with its movement until they are ejected at the start of their turn as normal.

If the center point of this spell is over a Huge or larger body of water, the size of the waterspout is doubled.

WIND CUTTER

2nd-level transmutation

Classes: Druid, Inventor Occultist, Ranger, Spellblade, Wizard

Casting Time: 1 Bonus Action

Range: Self (30-feet)

Components: V, S, M (a melee weapon that deals damage worth at least 1 cp)

Duration: Concentration, up to 1 minute

You infuse the weapon used in the spell's casting with tempestuous power. For the duration, when you make an attack during your turn with the weapon, the weapon used in the spell's casting gains a reach of 30 feet, releasing slashes of razor sharp wind against foes beyond your normal reach; the weapon deals slashing damage when damaging targets beyond your normal reach.

For the duration, when you deal damage to a creature with the weapon used in the spell's casting, you can deal 1d4 slashing damage to up to two other creatures within 5 feet of the target as they are cut by the razor winds released by your attack.

WINDBORNE WEAPON

transmutation cantrip

Classes: Druid, Sorcerer, Wizard

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a piece of ammunition or weapon with the thrown property worth at least 1 cp)

Duration: Instantaneous

Make an attack using this spell's material component as part of the action used to cast this spell, turning it into a ranged spell attack. This attack ignores cover. On hit, it deals 1d8 damage of the weapon's damage type.

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

WINDSENSE

2nd-level transmutation

Classes: Druid, Ranger

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 round

You cast your sense into the wind. Until the start of your next turn, you gain blindsight of 60 feet, and you gain advantage on Wisdom (Perception) checks.

For the duration, when you make a ranged weapon attack, you do not require line of sight as long as it is in the range of your blindsight, and the target creature does not benefit from cover, as you can send your shots in twisting impossible lines riding the flow of the winds that only you can sense.

WHIRLING CONFLAGRATION

3rd-level transmutation

Classes: Ranger

Casting Time: 1 action

Range: Self (15-foot radius)

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

Duration: Instantaneous

You flourish the weapon used in the casting and then whirl it around, igniting it in whirling conflagration. Make a melee weapon attack against each creature within 15 feet. (Using the same roll against each creature) Each target takes 6d6 fire damage on hit, or half as much on a miss.

At Higher Levels. When you cast this spell using a spell slot of 4th Level or higher, it deals an additional 1d6 damage to each target on hit for each slot level above 3rd.

WITHER

3rd-level necromancy

Classes: Occultist, Spellblade, Warlock

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a pinch of powdered bone and sand)

Duration: 1 round

Dark energy tears the moisture from a body, sapping it of life and vitality. The target must make a Constitution saving throw. The target takes $4d10 + 4$ necrotic damage on a failed save and becomes withered until the start of your next turn, or half as much on a successful one and does not become withered. A withered creature gains vulnerability to fire damage if they are not resistant to fire damage, or loses their resistance to fire if they are resistant to fire.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 5th.

BLOOD MAGIC SPELLS

LIMITED AVAILABILITY

Blood magic is not restricted by an special feat or requirement, but your DM may rule that there are special requirements to learn blood magic. The only inherent restriction is that to use *only* hit points to cast blood magic is restricted to the Hemomancer feat or the Occultist's Blood Magic rite.

BLOOD COMPONENTS

Blood magic spells all have a material component that reads "**a drop [or splash] of blood worth [X] hit points**". If a material component is "up to X" number of hit points, it can be as little as 1 hit point up to the amount listed.

When you cast a blood magic spell, you take damage equal to the blood required for the spell, which you can draw as part of casting the spell (no additional action required). This blood must come from you, unless you have features or feats that allow you to use other sources of blood to power your magic.

If you cast a Blood Magic spell at a higher level, the minimum hit points increases to the level the spell is cast at.

You cannot spend more hit points than you have this way.

BLOOD DAMAGE

Damage taken from casting blood magics reduces your current hit points and bypasses any temporary hit points or damage reduction you have (as you need blood to power the spell).

CONCENTRATION

While not universally true, many blood magic spells lack the Concentration requirements of normal spells. This is intentional, and part of what makes them appealing options to mages, but is also somewhat necessary as blood mages often take small amounts of damage from casting their spells, making it easy for them to lose concentration to their own spell casting otherwise.

BLOOD BOLT [NEW]

Tramutatio cantrip

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)

Duration: Instantaneous

You transmute a drop of blood into a crimson dart and launch it at creatures within range, making a ranged spell attack. On hit, the target takes 1d6 piercing damage and 1d6 necrotic damage.

The piercing and necrotic damage increase by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6). The blood consumed also increases when the damage increases at 5th (2), 11th (3), and 17th (4).

BLOODY BURST [NEW]

2nd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)

Duration: Instantaneous

You cause a creature's blood to erupt outward in a violent burst. The target must make a Constitution saving throw. On a failed save, it takes 4d6 necrotic damage, and any creature within 10 feet of the target must succeed on a Dexterity saving throw or take 2d6 necrotic damage from the blood spray. On a successful save, the target takes half as much damage and the blood spray does not occur. A creature without blood is immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage to the target increases by 2d6, and creatures within 10 feet take an additional 1d6 damage for each level over 2nd.

BLOOD DIVINATION [NEW]

2nd-level divination (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: S, M (a drop of your blood worth at least 2 hit points which the spell consumes, and another creature's blood)

Duration: Instantaneous

You can drop a single drop of your blood into a bloodstain or sample of another creature's blood while casting this spell to created a magical resonance. This tells you the creature's current condition (if it is alive, wounded, or dead), its creature type, its general distance from you (nearby, distant, or far away), and its general direction.

If the blood is more than 24 hours old, the spell becomes more difficult, and you must pass DC 10 spellcasting check to gain any information, with the DC increasing to 15 if the blood is more than a week old, and 20 if the DC is more than a month old.

BLOOD EXPLOSION [NEW]

3rd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a splash of your blood worth at least 3 hit points, which the spell consumes)

Duration: Instantaneous

Targeting a Medium or larger corpse of a creature that had blood that has been slain within the last minute, you seize control of the blood within it causing it to explode into piercing crimson lances. Make a ranged spell attack against up to 4 creatures of your choice within 30 feet of the corpse. On hit, creatures take 3d8 piercing damage and 3d8 necrotic damage. A corpse cannot be targeted with this spell again.

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

BLOOD FRENZY [NEW]

4th-level enchantment (*blood magic*)

Classes: Druid, Occultist, Wizard

Casting Time: 1 action

Range: Touch

Components: S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)

Duration: Concentration, up to 1 minute.

You touch a willing creature, launching them into an empowered frenzy. For the duration, all attacks against the target creature have advantage, but the target gains the following benefits:

- The target is immune to the charmed and frightened conditions.
- The target has advantage on melee weapon attack rolls.
- When taking damage would reduce the creature to 0 hit points, they must make a Constitution saving throw with the DC equal to half of the damage taken. On success, they are reduced to 1 hit point instead. If you are the target of this spell, you automatically pass saving throws to maintain concentration on it as a result of taking damage.

BLOOD WAVE [NEW]

2nd-level transmutation (*blood magic*)

Classes: Occultist, Sorcerer, Spellblade, Warlock, Wizard

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)

Duration: Instantaneous

You release a wave of magical blood that spreads out in a 15-foot cone. Creatures in the path of the wave must make a Strength saving throw. On failure, a creature takes 2d6 bludgeoning damage and 2d6 necrotic damage and is knocked prone. On a success, it takes half as much damage and is not knocked prone.

When the wave passes over a creature that has died within the last minute or kills a creature, if that creature had blood, it strengthens the wave and causes it to travel and additional 5 feet (turning it into a 20-foot cone or more), up to a maximum of twice its original length.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell's range increases by 5 feet and the necrotic damage increases by 1d6 damage for each slot level above 2nd.

COMPELLED CONVULSION [NEW]

2nd-level necromancy (*blood magic*)

Classes: Occultist, Sorcerer, Wizard

Casting Time: 1 action

Range: 30 feet

Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)

Duration: Instantaneous

You attempt to briefly take control of the blood of a creature within range you can see. The target must make a Constitution saving throw. On failure, you can force the creature to use its reaction to move up to 10 feet (or its movement speed, whichever is less) and make a single weapon attack against a target of your choice within reach. Creatures without blood are immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target an additional creature for each level above 2nd level.

CRIMSON POISON [NEW]

1st-level transmutation (*blood magic*)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: S, M (a melee weapon worth at least 1 sp and a splash of your blood worth up to 5 hit points)

Duration: 1 minute

You sacrifice up to 5 hit points (included in the material components) and invest them into an ichorous crimson poison coating that coats a weapon you are holding. The next three times you deal damage with that weapon, it deals acid damage equal to the hit points invested. After dealing damage with the weapon three times, the spell ends. If the spell ends before dealing damage for a 3rd time, the blood dries, becoming non magical and harmless.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can invest up to 1 additional hit point in the casting for each slot level above 1st, up to a maximum of 10 hit points at 6th level.

CRIMSON TIDE [NEW]

3rd-level conjuration (*blood magic*)

Classes: Occultist, Wizard

Casting Time: 1 action

Range: Self (15-foot radius)

Components: S, M (a splash of your blood worth at least 10 hit points, which the spell consumes)

Duration: 1 round

You unleash a sweeping tide of blood along the ground, transforming the terrain into difficult terrain for all creatures but yourself until the start of your next turn. Creatures in the area when you cast the spell must make a Dexterity saving throw. On failure, they take 6d6 necrotic damage, or half as much on a success.

At the start of your next turn, the tide recedes as the spell ends, collecting the blood and returning it to you, restoring the 10 hit points used to cast the spell.

DEVOURING MIST [NEW]

7th-level necromancy (blood magic)

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a splash of your blood worth at least 15 hit points, which the spell consumes)

Duration: 1 round

You transform into a 15-foot radius swirling cloud of blood mist. While in this form, you have a 60-foot flying speed and you have resistance to all damage besides radiant, force, and psychic damage, but cannot take any actions.

The first time a creature is engulfed within the blood mist (including from your movement while transformed), it must make a Constitution saving throw. On failure, they take $6d8$ necrotic damage, and you regain 10 hit points. On a success, they take half as much damage, and you regain only 5 hit points. You can regain a total of 50 hit points, after which you do not regain additional hit points from this effect.

At the start of your next turn, you reform into your previous form.

EXPLODE HEART [NEW]

5th-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)

Duration: Instantaneous

You point at a creature and attempt to make their heart explode in a violent spasm. If the target creature has fewer than 20 hit points, their heart explodes and they die. If they have more than 20 hit points, the target must make a Constitution saving throw. On a failed saving throw it takes $10d6$ necrotic damage and are stunned until the start of your next turn. On a successful save, they take half as much damage and are not stunned. If this damage reduces them to 0 hit points, they die.

Creatures without a heart are immune to effect, though at your GM's discretion similar organs or functions (such as a golem's magic core) may qualify as a heart.

EXSANGUINATE [NEW]

4th-level necromancy (*blood magic*)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)

Duration: Instantaneous

You drain a creature of blood, causing it to burst forth from it. The target must make a Constitution saving throw. On failure, its current and maximum hit points are reduced by 6d6. On success, their current hit points are reduced by half as much, and their maximum hit points are not reduced. If the target is bloodied, their current hit points are reduced by an additional 6d6 hit points (pass or fail).

Any reduction to maximum hit points is removed when they complete a long rest, or by the effects of the *greater restoration* spell. A creature without blood is immune to this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit point reduction is increased by 1d6 for each level over 4th.

ICHOROUS BLOOD [NEW]

4th-level necromancy (*blood magic*)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)

Duration: 10 minutes

You transmute your blood into sluggish black ichor, which forms a layer of armor as you bleed. You gain 8 temporary hit points, and for the duration of the spell, you reduce any bludgeoning, piercing, or slashing damage you take by 4 (to a minimum of 1 damage), and any time you are hit with a melee attack, the attacker takes 4 acid damage.

At Higher Levels. When you cast this spell with a 5th level or higher spell slot, the damage reduction and acid damage dealt to attackers increases by 1 for each level over 4th.

LIFE LINK

5th-level abjuration (*blood magic*)

Classes: Cleric, Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 30 feet

Components: S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)

Duration: Concentration, up to 1 minute

You link the life of two creatures you can see within range for the duration of the spell, selecting either an life link or inverse life link, with the following effects based on which option you select:

- **Life Link:** When one target regains hit points so does the other target, and one target takes damage, the other target takes an equal amount of damage as necrotic damage.
- **Inverse Life Link:** When one target loses hit points the other gains an equal number of hit points, when one target regains hit points (other than from this effect), the other takes an equal amount of necrotic damage.

Regardless of the option, the link lasts until the spell ends, or the link has transferred 40 hit points of healing or damage to the other target.

At Higher Levels. When you cast this spell with a 6th level spell slot or higher, the number of hit points the link can transfer increases by 10 for each level above 5th.

LIFE SUPPORT

5th-level necromancy (*blood magic*)

Classes: Cleric, Occultist, Wizard

Casting Time: 1 reaction, which you can take when a creature is reduced to 0 hit points within range.

Range: 60 feet

Components: S, M (a splash of your blood worth at least 5 hit points, which the spell consumes)

Duration: Concentration, up to 1 minute

When a creature is reduced to 0 hit points, you can forge a link to them, bolstering their life force with your own. For the duration of the spell, they do not fall unconscious from being at 0 hit points and can act normally, and any damage they take is instead transferred to you.

If a creature regains hit points and is no longer at 0 hit points, the spell ends.

MACABRE MARIONETTE [NEW]

4th-level necromancy (*blood magic*)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a splash of your blood worth at least 4 hit points, which the spell consumes)

Duration: Concentration, up to 1 minute

You attempt to control a creature's movements by using the blood to marionette them to your commands. The target must make a Wisdom saving throw. If the target fails their saving throw, for the duration of the spell you can use your bonus action force them to spend their reaction to move up to 20 feet (or their movement speed, whichever is less) and make a single weapon attack.

Until the target breaks free of the spell, they cannot use their own reaction. At the end of each of the target's turns, they can repeat the saving throw against the spell, ending it on success.

MORBID PUPPET [NEW]

2nd-level transmutation (*blood magic*)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of your blood worth at least 2 hit points, which the spell consumes)

Duration: 1 minute

You can seize control of the blood within a freshly (within the last minute) deceased Medium or smaller sized corpse or unconscious creature. For the duration, as a bonus action you can make the corpse or creature move up to 20 feet, and make a single melee attack, using your spell casting modifier for the attack roll. If the corpse is carrying a weapon or has a natural weapon, it deals the weapon's damage (not gaining any special modifiers to that damage the living creature may have had with that weapon). Otherwise it makes a slam attack dealing 1d6 (or 1 for a Tiny sized creature) + your spellcasting modifier damage.

If a creature that was unconscious regains consciousness during the duration of the spell, they can make a Charisma saving throw at the end of each of their turns to regain control of their body. You can end this spell at any time (no action required).

At Higher Levels. When you cast this spell with a 4th or higher level spell slot, you can target a Large sized corpse.

SANGUINE DOOM

6th-level necromancy (*blood magic*)

Classes: Cleric, Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 120 feet

Components: S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)

Duration: Instantaneous

You target a point within range. Darkness washes over an a 30 foot radius area extinguishing all lights (including lights caused by magical effects of a lower level spell) as blood rains down from above over the area. Creatures and objects that are not being worn or carried within the area take 4d6 acid damage, and creatures must make a Wisdom saving throw against being cursed with doom.

On failure, the creature gains the doomed curse, and the next time they are hit with an attack roll, that attack becomes a critical hit. On success, they suffer no further effect.

SANGUINE SPEARS [NEW]

3rd-level transmutation (*blood magic*)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a splash of your blood worth at least 6 hit points, which the spell consumes)

Duration: 10 minutes

You transform some of your blood into three floating spears of crimson power. While you have one or more spear remaining, you can use an action or bonus action to launch one of the spears at a creature within range making a range spell attack. On hit, the target takes 2d6 piercing damage and 2d6 necrotic damage, and you regain 5 hit points.

At High Levels. When you cast this spell using a spell slot of 4th level or higher, for each spell slot level above 3rd, you can sacrifice 2 additional hit points to create an additional spear.

SENSE BLOOD [NEW]

1st-level divination (*blood magic*)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Self

Components: S, M (a drop of your blood worth at least 1 hit point, which the spell consumes)

Duration: Concentration, up to 1 hour

You gain the ability to sense the blood of other creatures. For the duration, you gain advantage on your Wisdom (Perception) and Wisdom (Insight) ability checks against living creatures with blood.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, the duration becomes 8 hours. When you use a spell slot of 5th level or higher, the duration becomes 24 hours.

STIRGE SWARM

6th-level conjuration (*blood magic*)

Classes: Occultist, Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: S, M (a splash of your blood worth at least 10 hit points, which the spell consumes)

Duration: Concentration, up to 1 minute

You conjure a swirling swarm of magical Striges that swirl around within 20 foot radius of the target point. Creatures with blood other than the caster that start their turn within the area or enter it for the first time during a turn must make a Dexterity saving throw. On failure, they are drained of their blood by the swirling storm of Striges, reducing their hit points by $4d4 + 12$ damage and restoring 4 hit points to the caster. On a successful save, they half as much damage and restore 2 hit points to caster.

As a bonus action on each of their turns for the duration of the spell, the caster can move the swirling swarm of Striges up to 30 feet in any direction.

TRANSFUSE LIFE [NEW]

1st-level necromancy (*blood magic*)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 action

Range: Touch

Components: S, M (a splash of your blood worth 5 hit points, which the spell consumes)

Duration: Instantaneous

You infuse a creature you touch with life divested from the blood used in the material component of the spell, causing the target to regain twice the hit points expended.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the amount of hit points consumed by the spell increases by 5 (and the amount of hit points restored increases by a corresponding amount).

VAMPIRIC BLADE [NEW]

3rd-level necromancy (blood magic)

Classes: Occultist, Sorcerer, Warlock, Wizard

Casting Time: 1 bonus action

Range: Self

Components: S, M (a melee weapon worth at least 1 sp and a splash of your blood worth up to 10 hit points, which the spell consumes)

Duration: 10 minutes

You drain your own life essence to empower the weapon used in the casing of the spell with life drinking power. You sacrifice up to 10 hit points (included in the material components). When you do so, your weapon attacks deal an additional 1d8 necrotic damage, and you regain hit points equal to the necrotic damage dealt, until you have dealt necrotic damage equal to twice the hit points invested after which the spell ends.

PSIONICS

The following are a special branch of ability: Psionics. While much of Psionics is comparable to magic in effect, these are a list of unique abilities to people with Psionic abilities. These are part of the Psion class, but can be opened to any character capable of Psionics at the discretion of the DM.

DELVE MIND

3rd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You delve into a creature's mind, forcing it to make an Intelligence saving throw. On a failure, for the duration or until you end the spell you gain access to its memories from the past 12 hours, and are able to recall things it remembers as if they are your own memories, but these memories contain only things the target creature remembers.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can delve an additional 12 hours further back in the creature's memories for each slot level above 3rd.

FLICKER

1st-level psionic

Casting Time: 1 reaction, when you would take damage

Range: Self

Components: S

Duration: 1 round

You flicker between the material and ethereal planes. Until the start of your next turn, each time you would take damage, including the triggering attack, roll a d4. On a 2, you gain resistance to that instance of damage. On a 4, you don't take any damage.

MIND BLAST

6th-level psionic

Casting Time: 1 action

Range: Self (60-foot cone)

Components: S

Duration: Instantaneous

You emit a blast of psychic energy. Each creature in a 60-foot cone must make an Intelligence saving throw. A creature takes $6d8$ Psychic damage and is stunned until the end of their next turn on a failed save. A creature takes half as much damage and is not stunned on a successful save.

PSYCHIC DRAIN

2nd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

You draw on the psychic energy of another creature you can see to sustain yourself. The target must make a Charisma saving throw. On failure it takes $3d8$ psychic damage and you gain temporary hit points equal to half the amount of psychic damage dealt and regain one expended psi point.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell deals an additional $1d8$ psychic damage.



UNLOCKED POTENTIAL

1st-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You unlock the potential of a creature's mind, allowing it to fully reach its limits. For the duration, once per turn the creature can add 1d4 to any attack roll, damage roll, or saving throw it makes. Each time it adds the additional 1d4, it takes 1 psychic damage as it pushes beyond its natural limitations.

FUTURE INSIGHT

1st-level psionic

Casting Time: 1 action

Range: Self

Components: S

Duration: 10 minutes

Your roll 3d4 or 1d12 (your choice) and record the results. During the duration, you can expend one of these dice to add or subtract them from any attack roll, saving throw, or ability check made by a creature within 60 feet of you until the dice are exhausted or the spell ends. You must expend the die after the roll is made, but before you know the outcome of the roll.

GLIMPSE THE FUTURE

2nd-level psionic

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: 10 minutes

You give a creature within range a glimpse of their future. Roll a d4 to determine outcome:

Result	Effect
1	The target foresees an action to come. Roll a d20 and record the value. Until the duration of the spell ends, they can replace one of their d20 rolls with the value rolled.
2	The target sees their own death. If they are reduced to zero hit points by an attack or failing a save throw during the duration, they instead evade the attack or pass the saving throw if they are not otherwise incapacitated prior to being reduced to zero.
3	They see a future victory, growing confident. They gain 10 temporary hit points and are immune to the <i>frightened</i> condition for the duration of the spell.
4	The target sees an ambush or surprise, the first time they would be surprised they are not, or the first time an attack would be made against them with advantage, it is instead made with disadvantage.

Once any of the events foreseen occur, the spell ends.

At Higher Levels. When cast using 3 or more psi points, you can select the effect instead of rolling a d4.

THE UNAVOIDABLE DEATH

In the case of number 2, passing the save will not always be enough to make them not be reduced to zero hit points. Sometimes they are reduced to zero by something like falling damage that has no save or attack. Sometimes life's a bummer that way.

NULLIFY EFFECT

2nd-level psionic

Casting Time: 1 reaction, which you take when you are forced to make an Intelligence, Wisdom, or Charisma saving throw

Range: Self

Components: S

Duration: 1 round

You gain advantage on Intelligence, Wisdom, and Charisma saving throws (including the triggering save) until the start of your next turn. You also gain resistance to Psychic and Force damage until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can roll an additional d20 as part of your advantage roll. If you cast this at the 5th level or higher, it grants immunity to Psychic and Force damage for the duration.

SHOCKWAVE

5th-level psionic

Casting Time: 1 action

Range: Self (30-foot radius)

Components: S

Duration: Instantaneous

You unleash a burst of telekinetic force in all directions. Each creature of your choice within 30 feet of you is knocked 5 feet back and must succeed on a Strength saving throw or take 8d6 damage bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

INNER WORLD

8th-level psionic

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 1 minute

As an action, you create and enter an imaginary world. All other creatures within 120 feet are pulled this world with you. This world is centered on you, and extends in 120 feet in all directions.

A creature that reaches the edge of this world can make a Charisma saving throw to attempt to exit, spending 5 feet of movement to return where they were before being pulled into the world on success, and being unable to move out the world until the start of their next turn on failure. A creature outside the world can attempt to enter it by moving to where you cast the spell (which is marked by a glowing psionic rift) and making a Charisma saving throw to enter the world. You can allow a creature to automatically pass their save to enter or exit the world.

When you create this world, you can create obstacles and terrain of your choice, creating walls, pillars, and other obstacles that take up to twenty 5 by 5 square foot areas (stylistically, these can appear however you choose). These can be placed consecutively or spread out in any method of your choosing, but any area with a creature must contain a path that creature can fit through to both you and the edge of the world.

You can additionally create up to five hazardous spaces on the ground that are 5 foot squares. These can be fires, spikes, biting mouthes, or whatever you choose, but regardless of its form if a creature takes $4d4 + 4$ psychic damage when it enters the effect's area for the first time on a turn or starts its turn there. Each of these hazards must be at least 20 feet from another hazard.

While in this inner world, if you fail saving throw, you choose to succeed instead. You can do up to 3 times during the duration of the spell. All spells and powers have their psi point cost reduced by one.

During the spell, as an action, you can attempt to destroy a creature within the world. The target must make an Intelligence saving throw. On failure, it takes $8d8 + 8$ psychic damage and is removed from the imaginary world, returning to where they were before being pulled into it.

The world can be brightly or dimly lit, and you control the weather within it.

When the spell ends, you and any creature that remains in the world exit the world returning to space you entered the world from.

QUICKLY CONSTRUCTED WORLDS

The casting time of this spell is 1 action, which is 6 seconds in game. While this should not be taken literally, it is also an indication that this is a quickly constructed world. It is recommended that that you come up with a general layout and any resources needed for this spell in collaboration with your DM when you *select* the spell, and make at most minor changes to the world when casting it. It is reasonable for a DM to limit world planning time to one minute.

CHANGEOLOG

1.1 [+6 SPELLS]

- Added Ranger Spells That Don't Suck.
- Added Revised "Martial" Transformation.

1.2 [+41 SPELLS]

- Added Generic Elemental Spells

1.3 [+10 SPELLS]

- Added "Become [Element]" spells
- Added "Form of [Element]" spells. These spells largely serve as a replacement for Investiture spells.
- Added Elemental Avatar.

1.4 [+6 SPELLS]

- Added Plant Mage spells (Sprout Tree, Grasping Roots, Bramble Barrier, Carnivorous Garden, Summon Plant)

1.4.1

- Corrected spell list assignments.
- Sweeping editing

1.5

- Create Pit Added

V1.6.1

- Added Illusionary Dart
- Added Illusory Pit
- Added Illusionary Fireball

V1.6.2

- Animate Object renamed Dancing Object to reduce confusion with the 5th level Animate Objects spell
- Crashing Wave increased to a 20 foot cone, to make it more comparable in effective area to Thunderwave's 15 foot cube, with a better defined pro and con (rather than all con).
- Geyser now deals 1d6 more damage when upcast with higher level slots. This will rarely be relevant but improves consistency.
- Entomb added to the Sorcerer list
- Illusionary Fireball added to the Warlock spell list.
- Illusionary Pit now grants a new save any time a creature suffering the effect takes damage.
- Vortex Blast damage increased from 2d6 to 4d6. Knock up reduced from 40 feet to 30 feet. This makes the spell do more against targets that pass their save, and slightly buffs it overall.
- Water Cannon line increased from 30 feet to 40 feet, making it easier to hit enemies with.
- Wither now deals 4d10 + 4 damage, raising its damage a bit, making its 3rd level single target somewhat more justified.

1.6.2A

- Added Karmic Reflection

1.7 [+18 SPELLS]

- Eclectic New Spells added.

1.8 [+28 SPELLS]

- Generic Elemental Spells 2.0 included.
- Added Acid Bubble
- Added Pseudopod Slam
- Added Acidic Pit
- Added Ice Arrow
- Added Shattering Shield
- Added Arctic Aura
- Added Blizzard
- Added Instant Bulwark
- Added Burial Barrage
- Added Avalanche
- Added Eyes of Immolation
- Added Flamethrower
- Added Pillar of Fire
- Added Pyroclastic Lance
- Added Melt
- Added Ethereal Immolation
- Added Power Torrent
- Added Electric Arc
- Added Static Field
- Added Wasp Barrage
- Updated Seeking Orb
- Updated Aether Storm
- Updated Sky Burst
- Updated Vicious Vapors
- Updated Stinging Swarm
- Updated Dancing Wave
- Prismatic Flash material component updated.

1.9 [+9 SPELLS]

- Eclectic Spells 2 included.
- Added Brilliant Blade
- Added Commandment
- Added Ghost Step
- Added Vital Surge
- Added Heavenly Ray
- Added Mounting Paranoia
- Added Sanctified Charge
- Added Shadow Bind
- Added Shadow Lash

2.0

- Modified **Static Field** to include reactions, but clarified you cannot take damage from it from moving multiple times.
- **Shadow Bind** is now limited to Large or smaller creatures.
- **Vortex Blast** changed to 3d6 initial damage (from 4d6)
- **Ethereal Immolation** changed to 2d4 + 1d4 per level of the spell cast (slightly less damage for cantrips, more for 1st level spells, and less for higher level spells).
- **Shadow Bind** limited to Medium sized creatures.

2.1 [+22 SPELLS]

- Added **Blood Magic Spells**
- Added **Blood Bolt**
- Added **Bloody Burst**
- Added **Blood Divination**
- Added **Blood Explosion**
- Added **Blood Frenzy**
- Added **Compelled Convulsion**
- Added **Crimson Poison**
- Added **Crimson Tide**
- Added **Devouring Mist**
- Added **Explode Heart**
- Added **Exsanguinate**
- Added **Ichorous Blood**
- Added **Life Link**
- Added **Life Support**
- Added **Macabre Marionette**
- Added **Morbid Puppet**
- Added **Sanguine Doom**
- Added **Sanguine Spears**
- Added **Sense Blood**
- Added **Stirge Swarm**
- Added **Transfuse Life**
- Added **Vampiric Blade**

2.2 [+ 25 SPELLS]

- Added **Angelic Slash**
- Added **Blackhole**
- Added **Blood Wave**
- Added **Chrono Conjunction**
- Added **Divine Descent**
- Added **Final Flame**
- Added **Glacial Crash**
- Added **Meteor Jump**
- Added **Preservation**
- Added **Rain of Swords**
- Added **Reverberating Dash**
- Added **Ribcage**
- Added **Spatial Swap**
- Added **Spirit Echo**
- Added **Split Timeline**
- Added **Starfall**
- Added **Star Scry**
- Added **Supernova**
- Added **Time Anchor**
- Added **Time Bubble**
- Added **Time Loop**
- Added **Time Skip**
- Added **Time Trap**
- Added **Tranquil Moment**
- Added **Violent Crush**

2.3 (+9 SPELLS)

- Added **Blade Vortex**
- Added **Bile Beam**
- Added **Chromatic Breaths**
- Added **Elemental Exhalation**
- Added **Explosive Deflection**
- Added **Heavy Blow**
- Added **Infinite Edge**
- Added **Mind Ray**
- Added **Time Slip**

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