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The Magic Of Asha

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Brian Disbrow

## CREDITS

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This work is a collection from a vast array of role-playing systems, and personal home brew. It is an attempt to mold the magic system of Dungeons & Dragons to suit the world of Asha. Many of the spells are lifted in whole from these other systems, and would not be possible without their great work. While the influences are vast, specific mention should be given to:

*D&D 5th Edition, D&D 3.5e, Pathfinder, Kobold Press: Deep Magic, Dragonlance, Wheel Of Time, GURPS, Dune, Witcher, Star Wars*



# Prologue

As a young boy, I relentlessly pursued every whim, dream, and desire. I knew no fear of things I could not understand, and instead was enthralled by them. Magic is all around us, and takes many forms: the spark of Mana flowing in the air, the cool tingle of Spirit that brings the changing of the seasons, and the warmth of the Divine caring for their flock.

I have always been aware and insatiably curious of these subtle energies around me, and I have strived with excitement to share my experiences with others. Magic has permeated every endeavor and discovery, and plays an invaluable role in our society. It can be used to travel across wide distances in an instant, to simulate the flow of elemental power, or to cure afflictions of the body (even reverse death). Magic has forever changed the way we look at our cosmos.

This is my attempt to catalog all of the magical practices in the world of Asha, a lifelong task that can never be complete; as new Magic is discovered every day. May it find you well and assist you in your thirst for knowledge. May you use it to advance our collective understanding. May you perfect our grasp of the world and achieve great strides for society.

Be warned that the topics in this book are not mere curiosities; this is a tome of great power which should be regarded with great care and respect. Failure could bring about your destruction. Magic is not a toy, but a force that requires skill and patience to achieve mastery.

I have organized this collection by the three sources of Magic: Mana, Spirit and Patron. Mana is the source for Arcane Magic such as Wizards and Sorcerers. Spirit is the source of Natural Magic such as Druids, and can be manipulated to create Blood Magic incantations. Patrons bestow Magic upon those that serve them, such as Clerics and Warlocks.

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# Introduction



*"Balance is crucial to begin to understand and explore the many facets of the unknown. Claiming to have obtained and understood all of the knowledge available to you is naïve. Magic is not forgiving and does not take kindly to those weak in will. Magic is a force that will both shape and shake the world, the mage is insignificant in comparison."*

**-Armondax**

## MAGIC IN ASHA

There are three sources of magic in the world of Asha: Mana, Spirit, and Void. Mana fuels the Arcane casters: Wizards and Sorcerers, Spirit is the source of Primal and Blood Magic, and the Void can be harnessed by The Elder Gods and other immortal beings - as well as some Skalds who have begun to tap into the powers that created the universe. Others harness Void magic through Patronage to a powerful being through Occultism or Divine Favor.

### WIZARDRY (ARCANE)

Wizardry is obtainable by any who possess the fortitude for the intense study of the science of Mana. Its effects are generally large, flamboyant and visible in translucent runes and gestures. Wizards require Spell Books and Arcane Foci to effectively cast and harness Magic, learning spells as one would learn a new skill.

### SORCERY (ARCANE)

One cannot become a Sorcerer. You are either born one, or you are not. Those gifted with Sorcery are living conduits of Mana, intuitively feeling the effects of Magic all around them. Casting is done with sweeping body movements that can be described as beautiful, resembling dancing or martial arts.

### OCCULTISM (PATRON/VOID)

The Gods are not the only Patrons in Asha. Where Divine Favor is akin to a bond, Occultism is a parasitic relationship; albeit at times a symbiotic one. Either the power of an uncaring Patron is exploited, or a more active Patron gifts powers as long as their needs are continued to be met. Often these relationships are strained.

## **SKALDIC MAGIC (VOID)**

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Some can train themselves to hear and comprehend the Magic inherent in the Void, which give The Elder Gods their power. They understand that sound and song contain the same power that was weaved into the fabric of creation itself, and underpins the world in which they live.

## **PRIMAL MAGIC (SPIRIT)**

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Primal Magic is harnessed through a natural connection with the Spirit of Valouria (Asha itself). Where Blood Magic consumes Spirit, Primal Magic restores and replenishes it through tapping into the natural cycles that make life possible. Those that practice Primal Magic are often called Druids or Shaman.

## **WARDEN (PRIMAL MAGIC/SPIRIT)**

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Wardens have a special connection with both Primal and Blood Magic, using their knowledge to become warriors against Desecration.

## **DIVINE FAVOR (PATRON/VOID)**

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There are those who have earned the Patronage of one of the Elysians or other divine being. They gain favor from these Patrons for as long as they continue to walk the path prescribed by their Deity. Their connection to their Patron gives them the ability to resurrect life and redirect the hearts and spirits of individuals.

## **PALADIN (DIVINE FAVOR/PATRON)**

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Paladins are devout warrior for their deity. They have the ability to channel divine magic to perform acts of bravery and heroism.

## **BLOOD MAGIC (SPIRIT)**

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Blood Magic is the name given to a suite of magical effects that can be achieved through the exploitation of the Spirit energy found within all

flora and fauna. While the rituals are easy enough for a laymen to follow, the effects are fickle the more complex the ritual and are taboo due to their need for the consumption of life and Spirit. Anyone willing to take the risks that come with casting can practice Blood Magic.

# Wizardry

## Wizardry: Cantrips

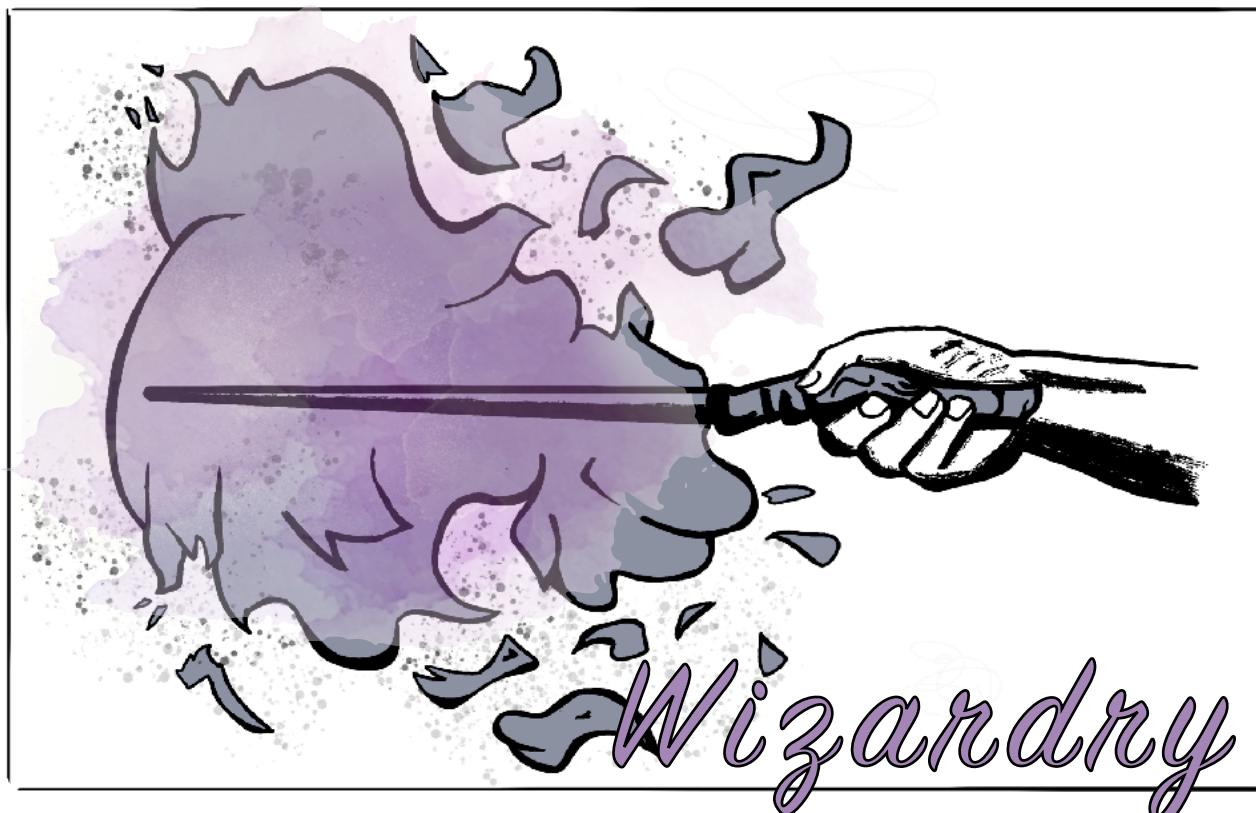
- **Acid Splash (Alkemancy):** damage creatures with acid
- **Arcane Bond\* (Meta):** prepare an arcane focus and bond to its use
- **Create Bonfire (Conjunction):** make a large magical fire that can damage creatures
- **Dancing Lights (Cygimancy):** create floating lights you can move
- **Fire Bolt (Evocation):** damage creatures with a small ball of flame
- **Frostbite (Evocation):** damage creature with numbing frost, giving them disadvantage
- **Glimpse (Divination):** create a magical lens to sharpen and extend your vision
- **Mage Hand (Conjunction):** command a tiny floating hand to move an object
- **Meliger's Runefinger (Illusion):** draw shapes in the air with your wand
- **Mending (Transmutation)\*:** repair one non-magical item

- **Message (Glamour):** speak a message to a distant creature who can reply
- **Minor Illusion (Illusion):** create a convincing illusion of an object or sound
- **Pass Weave (Meta):** transfer a spell you are concentrating on to another person
- **Prestidigitation (Transmutation):** perform a minor magic trick
- **Ray Of Frost (Evocation):** damage creatures with a blast of cold
- **Shocking Grasp (Evocation):** zap creatures with an electric shock
- **Spider's Thread (Conjunction):** create a single ropelike strand of spider silk

## AMONI

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- **Daze (Glamour):** cloud a target's mind and cause it to be confused
- **Enumerate (Divination):** be able to precisely count items in your presence
- **Green-Flame Blade (Evocation):** cause green flame to leap from a weapon you hit with



## CALDORIAN

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- **Chameleon Scales (Transmutation):** change the color of your skin, hair, hide or scales
- **Scrivener's Chant (Conjuration):** imbue a quill to transcribe words from one page to another

## DWARVISH

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- **Earth Delving (Divination):** you learn the direction of a specified earth, metal or stone
- **Earth Vision (Divination):** see through rock and dirt to see caves, ore, or buried items
- **Essential Earth\* (Transmutation):** imbues dirt with mana to make it more fertile and pure

## ELVISH

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- **Animated Messenger (Enchantment):** send a folded parchment letter in the form of an animal
- **Encrypt/Decrypt (Enchantment):** turn a page of writing into encoded gibberish
- **Tell Time (Divination):** you can learn the exact time it is, as well as day and year

## MERROW

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- **Drench (Conjuration):** soaks something, making it sodden as if in a sudden downpour
- **Essential Water\* (Alkemancy):** imbues water with mana to make it more potent
- **Lightening Lure (Evocation):** create a lash of lightening energy that pulls victims

## ORCISH

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- **Itch (Glamour):** causes the target to itch fiercely in the spot of your choosing

## RUNIC

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- **Igni Rune\* (Rune):** cause a fire to automatically ignite inside of a rune
- **Rune of Light\* (Rune):** rune glows like a torch in a 20 foot radius
- **Sigil\* (Rune):** leave a visible or invisible magical mark on a surface

## USKARD

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- **Penumbra (Illusion):** keep something obscured in feint shadows

## Wizardry: Level 1

- **Adjust Position (Traveling):** change the location of one ally by five feet
- **Alarm (Abjuration):** be alerted if a creature enters a warded area
- **Arcane Pocket (Traveling):** conjure an extra dimensional space inside a pouch or pocket
- **Blade Ward (Abjuration):** gain resistance to bludgeoning, piercing, and slashing damage
- **Bouncy Body (Transmutation):** transmute flesh into rubber, protecting from falls
- **Burning Hands (Evocation):** a small cone of flame shoots from your fingers
- **Candle's Insight (Enchantment):** use a candle to detect lies and untruths
- **Catapult (Transmutation):** fling an object at a creature
- **Charm Person (Glamour):** you make a humanoid friendly to you
- **Color Spray (Illusion):** swirling colors dazzle or stun a creature
- **Comprehend Languages\* (Divination):** understand any spoken/written language
- **Controlled Illusion (Illusion):** create a convincing moving image that you control
- **Darting Duplicate (Illusion):** a duplicate of yourself provokes opportunity attacks
- **Delusional Pride (Glamour):** target is penalized on attacks but resistant to glamours
- **Detect Magic\* (Meta):** sense if there is nearby magic or magic items
- **Detect Summons\* (Cygimancy):** sense if there is nearby summoned creature
- **Disguise Self (Illusion):** make yourself look like another creature
- **Expeditious Retreat (Transmutation):** make your speed much faster
- **Fastidiousness (Enchantment):** keep yourself and your clothing clean and dry

- **Feather Fall (Transmutation)**: slow a creatures fall, landing them softly on the ground
- **Find Familiar\* (Cygimancy)**: summon a bonded spirit animal companion
- **Fog Cloud\* (Conjuration)**: create a sphere of fog that heavily obscures vision
- **Forced Quiet (Illusion)**: remove a targets ability to make loud noises
- **Freeze Potion (Alkemancy)**: as a reaction, freeze a potion a creature is drinking
- **Floating Disk\* (Conjuration)**: an energy disk follows you, carrying objects
- **Grappling Scarf (Enchantment)**: a scarf functions as a grappling hook and rope
- **Grease (Conjuration)**: coat a surface or object with slippery grease
- **Guardian Armor (Enchantment)**: cause a suit of armor to quickly don itself onto a target
- **Hasty Perusal (Divination)**: gain an overview of a book as if you had skimmed it for 1 minute
- **Hide Object (Transmutation)**: hide an object inside of one of your arms
- **Hidden Symbol\* (Illusion)**: emblazon an invisible glyph of your design on a surface
- **Hypnotism (Glamour)**: cause creatures to stop and stare blankly at you
- **Ice Knife (Evocation)**: shoot a shard of ice that explodes when it lands
- **Identify Dweomer\* (Meta)**: learn the properties of a spell or magical object
- **Illusion of Calm (Illusion)**: you appear to be standing still, even though you take actions
- **Illusory Crowd (Illusion)**: create an illusion of a stationary group of people milling about
- **Illusory Script\* (Illusion)**: hide messages in illusory writing on a parchment or scroll
- **Instant Portrait (Conjuration)**: create a portrait of a creature on a touched surface
- **Item Facade (Illusion)**: make an object appear to be in much better or worse condition
- **Keyhole (Transmutation)**: create a keyhole in any door or enlarge an existing keyhole
- **Know The Size Of The Hidden\* (Divination)**: learn the size of buried or obscured objects
- **Lesser Confusion (Glamour)**: cause a creature to be confused for one round
- **Lighten Object (Transmutation)**: decrease the target's weight by half
- **Locate Portal (Traveling)**: detect teleportation or planar portals within range
- **Locksight (Divination)**: determine from a distance the quality and status of a lock
- **Mage Armor (Abjuration)**: ward yourself with magical energy
- **Mask Dweomer (Meta)**: hides the presence of a spell from detection
- **Magic Aura\* (Meta)**: change the magical aura of an item or creature
- **Magic Missile (Evocation)**: pelt creatures with unerring balls of magical force
- **Meliger's Phantom Limb (Illusion)**: you create a spectral limb on your body that you control
- **Memory Lapse (Glamour)**: subject forgets events back to the beginning of its last turn
- **Mirror Polish\* (Transmutation)**: polish a metal item until it's usable as a mirror
- **Murderous Crow (Cygimancy)**: conjure a supernaturally vicious and clever crow
- **Obscuring Mist (Conjuration)**: surround yourself with an opaque cloud
- **Planar Protection (Abjuration)**: gain advantage against other planar creatures
- **Pleasant Aroma (Illusion)**: create a delicious smell, distracting creatures
- **Sculpted Cape (Enchantment)**: a cape/cloak stiffens and maintains shape when removed
- **Secluded Grimoire (Traveling)**: safeguard your spellbook in the Ethereal Plane
- **Serren's Swift Girding (Enchantment)**: allow creatures to immediately don armor
- **Shield (Abjuration, Conjuration)**: magic force that blocks attacks
- **Sleep (Glamour)**: cause creatures in a small area to fall asleep
- **Summon Tiny Animals (Cygimancy)**: summon 1d4 small beasts
- **Sunder Breaker (Abjuration)**: the next weapon to sunder an item takes damage
- **Theft Ward (Abjuration)**: gain a bonus to perception to notice an item leave your person
- **Unseen Servant\* (Cygimancy)**: create an invisible creature to help you

- **Waft (Conjuration)**: you conjure a gust of wind that gives you a flying speed of 60 for 1 round
- **Weapon Shift\* (Transmutation)**: temporarily transform one weapon into a different type

## AMONI

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- **Abundant Ammunition (Conjuration)**: replaces nonmagical ammunition every round
- **Booming Blade (Evocation)**: apply thunder damage to a melee weapon attack
- **Crier's Boon\* (Illusion)**: make your voice very loud and easy to hear over great distance
- **Erase (Transmutation)**: remove mundane writing from surfaces
- **Jump\* (Transmutation)**: make an impressive leap
- **Mental Notepad (Glamour)**: store a memory or fact for later use
- **Pest Form (Transmutation)**: turn into a non-lethal animal
- **Skim (Divination)**: read four times faster than normal
- **Wizard Glue (Enchantment)**: affix two relatively flat surfaces together, permanently

## CALDORIAN

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- **Bottomless Stomach (Alkemancy)**: consume dangerous liquids without harm
- **Enlarge Tail (Transmutation)**: increase the reach and power of your tail
- **Gaze Reflection (Abjuration)**: as a reaction, redirect a gaze attack back on the enemy
- **Negate Aroma (Transmutation)**: make one object or creature no longer give off a scent
- **Snare\* (Abjuration)**: use a rope to create a temporary magical trap
- **Sticky Fingers (Transmutation)**: make your hands and feet very sticky for climbing

## DWARVISH

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- **Ant Haul (Transmutation)**: reinforce a target's musculoskeletal system to carry heavier weight

- **Longstrider (Transmutation)**: cause a creature to increase their speed by 10 feet
- **Restful Cloak (Enchantment)**: transform a cloak into a tent shelter
- **Shadowfade (Illusion)**: you no longer give off heat and become invisible to infravision
- **Stepping Stones (Conjuration)**: conjure a set of stones roughly the size of your foot
- **Thunderwave (Evocation)**: create a wave of force that damages and pushes others

## ELVISH

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- **Dancing Lantern (Enchantment)**: animates a lantern that follows you
- **Dog Call (Glamour)**: soothes aggressive beasts, or dulls their senses
- **Far Sight\* (Transmutation)**: see very far away with telescopic vision
- **History (Divination)**: determine the history and prominence of an object
- **Prompt (Glamour)**: set a short reminder for yourself for an appointment or event
- **Returning Weapon (Enchantment)**: causes a weapon to return when thrown

## MERROW

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- **Broken Charge (Glamour)**: make a charging creature divert course
- **Create Water (Conjuration)**: conjure two gallons of water
- **Screaming Ray (Evocation)**: psychic damage that deafens the target
- **Tidal Barrier (Abjuration)**: make the water around you difficult terrain
- **Touch of the Sea (Transmutation)**: double swim speed for a short period
- **Water Jet (Evocation)**: damage and push a creature with water

## ORCISH

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- **Find Water (Divination)**: locate the nearest form of water

- **Long Arm (Transmutation):** your arms lengthen, giving you extra reach
- **Metal Arm (Abjuration/Transmutation):** turn arm metal for use as a shield or a weapon
- **Unwholesome Meal\* (Illusion):** disguise a bland or awful meal or create an illusory meal
- **Wild Magic (Meta):** use mana to trigger a wild magic surge

## RUNIC

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- **Crushing Brand\* (Rune):** imbue a bludgeoning weapon with arcane power
- **Rune of Bonding (Rune):** create an intimate and enduring bond with another creature
- **Rune of Restraint\* (Rune):** place symbols upon an arcane caster to prevent spell use
- **Rune Trace\* (Rune):** learn information about a magical rune without triggering it

## USKARD

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- **Forgery (Transmutation):** duplicate any style of handwriting.
- **Hound (Cygimancy):** conjure a canine to help track, guard or fight
- **Instant Search (Divination):** as a bonus action, perform a search of a room
- **Lose The Trail (Conjuration):** obscure a target's tracks when fleeing from a pursuer
- **Urban Grace\* (Glamour):** move through crowds of creatures with ease
- **Ventriloquism (Illusion):** throw your voice, making it seem to originate from elsewhere

## Wizardry: Level 2

- **Acid Arrow (Evocation):** you launch a magical arrow that deals acid damage
- **Alter Self (Transmutation):** morph parts of your body into claws or gills
- **Alter Summons (Cygimancy):** swap one summoned creature with another
- **Anti Summoning Shield (Cygimancy):** impede the use of Cygimancy spells

- **Apport Object (Traveling):** send or receive a small object via teleportation
- **Arcane Lock (Abjuration):** magically lock a door, window, gate, or chest with a password
- **Blur (Illusion):** cause a target's form to become blurry and hard to hit
- **Bleating Call (Glamour):** create the sound of whispers that compels creatures to investigate
- **Boiling Oil (Conjuration):** you conjure a 15 foot radius pool of boiling oil
- **Daggerhawk (Enchantment):** cause a dagger to fly with blazing speed, attacking enemies
- **Darkness (Evocation):** suppress all light in the area, making a magical darkness
- **Darkvision (Transmutation):** allow a target to see in the dark, without need of light
- **Decastave (Conjuration):** conjure a staff of magical force that you wield as a weapon
- **Delay Potion (Alkemancy):** delay the effects of a potion you consume for up to 1 hour
- **Disarm (Abjuration):** make a telekinetic maneuver to disarm, trip or shove a creature
- **Dowse (Divination):** learn the direction of a particular object
- **Dragon's Breath (Alkemancy):** you imbue the ability to spew energy from ones mouth
- **Dust Devil (Conjuration):** create a small whirlwind of air, damaging those inside
- **Earthen Grasp (Transmutation):** cause the ground to morph into a giant arm you control
- **Earthbind (Transmutation):** bring a flying creature to the ground
- **Enhance Familiar\* (Cygimancy):** temporarily augment your familiar to make it more vicious
- **Enlarge Reduce (Transmutation):** double a creature in size, or shrink by half
- **Entomb in Ice (Evocation):** trap a creature in a thick coating of ice, restraining them
- **Falling Feathers (Conjuration):** a mass of feathers obscure vision and cushion falls
- **Frigid Touch (Evocation):** target takes cold damage and is staggered
- **Flaming Sphere (Conjuration):** create a ball of fire that rolls about on your command
- **Frigid Strike (Conjuration):** create simple melee weapons of ice

- **Frost Fall (Evocation)**: cover an area in chilling frost for a short duration
- **Gust Of Wind (Evocation)**: create a line of very strong wind that pushes people
- **Hold Person (Glamour)**: you paralyze a humanoid, restraining them from moving
- **Invisibility (Illusion)**: a creature can't be seen until it attacks
- **Knock (Enchantment)**: open a locked, stuck, or barred object immediately
- **Levitate (Transmutation)**: float an object or creature a few feet off the ground
- **Lipstitch (Conjuration)**: sew the target's lips together, preventing speech or bite attacks
- **Magic Mouth\* (Illusion)**: make an illusory mouth appear to speak a message
- **Meliger's Chat Bubbles (Illusion)**: targets can silently communicate with illusory text bubbles
- **Meliger's Death Feign (Illusion)**: make creatures think you received a lethal blow
- **Mephtic Croak (Alkemancy)**: burp acidic gas in a 15-foot cone causing acid damage
- **Merge With Familiar (Cygimancy)**: merge into the body of your familiar
- **Mirror Image (Illusion)**: create illusory clones, causing some attacks on you to miss
- **Misty Step (Traveling)**: teleport over short distances that you can see
- **Phantasmal Force (Illusion)**: create an illusion that convinces a creature of a false reality
- **Protection from Arrows (Abjuration)**: ward a creature against ranged attacks
- **Pyrotechnics (Transmutation)**: cause flames to explode into fireworks or smoke
- **Reloading Hands (Conjuration)**: loads a single shot into a ranged weapon every round
- **Rope Trick (Transmutation)**: Animate a rope that rises to an extra dimensional space
- **Ropeweave\* (Enchantment)**: create useful tools from a coil of rope
- **Scorching Ray (Evocation)**: you create three rays of fire and hurl them at targets
- **Secret Speech (Glamour)**: send secret messages to others within normal speech
- **See Invisibility (Divination)**: detect invisible creature and objects



- **Meliger's Seen Servant (Illusion)**: create an obedient servitor to do your bidding
- **Pocket Portal (Traveling)**: create a small portal that enlarges your hand
- **Shadow Blade (Illusion/Conjuration)**: create a sword of shadow energy
- **Shatter (Evocation)**: create a point of intense thunder damage
- **Silk To Steel (Enchantment)**: use an ordinary scarf as a shield or whip
- **Spider Climb (Transmutation)**: you can freely walk on walls and ceilings

## AMONI

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- **Bitter Chains (Transmutation)**: transform bindings into animated snakelike chains
- **Continual Flame (Illusion)**: you create a magical flame that never burns out
- **Snowball Storm (Evocation)**: area effect where enemies take damage from cold
- **Tactile Object (Illusion)**: create an illusion made real with mana as long as it is touched
- **Web (Conjuration)**: form a web that keeps creatures from moving
- **Wondrous Wardrobe\* (Transmutation)**: cause clothing to change in cut and design

## CALDORIAN

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- **Anvil Fall (Transmutation)**: a creature gains the mass of solid lead, weighing them down

- **Fire Sneeze (Evocation)**: sneeze flame to set your enemies on fire and knock them prone
- **Prehensile Feet (Transmutation)**: transform a creature's feet into hands
- **Scale Weakening (Abjuration)**: reduce a target's natural armor class rating

## DWARVISH

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- **Animate Weapon (Enchantment)**: cause a weapon in your hand to spring to life
- **Cloud of Daggers (Enchantment)**: fill the air with spinning daggers that do damage
- **Butterfingers (Glamour)**: a creature finds it impossible to grasp or hold objects
- **Mistshackles (Conjunction)**: dense mist ensnares arms and legs, binding a creature

## ELVISH

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- **Call Object (Divination)**: an object nearby jumps towards your hand at your command
- **Disjoin\* (Meta)**: cause a group of magical effects to be temporarily split into parts
- **Instant Aerosol (Alkemancy)**: vaporize a potion, allowing it to affect multiple creatures
- **Magic Eye (Abjuration)**: leave an invisible third eye at a location to watch and spy
- **Magic Weapon (Enchantment)**: make a weapon magical for a short while
- **Surefoot Boots (Enchantment)**: automatically treat Acrobatics checks as if you rolled a 20

## MERROW

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- **Blood in the Water (Glamour)**: make a creature a frenzied attacker
- **Dive (Transmutation)**: cause a target to sink to the bottom of a body of water
- **Gozreh's Trident (Conjunction)**: conjure a 4 foot long trident weapon made of electricity
- **Spiral Ascent (Traveling)**: teleport straight up or down in a spiral beam of light
- **Weave Knots\* (Enchantment)**: cause rope, hair, ribbon, etc to weave itself into a knot

## ORCISH

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- **Acid Water (Alkemancy)**: turn ordinary water into an acid
- **Drunkard's Breath (Conjunction)**: emanate a cone of noxious gas from your mouth
- **Lacerate (Evocation)**: attack creatures at a distance, slashing them with cutting mana
- **Plague Of Rats (Cygimancy)**: create a spectral swarm of voraciously hungry rats

## RUNIC

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- **Book Ward\* (Rune)**: protect books or parchments from fire, liquid, or acid damage
- **Ghoul Glyph\* (Rune)**: paralyze creatures that pass within five feet of the rune
- **Hidden Knowledge\* (Rune)**: remove and store a memory in a magical tattoo
- **Hypnotic Missive (Rune)**: cause a creature that reads the rune to be compelled to reread it
- **Rune of Rule (Rune)**: bestow a temporary mark of power that grants abilities
- **Sign Of Sealing\* (Rune)**: seal a door, chest or similar closure with a prominent magical sigil
- **Supirre Rune (Rune)**: gain ability to listen in to conversations up to 30 feet away
- **Track Ship (Divination)**: use a piece of a vehicle to track it on a map

## USKARD

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- **Misdirection\* (Meta)**: change the aura of a creature or object, hiding them from detection
- **Secret Torch (Illusion)**: cause a torch to give off light that only you can see
- **Vocalize (Meta)**: allows you to cast spells with vocal components silently

## Wizardry: Level 3

- **Allied Cloak (Enchantment)**: enchanted cloak grants a shield bonus to AC
- **Alone (Glamour)**: you cause an enemy to believe its allies have been teleported away
- **Amorphous Form (Transmutation)**: turn a creature into a boneless gelatinous mass

- **Arcane Shield (Abjuration)**: create a small barrier of force that provides cover
- **Blink (Traveling)**: flit between the planes, vanishing and reappearing
- **Blot (Transmutation)**: destroy all writing within an area
- **Campfire Wall\* (Abjuration)**: create a shelter around a burning campfire
- **Catnap (Glamour)**: cause a willing creatures to gain the benefits of a long rest in 30 minutes
- **Chilling Words (Glamour)**: you implant a phrase into a creature that causes them harm
- **Clairvoyance (Divination)**: see through an invisible magical sensor
- **Cold Front (Evocation)**: summon a winter storm and call hail and slush to crush enemies
- **Compelling Fate (Divination)**: anticipate 1 round of action from a target
- **Conjure Carriage (Conjuration/Cygimancy)**: create a fine carriage with horses and driver
- **Counterspell (Meta)** - interrupt the process of a creature casting a spell, causing it to fail
- **Crystalline Doom (Transmutation)**: cause those around you to be entombed in crystal
- **Dispel Magic (Meta)**: end an existing spell effect, or suppress a item's magic
- **Djinn Flight (Transmutation)**: grant a creature a flying speed of 60 feet
- **Duplicity (Illusion)**: create a duplicate of yourself and your allies
- **Enemies Abound (Glamour)**: make a creature lose the ability to distinguish friend from foe
- **Enter Image (Divination)**: sense through objects bearing your likeness
- **Fear (illusion)**: project an illusion of a creature's worst fears
- **Fearsome Duplicate (Illusion)**: make a creature appear larger and more menacing
- **Final Sacrifice (Cygimancy)**: cause a summoned creature to violently explode
- **Fireball (Evocation)**: an explosion of fire in an area burns creatures
- **Freeze Blood (Transmutation)**: cause a creature's blood to freeze, doing damage
- **Frostbitten Fingers (Evocation)**: using cold, force a creature to drop what they are holding
- **Frozen Razors (Evocation)**: cause blades of ice to erupt from the ground
- **Gaseous Form (Transmutation)**: transform the body of a creature into a misty cloud
- **Guiding Beacon (Divination)**: know the general distance from where you cast this spell
- **Haste (Transmutation)**: speed up a creature so it can attack or move more often
- **Hoarfrost (Evocation)**: send five streams of ice across the ground damaging enemies
- **Hypnotic Pattern (Illusion)**: shifting colors dazzle and fascinate creatures
- **Ice Burn (Evocation)**: cause a creature to take lasting damage from chilling cold
- **Illusory Trap\* (Illusion)**: create the illusion of a trap upon an object that can do actual damage
- **Impending Ally (Cygimancy)**: create a short-lived duplicate of yourself that can assist you
- **Innocuous Aspect (Illusion)**: cause creatures to appear as harmless objects or creatures
- **Intellect Fortress (Abjuration)**: grant protection from psychic damage and attacks
- **Lightning Bolt (Evocation)**: shoot a line of lightening that can strike multiple creatures
- **Mad monkeys (Cygimancy)**: create a swarm of mischievous monkeys
- **Mage Wing (Transmutation)**: turn your arms into bird wings, granting you fast flight
- **Major Image (Illusion)**: create a moving, animated illusion within a 20-foot cube
- **Mirror Blades (Illusion)**: create copies of your weapon that attack and defend for you
- **Nondetection (Abjuration)**: hide a target you touch from divination magic
- **Outflanking Boon (Illusion)**: an illusory opponent threatens a target giving advantage
- **Phantom Driver\* (Cygimancy)**: summon a phantom to drive a vehicle
- **Phantom Steed\* (illusion)**: conjure a magical horse that does not tire
- **Pocketful of Vipers (Cygimancy)**: ward a container with conjured vipers
- **Polymorph Familiar (Transmutation)**: give you familiar the shape of another beast
- **Portal Jaunt\* (Traveling)**: turn a door or gate into a one-way portal to another such door

- **Secret Page\* (Enchantment)**: permanently alter the appearance of text on a page
- **Sending (Glamour)**: send a short 25 word message to a creature you are familiar
- **Servant Horde (Cygimancy)**: create a number of unseen servants to perform work
- **Slow (Transmutation)**: cause a group of creatures to experience time slowly
- **Steal Size (Transmutation)**: reduce one creature's size and enlarge another's
- **Strangling Hair (Transmutation)**: animate your hair to grapple and fight
- **Threefold Sight (Divination)**: when rolling a d20, roll 3d20 and choose the middle result
- **Tiny Hut\* (Abjuration)**: create a 10-foot radius immobile and impenetrable dome of force
- **Tiny Servant (Enchantment)**: animate a tiny object to be under your control
- **Tongues (Glamour)**: let a creature understand and speak all languages
- **Toxic Injection (Alkemancy)**: deliver an elixir, potion or poison via touch
- **Toxic Gift (Alkemancy)**: target suffers the effect of the poison within you
- **Toxic Rupture (Alkemancy)**: force a target to save against its own poison
- **Trial of Fire and Acid (Alkemancy)**: cover the target creature in burning acid
- **Vault Of Amber\* (Transmutation)**: safely store items in a gem of amber
- **Water Breathing\* (Transmutation)**: allow creatures to breathe underwater

## AMONI

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- **Arcane Disruption (Meta)**: make it harder for the target to cast arcane spells
- **Flesh To Paper (Transmutation)**: cause a creature to become as thin as a sheet of paper
- **Invisibility Sphere (Illusion)**: create a 10-foot bubble that causes creatures to disappear
- **Melf's Minute Meteors (Evocation)**: create six tiny meteors to fling towards your opponent

## CALDORIAN

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- **Dragonsbane (Enchantment)**: cause a weapon to inflict added harm to dragon types
- **Gluey Globule (Alkemancy)**: hurl a sticky glob that can restrain creatures
- **Phantom Dragon (Illusion)**: cause an ally to appear as a dragon and cause fear
- **Tremorsense (Divination)**: become sensitive to vibrations so you can "see" sound

## DWARVISH

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- **Bifost Bridge (Conjuration)**: create an anchored bridge of solid crystal
- **Glowglory (Enchantment)**: make ordinary rock emanate light and heat
- **Sarcophagus Of Stone (Conjuration)**: seal yourself within an airtight barrier of stone
- **Stone Guardian (Cygimancy)**: you create a stone warrior that fights as you direct
- **Wall of Sand (Conjuration)**: you create a 30 feet long, 10 foot high wall of swirling sand

## ELVISH

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- **Flame Arrows (Enchantment)**: imbue a quiver of arrows or bolts with flame
- **Stolen Light (Enchantment)**: store images within a gem or crystal

## MERROW

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- **Air Breathing\* (Transmutation)**: allow creatures to breathe oxygen
- **Bone fists (Transmutation)**: gain armor spikes and natural weapons
- **Riptide (Conjuration)**: restrain a creature in a swell of swift moving water
- **Tidal Wave (Conjuration)**: conjure a wave of water that crashes down on an area
- **Wall of Water (Evocation)**: create a wall of water 30 feet long, 20 feet high and 1 foot thick

## ORCISH

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- **Amplify Elixir (Alkemancy):** empowers or extends the effects of any potion or elixir
- **Stinking Cloud (Conjuration):** form a cloud that sickens creatures inside of it
- **Vipergout (Cygimancy):** summon a group of snakes to attack your enemies

## RUNIC

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- **Glyph Of Warding\* (Rune):** store a spell or magic energy in a rune with conditional triggers
- **Magic Circle\* (Rune):** create a barrier that planar creatures can not willingly pass
- **Rune Of Durability\* (Rune):** inscribe a surface of an inanimate object to double its hitpoints
- **Sepia Snake Sigil\* (Rune):** protect a book with a serpent made from ink
- **Suppress Glyph (Rune):** suppress and attempt to dispel an active rune
- **Symbol of Laughter\* (Rune):** make nearby creatures lose actions from laughter

## USKARD

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- **Bleed For Your Master (Cygimancy):** compel a summoned creature to take damage for you
- **Stirge Swarm (Cygimancy):** summon a swarm of batlike creatures that feed upon blood

## Wizardry: Level 4

- **Absorb Inhalation (Alkemancy):** completely inhale a cloud-like effect, storing it harmlessly
- **Arcane Eye (Divination):** control an invisible third eye that you can see through
- **Armor Of Retribution (Abjuration):** wreath yourself in raw elemental retaliatory force
- **Banishment (Traveling):** send one creature back to its native plane of existence
- **Bite The Hand (Cygimancy):** compel a summoned creature to attack its summoner
- **Bountiful Banquet (Conjuration):** create a luxurious and delicious feast of food and drink
- **Brittling (Transmutation):** freeze an object, making it brittle and easier to shatter

- **Chains Of Torment (Conjuration):** an iron chain extends from you to restrain a creature
- **Collective Transposition (Traveling):** teleport three friendly creatures to spaces within 30 feet
- **Confusion (Glamour):** cause a set of creatures to act with erratic behavior
- **Create Armaments (Transmutation):** create nonmagical arms and armor
- **Deadman's Contingency (Evocation):** set one spell to trigger on your demise
- **Detect Scrying (Divination):** determine if scrying effects are active within the area
- **Dimensional Anchor (Traveling):** prevent a creature from teleporting or traveling magically
- **Doom Of The Pit (Conjuration):** create a cylindrical extra dimensional hole
- **Endow Attribute (Enchantment):** transfer an ability from one creature to another
- **Flame Wave (Evocation):** a rolling wave of fire rips out from you in a 40 foot cone
- **Fleeting Memory (Glamour):** create a small gap in the target's memory
- **Fusillade Of Ice (Evocation):** release a spray of razor-sharp ice shards
- **Giant's Jest (Transmutation):** enlarge a weapon or object to gargantuan size
- **Hypothermia (Evocation):** cause a creature to lose body heat faster than it can produce it
- **Illusory Wall (Illusion):** wall, floor, or ceiling looks real, but anything can pass through
- **Inhibiting Pillars (Illusion):** create illusory pillars that block movement
- **Liquify (Transmutation):** transmute an object into a liquid version of itself
- **Master's Escape (Cygimancy):** switch places with one of your summoned creatures
- **Meliger's Eclipse (Illusion):** create an illusory eclipse of either the sun or the moon
- **Meticulous Match\* (Divination):** determine if two things are identical or related
- **Mnemonic Enhancer (Meta):** you are able to prepare extra spells
- **Phantasmal Asphyxiation (Glamour):** trick a creature into thinking it can't breathe
- **Phantom Chariot\* (Illusion):** conjures a quasi-real heavy chariot pulled by four horses

- **Pitfall (Traveling)**: open an extra-dimensional space under a creature
- **Quicksilver Mantle (Enchantment)**: cause an ordinary cloak to protect from ray attacks
- **Ray Of Alchemical Negation (Alkemancy)**: render alchemical components inert
- **Revenant Armor (Enchantment)**: animate armor to act when its wearer falls unconscious
- **Sacrificial Healing (Abjuration)**: transfer wounds between willing creatures
- **Shocking Shroud (Abjuration)**: lightning armor protects you and hurts those nearby
- **Spell Immunity (Meta)**: name a spell to ward and protect against its effect on a creature
- **Wall of Fire (Evocation)**: create a blazing wall to burn creatures that pass through
- **Wayward Strike (Abjuration)**: cause an attack to be directed at another creature
- **Weapon Storm (Enchantment)**: multiply a weapon you hold to attack many creatures

## AMONI

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- **Fabricate\* (Transmutation)**: create manufactured items from raw materials
- **Otiluke's Resilient Sphere (Abjuration)**: enclose a target in an impenetrable sphere
- **Polymorph (Transmutation)**: transform a creature into a new form
- **Threefold Aspect (Illusion)**: make yourself appear older or younger
- **Watchware (Abjuration)**: become notified if an object is moved or disturbed

## CALDORIAN

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- **Greater Invisibility (Illusion)**: an invisibility that has no limitation on your actions
- **Scale Rot (Abjuration)**: cause natural armor to degrade, gaining advantage on attacks
- **Sickening Radiance (Evocation)**: create an area that exhausts and damages creatures
- **Ward Shield (Enchantment)**: enchant a shield to protect from hostile spells

## DWARVISH

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- **Elemental Bane (Abjuration)**: guard against fire, acid, cold, lightening or thunder damage
- **Mydriatic Spontaneity (Glamour)**: cause oversensitivity to light and darkness
- **Sand Table\* (Divination)**: create a model of the surrounding land and the creatures nearby
- **Stoneskin (Transmutation)**: harden a creature's skin into durable stone

## ELVISH

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- **Creation (Conjuration)**: create simple physical objects from wisps of mana
- **Secret Chest (Enchantment)**: hide a chest and all of its contents in a pocket dimension
- **Spinning Axes (Evocation)**: a luminous cutting force damages and causes sustained bleeding
- **Vicarious View (Divination)**: attach a scrying sensor to a creature, object, or location

## MERROW

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- **Alluring Light\* (Glamour)**: compel creatures to move closer to you
- **Phantasmal Killer (Glamour)**: use a target's fears to frighten and cause psychic damage
- **Tail Current (Transmutation)**: create a current in air or water to enhance or impede movement

## ORCISH

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- **Dread Wings (Cygimancy)**: summon a cloud of bat-like shapes that damage creatures
- **Earsend (Transmutation)**: animate and send your ear to spy for you
- **Storm Sphere (Evocation)**: create a large area of swirling air and lightening energy
- **Vitriolic Sphere (Evocation)**: create a large explosion of acid

## RUNIC

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- **Glyph Of Obstruction\* (Rune)**: bar creatures from a location,

- **Mnemonic Siphon\* (Rune)**: steal the spells of a creature carrying the affected object
- **Private Sanctum\* (Rune)**: protect an area from sensing, scrying, and/or viewing
- **Rune of Restriction\* (Rune)** - secure an area from teleportation and planar travel
- **Rune of Transcription\* (Rune)**: record the happenings within an area and replay them
- **Rune of True Form\* (Rune)**: identify creatures under invisibility, illusion, or polymorph

## USKARD

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- **Evard's Black Tentacles (Cygimancy)**: bludgeon and restrain creatures in an area
- **Faithful Hound (Cygimancy)**: summon a phantom, invisible watchdog
- **False Future (Divination)**: cause divinations to reveal the results you want
- **Gird Ally (Cygimancy)**: grant your summoned creatures a deflection bonus to their AC
- **Sand Ship\* (Enchantment)**: cause a water vessel to be capable of sailing on sand
- **Summon Aberration (Cygimancy)**: call forth a spirit to ally with you

## Wizardry: Level 5

- **Ally Aegis (Abjuration)**: magic force that blocks allies from attacks
- **Animate Objects (Enchantment)**: cause ten nonmagical objects to come to life
- **Avix Link\* (Meta)**: transfer arcane energies from one Wizard to another
- **Bottled Arcana (Alkemancy)**: place a spell into a vial or flask for consumption later
- **Cloudkill (Alkemancy)**: creature an area of poisonous, yellow-green fog
- **Commune With Texts (Divination)**: quickly search through a collection of books
- **Cone of Cold (Evocation)**: a blast of cold frigid air and frost damages creatures
- **Conjure Displacer Beast (Summoning)**: call forth a beast from the Shadowfell
- **Curse of the Magi (Meta)**: render arcane spellcasters unable to cast without suffering

- **Far Step (Traveling)**: teleport 60 feet each round for up to 1 minute
- **Hold Monster (Glamour)**: paralyze any species of creature with a working mind
- **Immolation (Evocation)**: cause a creature to erupt in a shroud of flames
- **Living History (Divination)**: create realistic illusions of an event in history
- **Mislead (Illusion)**: become invisible at the same time an illusory double appears
- **Modify Memory (Glamour)**: reshape a creature's memories
- **Passwall (Conjuration)**: form an earthen tunnel through a wall
- **Replay Tracks (Illusion/Divination)**: reconstruct past events from a set of tracks
- **Scrying (Divination)**: Spy on by seeing and hearing a particular creature that you choose
- **Seeming (Illusion)**: alter the appearance of any number of creatures within 30 feet
- **Treasure Stitching (Enchantment/Transmutation)**: transfer objects onto cloth
- **Wall Of Force (Abjuration)**: create an impenetrable wall of arcane force
- **Wall Of Light (Evocation)**: create a shimmering radiant wall of light

## AMONI

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- **Bigby's Hand (Evocation)**: create a large, shimmering, translucent hand of force

## CALDORIAN

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- **Emotional Brew\* (Alkemancy)**: infuse a gallon of liquid with emotional feelings

## DWARVISH

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- **Dungeonsight\* (Divination)**: receive a clear view of the layout of the nearby area
- **Eternal Repose\* (Transmutation)**: encase a dead creature in amber, preserving it in stasis
- **Globular Hoard (Transmutation)**: fuses a group of objects that are touching each other

- **Magnetize (Transmutation)**: magnetize a large piece of metal or stone

## ELVISH

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- **Create Demiplane (Traveling)**: create a small, finite space outside of the planes of existence
- **Legend Lore (Divination)**: call to mind information about a person, place, or object

## MERROW

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- **Geas (Glamour)**: place a magical command on a creature forcing it to your will for 30 days

## ORCISH

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- **Acid Rain (Alkemancy)**: unleash a storm of swirling acid 20 feet wide

## RUNIC

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- **Fey Gateway\* (Rune)**: open a gate between The Material Plane and The Feywild
- **Shadow Gateway\* (Rune)**: open a gate between The Material Plane and Shadowfell
- **Symbol of Spell Loss\* (Rune)**: attack the minds of arcane spell casters
- **Teleportation Circle\* (Rune/Traveling)**: transport creatures to a magical anchor point

## USKARD

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- **Infernal Calling (Summoning)**: summon a devil from Baator
- **Planar Binding (Summoning)**: bind an otherworlder to your service

## Wizardry: Level 6

- **Chain Lightening (Evocation)**: create a bolt of lightning that leaps from target to target
- **Contingency (Meta)**: set up a spell to trigger later under your choice of circumstances
- **Damnation Of Memory\* (Glamour)**: excise a single memory from a target

- **Disintegrate (Evocation)**: reduce a creature or object to dust
- **Flesh to Stone (Transmutation)**: turn a living creature to a stone statue
- **Freezing Sphere (Evocation)**: create a globe of cold energy that explodes with a frigid blast
- **Glassee (Transmutation)**: make a section of metal, stone or wood transparent
- **Guards and Wards (Abjuration)**: protect 2,500 square feet of floor space with magical effects
- **Imbue Familiar (Cygimancy)**: transfer spell casting abilities temporarily to your familiar
- **Mass Suggestion (Glamour)**: suggest a course of action to a group of creatures
- **Mental Prison (Glamour)**: bind a creature in a cell that only it perceives
- **Mind Swap (Glamour)**: switch minds with another creature
- **Mislead (Illusion)**: turn invisible and create a duplicate of yourself who acts like you
- **Programmed Illusion (Illusion)**: create a permanent illusion
- **Scatter (Traveling)**: cause five creatures to be teleported to locations around you
- **Spellstaff (Enchantment)**: store one spell in a wooden quarterstaff
- **Tenser's Transformation (Transmutation)**: endow yourself with martial prowess
- **Transfiguring Touch (Transmutation)**: change a touched object to iron, paper or wood
- **True Seeing (Divination)**: your vision can pierce illusions, darkness, and invisibility

## AMONI

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- **Arcane Gate (Traveling)**: connect two points of space you can see with a magical doorway
- **Hardening (Transmutation)**: make materials resistant to tearing, breaking and damage

## CALDORIAN

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- **Globe of Invulnerability (Meta)**: protect an area with a sphere that counters magic

## DWARVISH

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- **Gemjump (Enchantment)**: be able to instantly transport back to a specially prepared crystal

## ELVISH

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- **Impart Mind (Enchantment)**: place a portion of your intellect and personality into an item
- **Wooden Phalanx (Cygimancy)**: create a group of wood golems to willingly serve you

## MERROW

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- **Mage's Lucubration (Meta)**: instantly prepare one spell of 5th level or lower

## ORCISH

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## RUNIC

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- **Dust Ward (Rune)**: disintegrate an item if others try to learn its purpose or use it
- **Getaway (Rune/Traveling)**: teleport you and select creatures to a predetermined location
- **Instant Summons\* (Rune)**: cause a physical item you inscribe to return to you at will
- **Runic Barrier\* (Rune)**: you create a physical barrier of force that prevents movement
- **Transcribe Rune (Rune)**: remove the power of a rune and store it in your focus

## USKARD

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- **Vesna's Defending Sword (Conjuration)**: a dancing sword defends your life
- **Otherworldly Form (Transmutation)**: take on properties of creatures from other planes

## Wizardry: Level 7

- **Caustic Eruption (Alkemancy)**: explode acid in all directions around you
- **Create Magen (Enchantment)**: create an obedient construct made from mana

- **Delayed Blast Fireball (Evocation)**: a bead of condensed energy explodes at your choosing
- **Dimensional Lock (Abjuration)**: prevent teleportation and planar travel
- **Duplicate Foe (Illusion/Cygimancy)**: create a temporary duplicate of a creature as an ally
- **Etherealness (Traveling)**: step into The Ethereal Plane and move through objects
- **Finger Of Death (Evocation)**: cause necrotic damage and control killed enemies
- **Forcecage (Abjuration)**: create a cube shaped prison of magical force
- **Magnificent Mansion (Conjuration)**: conjure an extra-dimensional dwelling
- **Mirage Arcane (Illusion)**: create illusory terrain within an area of 1 mile
- **Particulate Form (Transmutation)**: target gains rapid healing and immunity to critical hits
- **Project Image (Illusion)**: create an illusory copy of yourself who's senses you can use
- **Simulacrum (Enchantment)**: create a magical duplicate that is obedient to you
- **Statue (Transmutation)**: target can become a stone statue at will
- **Summon Shadow Titan (Cygimancy)**: A shadowy giant obeys your commands

## AMONI

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- **Deflection (Abjuration)**: redirect a missed attack against you back towards the source
- **Giant Form (Transmutation)**: assume the form of a large giant

## CALDORIAN

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- **Temporary Resurrection (Transmutation)**: restore a dead body to temporary life

## DWARVISH

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- **Aroden's Magic Army (Enchantment)**: imbue all weapons carried by allies with magic

## ELDERMANY

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- **Power Word Blind (Eldermancy):** automatically blind a creature with a word
- **Power Word Pain (Eldermancy):** assail a creature with crippling pain with a word
- **Subjective Reality (Glamour):** convince yourself that something is an illusion

## ELVISH

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- **Awakened Construct (Enchantment):** amplify a construct's life-force to resemble a true soul
- **Control Construct (Meta):** wrest control of a construct from its master

## MERROW

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- **Vortex (Evocation):** create a powerful and immobile whirlpool in a body of liquid

## ORCISH

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- **Plague Bearer (Evocation):** make a target a carrier of numerous diseases
- **Plague Storm (Evocation):** create a cloud of disease that infects those inside

## RUNIC

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- **Symbol (Rune):** a harmful glyph that can cause death, insanity, pain, or fear

## USKARD

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- **Circle Of Clarity (Abjuration):** create a magical emanation that hampers illusions
- **Umbral Strike (Evocation):** throw a bolt of dark energy, dealing negative energy damage

## Wizardry: Level 8

- **Anti-Magic Field (Meta):** create an area incapable of magic
- **Caustic Torrent (Alkemancy):** a swirling jet of acid sprays from you

- **Clone (Enchantment):** grow an inert duplicate of a living, Medium creature
- **Demiplane (Traveling):** create a door to a new or existing demiplane
- **Dominate Monster (Glamour):** control a creature and subdue it to your will
- **Feeblemind (Glamour):** you blast the mind of a creature; shattering its intellect
- **Glacial Cascade (Evocation):** fill an area with intense cold, transforming creatures to ice
- **Incendiary Cloud (Conjuration):** create a swirling cloud of hot embers and smoke
- **Maddening Darkness (Cygimancy):** magical darkness filled with shrieks and gibbering
- **Maze (Conjuration):** banish a target into a labyrinthine plane until they escape the maze
- **Mighty Fortress (Enchantment):** a fortress grows from a prepared replica
- **Quintessence Mastery (Conjuration):** exercise limited control over an outer plane
- **Sunburst (Evocation):** flash brilliant light causing radiant damage and blinding light

## AMONI

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- **Euphoric Tranquility (Glamour):** target treats creatures as dear friends and abhors violence
- **Polymorphus Universalis (Transmutation):** change one subject into anything else

## CALDORIAN

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- **Phasic Challenge (Transmutation):** enemy and ally can only be harmed by each other

## DWARVISH

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- **Iron Body (Transmutation):** transform your body into living iron

## ELDERMANY

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- **Power Word Stun (Eldermancy):** with a single word, cause a creature to be dumbfounded

## ELVISH

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- **Call Construct (Enchantment):** summon your construct to you

## MERROW

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- **Seamantle (Conjuration):** sheathe yourself in protective water

## ORCISH

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- **Rain of Arrows (Conjuration):** create a cloud of magical arrows

## RUNIC

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- **Rune of the Arcanum\* (Rune):** prevent arcane spell casting and magic within an area
- **Symbol Of Insanity (Rune):** triggered rune renders nearby creatures insane

## USKARD

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- **Abi-dalzims Horrid Wilting (Evocation):** suck the moisture from creatures around you

## Wizardry: Level 9

- **Astral Projection (Traveling):** you and 8 willing creatures project yourself into The Astral Plane
- **Blade Of Disaster (Traveling):** a blade shaped planar rift can strike opponents
- **Blood To Acid (Alkemancy):** convert a creature's blood into virulent acid
- **Foresight (Divination):** cause a creature to see into the immediate future
- **Gate (Traveling):** you open a portal to a different plane of existence
- **Imprisonment (Enchantment):** permanently restrain and hold a creature
- **Invulnerability (Abjuration):** become immune to all damage until the spell ends
- **Mass Polymorph (Transmutation):** transform up to 10 creatures
- **Meteor Swarm (Evocation):** pummel the ground with blazing orbs of fire

- **True Polymorph (Transmutation):** transform a creature into another form, permanently

## AMONI

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- **Effulgent Epuration (Abjuration):** crystals of power absorb spell effects and abilities

## CALDORIAN

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- **Scribe's Binding (Enchantment):** turn a creature into a biography of their life

## DWARVISH

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- **Clashing Rocks (Conjuration):** manifest large boulders that crush a creature

## ELDERMANY

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- **Power Word Kill (Eldermancy):** utter a word that can compel a creature to die instantly
- **Reverse Death (Eldermancy):** drag a soul back to its body, binding them together
- **Wish (Eldermancy):** speak a desire and alter the very foundations of reality to achieve it

## ELVISH

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- **Mage's Disjunction (Enchantment):** suppress magic and disenchant magic items
- **Spellbane (Abjuration):** prevent spells of your choosing from functioning in an area

## MERROW

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- **Wail Of The Banshee (Glamour):** emit a terrible, soul-chilling scream

## ORCISH

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- **Diamond Body (Transmutation):** your body becomes living diamond, gaining abilities
- **Massacre (Evocation):** slaughter creatures in a line with a wave of necrotic energy

## RUNIC

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## USKARD

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- o **Bilocation (Traveling)**: exist in more than one location at once, simultaneously
- o **Weird (Glamour)**: manifest deep fears to cause psychic damage

# Sorcery

## Sorcery: Cantrips

- **Affect Mind (Alter)**: gain advantage on charisma checks with a creature
- **Awakened Mind\* (Sense)**: sense the magic and mana that is in all things
- **Douse (Alter)**: you are able to extinguish a single small source of light within range
- **Hobble (Alter)**: cause the space around a creature to slow the target to half speed
- **Light (Alter)**: suffuses an area with a uniform glow that produces no shadows
- **Quicken (Control)**: give yourself additional speed and reflexes for a brief moment
- **Share Memory (Sense)**: momentarily share a single memory with another sorcerer
- **Spellfire (Alter)**: damage creatures with a ray of raw magical energy
- **Telekinesis (Alter)**: lift and manipulate objects through concentration

### CELESTIAL BLOODLINE

- **Sift (Sense)**: examine an area at range as if searching for fine details with Perception

### DEMONIC BLOODLINE

- **Blood Tide (Alter)**: cause a creature to bleed from their eyes, nose, ears and mouth
- **Control Flames (Elemental)**: extinguish, ignite and manipulate nonmagical flames
- **Sapping Sting (Alter)**: damage a creature with necrotic damage

### DRACONIC BLOODLINE

- **Shape Air (Elemental)**: wind blows out fire and pushes objects and creatures
- **Zephyr Strike (Elemental)**: move without provoking attacks and increasing damage

# SORCERY



## DWARVISH BLOODLINE

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- **Excavate (Elemental)**: scoop an area of stone or earth and fling it at a target
- **Find Weakness (Sense)**: you can sense the weakest part of an object
- **Root (Elemental)**: bolster your connection to the ground making you hard to lift or move
- **Shape Earth (Elemental)**: you manipulate earthen dirt within a 5 foot cube

## FEY BLOODLINE

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- **Shape Water (Elemental)**: you manipulate water within a 5 foot cube
- **Sword Burst (Alter)**: create a momentary series of spinning blades of energy

## WILD MAGIC BLOODLINE

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- **Chaos Bolt (Alter)**: channel chaotic energy to deal compounded force damage at a gamble
- **Wild Guess (Control)**: reflections of versions of yourself provide a bonus to ability checks

## Sorcery: Level 1

- **Absorb Elements (Elemental)**: capture incoming energy, adding its damage to yours
- **Abjuring Step (Control)**: as long as you move slowly, gain advantage against spell effects
- **Auditory Hallucination (Alter)**: cause targets to believe they have heard a sound
- **Avoid Grievous Injury (Control)**: negate a critical hit or resist nonmagical damage
- **Babble (Alter)**: cause a target to be unable to speak intelligently
- **Broadcast (Sense)**: mentally impart 10 minutes worth of information in an instant
- **Call To Mind (Sense)**: you meditate and recall any previous fact or detail you witnessed
- **Chromatic Orb (Elemental)**: launch of sphere of energy that has multiple damage types
- **Cut Weave (Control)**: cause a spell held through concentration or in effect to end
- **Deep Breath (Control)**: numb your body to allow it to go without oxygen for long periods

- **Elemental Mastery (Elemental)**: deal more damage from fire, earth, air, or water spells
- **Emotional Echoes (Sense)**: hear a stream of past local scenes and pieces of conversations
- **Extract Aspects (Sense)**: learn a foes vulnerabilities and weaknesses
- **Foretell Distraction (Sense)**: know a moment a target averts their eyes, and move unseen
- **Hang Spell (Control)**: cause one of your spells to be held and cast at a time of your choosing
- **Mind Sync (Sense)**: link minds with individuals to compound learning and knowledge
- **Nova (Alter)**: create a pulse a telekinetic energy, pushing and knocking creatures prone
- **Precognition (Sense)**: see predictions of events that keeps you alert and on guard
- **Push (Alter)**: you push, disarm, shove or trip one creature or object with a concussive burst
- **Recharge Innate Magic (Control)**: regain use of all 0 and 1st level racial spell like abilities
- **Scatterspray (Alter)**: cause a collection of little, unsecured items to fly off in all directions
- **Trick Question (Alter)**: force a creature to answer a question with a single word answer
- **Twist Spell (Control)**: be counted as an ally for spells cast by someone else

## CELESTIAL BLOODLINE

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- **Celestial Healing (Control)**: gain hitpoints each turn channeling divine energy
- **Chronal Lance (Alter)**: inflict the ravages of time temporarily on a creature, slowing them
- **Lucky Number (Alter)**: tweak a creature's fate granting it a chance to reroll a specific result
- **Pendulum (Alter)**: replace d20 rolls with regularity of fortune and misfortune
- **Rite Of Centered Mind (Control)**: you steel yourself against harmful mind-altering affects
- **Roaming Pain (Alter)**: afflict a humanoid with severe pain in random parts of their body
- **Strand Of The Tangled Knot (Alter)**: you cause the next attack against you to be at -10

## DEMONIC BLOODLINE

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- **Burning Sands (Elemental)**: create a field of hot sand, creating damage and difficult terrain
- **Cloak (Alter)**: bend light such that you are invisible if you don't move and you concentrate
- **Ebon Eyes (Control)**: you gain the ability to see in all forms of darkness, including magical
- **Firebelly (Elemental)**: you breathe fire and become resistant to it, briefly
- **Ill Omen (Alter)**: afflict a creature with bad luck, causing it disadvantage on its next roll
- **Lock Gaze**: (Alter) you force a target to look into your eyes, focusing its attention on you
- **Touch of Combustion (Elemental)**: cause someone or something to combust in flame
- **Sun Metal (Elemental)**: cause a metal weapon to ignite in flame, causing additional damage

## DRACONIC BLOODLINE

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- **Air Bubble (Elemental)**: create a small pocket of air around your head or an object
- **Body Capacitance (Elemental)**: store electricity damage and release with a touch
- **Converse with Dragon (Sense)**: telepathically communicate with dragons
- **Recast (Alter)**: as a reaction, make a target repeat the casting of a spell
- **Windy Escape (Elemental)**: move rapidly by reducing air resistance to propel you forward

## DWARVISH BLOODLINE

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- **Battle Trance (Control)**: use your willpower to fight with ferocity, pushing past limitations
- **Earth Tremor (Elemental)**: cause the ground to rumble, knocking creatures prone
- **Expeditious Construction (Elemental)**: create a low wall of packed earth or stone
- **Fist of Stone (Elemental)**: stone surrounds your fist giving bonus to strength and damage
- **Hairline Fractures (Elemental)**: create hairline fractures in earth or stone
- **Shape Stone (Elemental)**: shape and control stone into another form

- **Stone's Secrets (Sense)**: you sense the movement of anything touching stone
- **Stone Shield (Elemental)**: create a thick stone slab to shield you from attacks

## FEY BLOODLINE

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- **Alter Arrow's Fortune (Alter)**: as a reaction, make a ranged attack have disadvantage
- **Dazzling Blade (Elemental)**: make a weapon appear shiny, making it easier to hit & feint
- **Gift of Alacrity (Sense)**: grant an additional 1d8 initiative for 8 hours
- **Charm Fey (Alter)**: you have the ability to charm Fey creatures
- **Compress Gravity (Alter)**: create a crushing force that damages and is difficult to navigate
- **Touch Of The Sea (Elemental)**: become hyper adapted to movement through water
- **True Strike (Sense)**: gain insight into a target to have a chance if hitting automatically
- **Wave Shield (Elemental)**: use water to blunt one incoming fire attack

## WILD MAGIC BLOODLINE

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- **Empower (Alter)**: you influence a target to have a critical success or critical failure
- **Synesthete (Sense)**: shift one sense to another so you can see sound and feel light
- **Twist the Skein (Alter)**: twist fate by either adding or removing from an attack roll
- **Undermine Armor (Alter)**: bend reality to make armor soften and bend

## Sorcery: Level 2

- **Anticipate Attack (Sense)**: use a reaction to move and avoid an attack
- **Bestow Power (Alter)**: share power with another Sorcerer
- **Brain Lock (Alter)**: lock the subject's higher functioning brain, dazing them
- **Cloud Mind (Alter)**: make yourself completely undetectable to a single creature

- **Darkvision (Sense)**: gain the ability to see in total darkness at a range of 60 feet
- **Decelerate (Alter)**: slow the flow of time around a creature, slowing its movement
- **Drain Construct (Alter)**: weaken a construct by draining its animating force
- **Float (Alter)**: levitate 6 inches in the air, and travel horizontally through space
- **Glamour Sight (Sense)**: see mind-affecting spells, addictions, or madness in creatures
- **Heartstop**: you slow the beating of a willing target's heart such they appear dead
- **Immovable Object**: affix an object in space making it unable to be moved
- **Intensify Psyche (Alter)**: amplify the targets emotions, increasing some social skills
- **Light Step (Control)**: as you run, you tread lightly on air, your feet buoyant above ground
- **Mind Spike (Alter)**: cause a jolt of psychic damage to a creature you can see
- **Sense Fear (Sense)**: perceive nearby creatures that are experiencing fear
- **Sense Vitals (Sense)**: gain the ability to find a creature's vital area to increase attack damage
- **Shared Language (Control)**: remove language barriers between you and another creature
- **Spell Gauge (Sense)**: discover some arcane spells the target has prepared
- **Spellfire Burst (Alter)**: shoot a long beam of magical spellfire 30ft long, damaging targets
- **Spellfire Purge (Alter)**: shellfire burns for 2d6 damage, curing disease, poison, and parasites
- **Suggestion (Alter)**: suggest a course of action, and influence a creature to take it
- **Telekinetic Strikes (Control)**: imbue your melee attacks with force, improving damage
- **Telekinetic Volley (Alter)**: cause a group of items to launch as ranged attacks
- **Telepathy (Sense)**: ability to read minds, mentally communicate and project thoughts
- **Visualization of the Body (Control)**: you boost one of your physical ability scores
- **Visualization of the Mind (Control)**: you boost one of your mental ability scores
- **Whirling Blade (Control)**: hurl a weapon that attacks enemies and returns to your hand

- **Wristpocket (Alter)**: store a small object in a pocket dimension for easy recovery

## CELESTIAL BLOODLINE

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- **Embrace Destiny**: roll a single d20 and use its result later on
- **Object Reading**: learn the details of an inanimate object's previous owner
- **Sustenance**: survive without food or water for 1 day using surrounding mana
- **Time Step (Alter)**: briefly step forward in time and space, appearing 30 feet away
- **Twisted Futures (Alter)**: prevent creatures from using "roll twice, take better" abilities

## DEMONIC BLOODLINE

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- **Burning Arc (Elemental)**: Fire an arc of flame from your fingers that hits multiple targets
- **Demon Hide (Elemental)**: gain resistance to fire and cold damage
- **Flame Blade (Elemental)**: evoke a fiery beam of raw fire in your free hand
- **Hellish Rebuke (Elemental)**: as a reaction, damage a creature that caused you harm
- **Infernal Healing (Control)**: convert hit dice to sorcery points, and vice versa

## DRACONIC BLOODLINE

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- **Air Step (Elemental)**: tread unsteadily on air, with limitations
- **Aldori Alacrity (Elemental)**: gain a 10 foot boost to movement and a +1 to Armor Class
- **Ancestral Regression (Control)**: bring to the fore your Human heritage
- **Crackling Sphere (Elemental)**: create a crackling globe of electricity that you control
- **Crisis Of Breath (Elemental)**: cause a target to purge their air in one explosive exhalation
- **Thunderfist (Elemental)**: strike your fist on the ground to create a cone of thunder damage

## DWARVISH BLOODLINE

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- **Easy Climb (Elemental)**: your hands make small indents in stone, facilitating climbing
- **Groundswell (Elemental)**: raise the ground up underneath of you
- **Kombar's Fury (Elemental)**: create a minor earthquake to trip creatures
- **Stone Bones (Elemental)**: you can absorb small amounts of damage as a reaction
- **Strength Of Stone (Elemental)**: call upon the fortitude of the earth, boosting your strength
- **Soften Earth And Stone (Elemental)**: turns stone to clay, or first to sand or mud

## FEY BLOODLINE

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- **Battle Meditation (Control)**: enhance the hearts and minds of allies on the battlefield
- **Convolute Dictum (Alter)**: cause a creature to take longer, more complicated, actions
- **Fortune's Favor (Control)**: gain advantage for an hour, consumes a 10g piece pearl
- **River Whip (Elemental)**: create a whip of flowing water you wield as a weapon

## WILD MAGIC BLOODLINE

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- **Baneful Deflector**: cause a ranged attack to hit a random target vs it's intended target
- **Chaotic Vitality (Alter)**: you chaotically manipulate the hitpoints of you and a creature
- **Elemental Twist (Alter)**: augment and randomize damage dealt by elemental spells
- **Frenzied Bolt (Elemental)**: direct a bolt of chaotic chromatic energy at a target
- **Mist Of Wonders (Alter)**: create a colorful mist that unpredictably creates magical effects
- **Shifting The Odds (Alter)**: gain advantage on your next roll, followed by disadvantage
- **Time Shudder (Alter)**: nearby creatures are randomly hastened or slowed
- **Timely Distraction (Alter)**: confound one creature with a swirling wave of energy
- **Twisted Space (Alter)**: targeted creature's attacks target a random square

## Sorcery: Level 3

- **Anticipate Arcana (Control)**: gain advantage on saving throws against magic
- **Arcane Concordance (Control)**: grant metamagic effects to allied Arcane spells
- **Channel The Gift (Control)**: power another spellcaster's spell
- **Collaborative Thaumaturgy (Control)**: apply your meta magic talents to another caster
- **Confound Senses (Alter)**: befuddle the minds of up to six creatures, hampering navigation
- **Danger Sense (Sense)**: sense the presence of danger before your sense would normally allow
- **Dimensional Shove (Alter)**: push a creature through a tear in space up to 30 feet away
- **Disrupt Link (Alter)**: sever the target's link with bonded and summoned creatures
- **Domination Link (Sense)**: read thought echoes of a creature mentally tied to another
- **Elemental Aura (Elemental)**: create an aura of energy around you
- **Entropic Damage Field (Control)**: divide damage you take amongst nearby creatures
- **Fly (Alter)**: you or a willing creature gain a flying speed of 60 feet
- **Iron Mind (Control)**: become immune to psychic damage and mind-altering effects
- **Quell Energy (Elemental)**: reduce the target's ability to tap into a specific energy type
- **Maelstrom (Alter)**: damage a large area with an explosion of raw spellfire
- **Sidestep Arrow (Control)**: cause a ranged attack to strike another target instead
- **Spell Forge (Alter)**: add your spell craft to craft magical items
- **Spell Matrix (Control)**: store a spell for a short time, with the ability to cast it immediately
- **Synaptic Pulse (Alter)**: stun creatures in a 30 foot radius
- **Tie-Off The Weave (Control)**: cause a concentration spell to last the full duration
- **Unravel Weave (Control)**: hijack a spell being cast and redirect it to serve your purpose
- **Vital Mark (Alter)**: cause a magic item to not function if you aren't touching it

- **Weave Master (Control):** use the weave to deal additional melee damage on a strike
- **Witness (Sense):** extend your senses to see through someone else's eyes and ears

## CELESTIAL BLOODLINE

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- **Confluence (Sense):** determine if a familiar person or object has been at your location
- **Cleromancy (Sense):** use rolled dice to grant luck bonuses to future d20 rolls
- **Contingent Action (Control):** gain an added action triggered by a condition you describe
- **Displacement (Elemental):** the target appears to be about 2 feet away from its true location
- **Stitch (Alter):** reverse time on an object, bringing it back to a former version of itself
- **Time Hop (Alter):** shift a creature a number of turns into the future

## DEMONIC BLOODLINE

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- **Burning Entanglement (Elemental):** burning tendrils of fire wrap around creatures in an area
- **Fiendish Wrath (Alter):** target's gain a bonus to Strength, Constitution, and unarmed strikes
- **Fire Trail (Elemental):** leak a trail of flame that follows your every step
- **Firewalker's Meditation\* (Control):** gain the ability to absorb fire damage
- **Hellfire Blitz (Elemental):** assume a flying spectral form of fire and heat
- **Screaming Flames (Elemental):** create a wave of fire fueled with the agony of the damned
- **Steal Warmth (Elemental):** upon taking cold damage, transfer it to another creature
- **Vision of Hell (Elemental):** you overlay a terrifying hellscape upon an area

## DRACONIC BLOODLINE

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- **Air Geyser (Elemental):** create a blast of air that damages and knocks opponents upward
- **Apsu's Shining Scales (Elemental):** gain an increase to AC, attacks, and breath weapons

- **Catch The Breath (Elemental):** bend a draconic breath weapon around yourself
- **Cloak of Winds (Elemental):** create a screen of wind around you
- **Compel Breath (Elemental):** you force a creature to expend its breath weapon
- **Draconic Majesty (Control):** exude the frightening presence of a dragon
- **Draconic Malice (Control):** cause living creatures to lose their immunity to fear
- **Dragon's Pride (Control):** gain advantage on Charisma checks and saves against charm
- **Lightning Conductor (Elemental):** absorb electricity and discharge to in a burst
- **Lightning Lash (Elemental):** create a crackling whip of electricity
- **Storm Step (Elemental):** travel short distances on a beam of lightning
- **Zephyr's Fleetness (Elemental):** grant you and your allies a burst of speed

## DWARVISH BLOODLINE

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- **Blast Barrier (Elemental):** create a rippling, unstable wall of loose earth or rubble
- **Bones Of Stone (Control):** gain resistance to slashing and bludgeoning damage
- **Create Holds (Elemental):** create handholds out of earth, plaster, or stone
- **Earthen Grace (Control):** all damage from earthen sources deal non-lethal damage
- **Ire Of The Mountain (Elemental):** heat and melt a nonmagical metal item
- **Raging Rubble (Elemental):** animate rocks to create a dangerous, rolling area of debris
- **Riven Earth (Elemental):** create a fountain of churned earth that causes damage
- **Rock Burst (Elemental):** make a rock or stone object explode causing damage
- **Stone Soul (Elemental):** you protect from effects that would turn a creature to stone
- **Welding Stones (Elemental):** bond two stone surfaces together permanently

## FEY BLOODLINE

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- **Align The Matrix (Alter)**: create Heartstone by channeling mana into alabaster or onyx
- **Blade Thirst (Elemental)**: grant a slashing weapon a bonus to hit and damage
- **Ice Spears (Elemental)**: force a number of giant spears of ice from the ground
- **Pulse Wave**: create a pulse of gravitational energy that either pushes or pulls
- **Rising Water (Elemental)**: create a pillar of water

## WILD MAGIC BLOODLINE

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- **Aphasia**: you and up to eight creatures speak in a language only they understand
- **Booster Shot (Elemental)**: cause a ranged weapon to deal additional elemental damage
- **Calm of the Storm (Alter)**: remove the effect of a Wild Magic Surge from a single creature
- **Elemental Surge (Elemental)**: infuse yourself with the random power of the elements
- **Fractions of Heal and Harm (Control)**: heal yourself with the next spell that deals damage
- **Rainbow Blast (Elemental)**: shoot a rainbow of energy that deals 5 distinct damage types
- **Surge Dampener (Alter)**: cause a creature to have better protection from Wild Magic Surge
- **Surge Protector (Elemental)**: negate the effects of a wild magic surge

## Sorcery: Level 4

- **Battlemind Link (Sense)**: allow you and an ally to fight in tandem, sharing rolls
- **Chromatic Wall (Elemental)**: a wall of light offering a unique protection based on its color
- **Elemental Embrace (Elemental)**: your elemental essence grants bonus to movement
- **Enchant\* (Alter)**: charge or drain an enchanted magic item, manipulating its charges
- **Energy Foreknowledge (Elemental)**: gain resistance to energy damage hitting you
- **Fog Of War (Alter)**: cloud the minds of combatants, causing them to attack wildly

- **Imbue With Spell Ability (Control)**: transfer spellcasting ability to a subject
- **Mind Exchange (Alter)**: project your mind into the body of a creature
- **Missile Mastery (Alter)**: alter the flight of a single missile within range
- **Rend (Alter)**: weaken a creature and cause psychic damage
- **Schism (Control)**: you split your mind into two-independent parts; each capable of action
- **Shapechange (Control)**: transform into a form of your choosing repeatedly.
- **Spellcrash (Alter)**: target and you lose any number of spells slots
- **Spell Enhancer (Control)**: you make your very next spell more difficult to resist
- **Teleport (Alter)**: instantly transport a great distance

## CELESTIAL BLOODLINE

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- **Reset (Elemental)**: cause subjects to re-roll initiative, placing themselves in now turn orders
- **Resonant Echo (Elemental)**: create an echo copy of yourself that you may swap places with
- **Time Vortex (Elemental)**: destabilize the flow of time effecting creatures in a 10 foot radius

## DEMONIC BLOODLINE

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- **Fire Gate (Elemental)**: step into a large fire and reappear in another fire nearby
- **Healing Warmth (Elemental)**: gain protection from fire, using absorbed energy to heal others
- **Spite (Control)**: imbue yourself with a touch spell as a tattoo that triggers when you are hit
- **Torrent Of Fire (Elemental)**: lash out with a cone of fire, appearing anywhere in the cone

## DRACONIC BLOODLINE

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- **Draconic Might (Control)**: increase Strength, Constitution, Charisma, and resistance to sleep
- **Hurricane Blade (Elemental)**: wreath a weapon in air, granting you a second attack

## DWARVISH BLOODLINE

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- **Bones of the Earth (Elemental)**: cause up to four pillars of stone to burst from the ground
- **Earthskimmer (Elemental)**: ride upon a slab of earth, skimming above the surface
- **Shape Metal (Elemental)**: cause metal to permanently bend and warp

## FEY BLOODLINE

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- **Glamour Foil (Control)**: deceive those who try to cast mind altering glamours on you
- **Gravity Sinkhole**: pull creatures towards a crushing sphere of energy
- **Watery Sphere (Alter)**: pull moisture from the air, creating a large sphere of water

## WILD MAGIC BLOODLINE

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- **Faradox Pinger**: your morph reality into a paradox unique to each target
- **Wild Shield (Elemental)**: repel spells that target you or the area you are within

## Sorcery: Level 5

- **Amplify Sense (Sense)**: extend your senses to gain supernatural sight, hearing, smell or touch
- **Dominate Person (Alter)**: a humanoid is compelled to follow your orders
- **Energy Absorption (Elemental)**: suppress a caster's ability to make elemental effects
- **Flow Walking (Sense)**: see the events of the past or future as echos in mana
- **Indomitability (Control)**: regardless of the amount of damage received, drop to 1 hp
- **Mana Drain (Alter)**: cause damage to a caster and take some of their open spell slots
- **Mind Palace (Control)**: retreat to a mindscape to perform a lengthy mental task in an instant
- **Necrotic Leech (Control)**: channel destructive energy through your touch
- **Remote Viewing (Sense)**: extend your senses to a remote distant location
- **Rewinding Step (Alter)**: anchor to a specific location, to be able to return there instantly

- **Siphon Magic (Control)**: transfer a magical effect from another creature to yourself
- **Spell Absorption (Control)**: use a counter spelled spell's energy to regain spell slots
- **Steel Wind Strike (Alter)**: rapidly teleport and strike with a melee weapon
- **Swift Exchange (Alter)**: quickly swap positions with another creature when attacked
- **Synaptic Static (Sense)**: blast creatures with psychic energy that muddle thoughts

## CELESTIAL BLOODLINE

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- **Essence Instability (Elemental)**: cause a creature's soul to radiate a harmful aura
- **Wall Of Time (Elemental)**: create a wall of dilated time that blocks ranged attack

## DEMONIC BLOODLINE

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- **Channel Fiendish Power (Elemental)**: infuse yourself with power of the Dathaira
- **Fire Snake (Elemental)**: create a serpentine path of fire

## DRACONIC BLOODLINE

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- **Ancestral Memory (Sense)**: petition your ancestors for aid, asking questions of them
- **DragonSight (Elemental)**: you gain the ability see more clearly, and through illusion

## DWARVISH BLOODLINE

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- **Transmute Rock (Elemental)**: change rock to mud or mud to rock
- **Wall of Stone (Elemental)**: create a barrier made of solid rock

## FEY BLOODLINE

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- **Temporal Shunt**: temporarily remove a creature from The Eternal Cycle

## WILD MAGIC BLOODLINE

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- **Vortex**: create a tornado of chaos magic that damages and triggers wild magic surges

## Sorcery: Level 6

- **Arcane Absorption (Control)**: absorb incoming magical spells
- **Artificer's Curse (Alter)**: temporarily suppress the most powerful qualities of a magic item
- **Circle Of Death (Alter)**: create a ripple of negative energy that damages creatures
- **Death Gaze (Alter)**: you emit a focused blast of sound out of your mouth, damaging enemies
- **Enemy Hammer (Alter)**: grab a creature or object and batter others with it
- **Strangle The Flow (Control)**: cause a spell caster to lose prepared spell slots and abilities
- **Torrent Of Elemental Rage (Elemental)**: fire raw spell fire in a persistent line
- **Weirding Power (Alter)**: unlock locks, cut weaves, and reverse magical effects

## CELESTIAL BLOODLINE

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- **Cosmic Ray (Elemental)**: deal deadly cosmic energy that also causes Constitution damage
- **Misfortune (Elemental)**: curse a set of targets with disadvantage on rolls
- **Temporal Stasis (Elemental)**: permanently place a creature into a suspended animation
- **Time Loop (Elemental)**: cause a creature to repeat its previous actions

## DEMONIC BLOODLINE

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- **Aura Of Wrath (Alter)**: cause nearby creatures to be driven into a violent frenzy
- **Fire storm (Elemental)**: conjure a storm made up of sheets of roaring flame
- **Firewalk (Elemental)**: cause a creature to be able to walk on top of and be immune to fire
- **Hellfire Ray (Elemental)**: damn a creature's soul to hell with a blast of pure hellfire
- **Investiture Of Flame (Elemental)**: flames race across your body; increasing your attack

## DRACONIC BLOODLINE

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- **Alterrann Dominance (Control)**: gain AC, senses, and a claw and breath weapon
- **Investiture Of Wind (Elemental)**: wind whirls across your body; increasing movement

## DWARVISH BLOODLINE

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- **Fault Line (Elemental)**: heave the ground upwards in a line, causing damage
- **Investiture Of Stone (Elemental)**: rock spreads across your body; enhancing armor

## FEY BLOODLINE

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- **Gravity Fissure**: create a line of gravitational energy that crushes opponents
- **Investiture Of Ice (Elemental)**: ice rimes your body; increasing attack and defense
- **Wall Of Ice (Elemental)**: create a barrier of solid ice

## WILD MAGIC BLOODLINE

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- **Chaotic World (Elemental)**: fill an area with chaotic energy, incapacitating creatures
- **Wildstrike (Elemental)**: you evoke a wild magic surge on a creature

## Sorcery: Level 7

- **Dimensional Bounce (Alter)**: teleport short distances in rapid succession
- **Divert Teleport (Alter)**: cause a teleportation event to shift to a destination of your choice
- **Energy Immunity (Elemental)**: grant immunity to one type of elemental damage
- **Prismatic Spray (Elemental)**: multicolored rays cause elemental damage
- **Reverse Gravity (Alter)**: cause solid objects to float in a direction you choose
- **Ring Ward (Alter)**: grant advantage on saving throws against magic, and resistance to energy
- **Signifier's Rally (Alter)**: you call out to your allies, allowing them to teleport to you

- **Spell Scourge (Control):** you control an invisible lash that rips spells from existence
- **Spell Turning (Control):** reflect spells back at their caster
- **Still The Weave (Control):** sever a target's connection to spellcasting
- **Synostodweomer (Control):** turn spell energy into healing energy
- **Vision (Sense):** bring to mind lore on a subject you desire, at great strain to yourself

#### CELESTIAL BLOODLINE

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- **Right The Stars (Control):** enhance the potency of your spells and saving throws
- **Temporal Divergence (Elemental):** take two actions, then choose which one takes effect
- **Time Jaunt (Elemental):** step outside of the time line and effect creatures in combat

#### DEMONIC BLOODLINE

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- **Firebrand (Elemental):** grant fire weapons, immunity to your fire, and a ray attack

#### DRACONIC BLOODLINE

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- **Animate breath (Elemental):** imbue your natural breath weapon with a semblance of life
- **Whirlwind (Elemental):** cause a strong wind to scoop up creatures and damage them

#### DWARVISH BLOODLINE

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- **Stomp (Elemental):** send a shockwave that splits the ground and causes damage

#### FEY BLOODLINE

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#### WILD MAGIC BLOODLINE

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- **Uncontrollable Transformation (Alter):** mutate your body with raw chaos

## Sorcery: Level 8

- **Bend Bloodline (Control):** duplicate the effects of Sorcery spells you do not know
- **Mind Blank (Alter):** make a creature immune to psychic damage and detection
- **Moment Of Prescience (Sense):** gain a bonus to one d20 roll equal to your level
- **Overpower Ability (Control):** increase ability point bonuses at the expense of others

#### CELESTIAL BLOODLINE

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- **Temporal Regression (Elemental):** transport yourself back in time to a previous condition
- **Time Jump (Elemental):** cause a creature to move ahead in time
- **Time Slippage (Elemental):** cause a creature's body parts to function at different speeds

#### DEMONIC BLOODLINE

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#### DRACONIC BLOODLINE

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- **Polar Ray (Elemental):** a blast of freezing air does cold damage and Dexterity drain

#### DWARVISH BLOODLINE

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- **Wall Of Lava (Elemental):** form a wall that damages foes and launches lava nearby

#### FEY BLOODLINE

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- **Dark Star:** create an oppressive black sphere of darkness that crushes creatures to dust
- **Reality Break:** shatter the barriers between realities and timeline, causing madness
- **Tsunami:** create a wall of water that crashes down on creatures

#### WILD MAGIC BLOODLINE

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- **Spellscar (Alter):** cause spells cast in an area to trigger Wild Magic Surges

- **Paragon Of Chaos (Elemental):** transform your body into pure chaos causing surges
- **Stabilize:** protect an area from wild magic surges, and calm existing surge results
- **Wild Trajectory (Elemental):** create an area that causes spell effects to divert course
- **Wildzone (Elemental)\*:** create a zone of wild magic, where arcane spells go haywire

## Sorcery: Level 9

- **Arcane Parasite (Control):** use spell slots from another spell caster
- **Assimilate (Control):** absorb a living creature, gaining some of its spell casting ability
- **Circle Of Devastation (Elemental):** call forth a growing circle of elemental destruction
- **Prismatic Wall (Elemental):** a wall of layered light where each layer protects from harm
- **Psychic Scream (Sense):** deal a large amount of psychic damage, bursting creature's heads
- **Replicate Casting (Alter):** duplicate the effect of any one spell you have recently seen
- **Sphere of Annihilation (Elemental):** conjure a featureless black sphere of nothingness
- **Travel The Paths Of The Mind (Sense):** enter a creature's memories

## CELESTIAL BLOODLINE

- **Time In a Bottle (Elemental):** freeze, forward, reverse time by as much as 1 minute
- **Time Stop (Elemental):** briefly stop the flow of time for everyone but yourself

## DEMONIC BLOODLINE

- **Detonate (Elemental):** cause a target to explode in a massive spray of fire

## DRACONIC BLOODLINE

- **Winds Of Vengeance (Elemental):** fly and be protected from ranged attacks

## DWARVISH BLOODLINE

- **Transmute Rock To Lava (Elemental):** instantly turn stone to molten lava

## FEY BLOODLINE

- **Prophecy (Alter):** grant a creature fortune, misfortune, or entwine your fates

## WILD MAGIC BLOODLINE

- **Unshackled Magic (Elemental):** cause spell casters to spontaneously cast spells

# Occult

## Occult: Cantrips

- **Bleed:** cause a stabilized creature to resume bleeding, and resume dying
- **Caustic Touch:** your hand sweats an acidic caustic slime, damaging enemies on touch
- **Chill Touch:** your touch hurts the living and disorients undead
- **Claws of Darkness:** your fingers grow claws of inky blackness that damage creatures
- **Dark Maw:** your mouth grows large with shadowy fangs and you bite the target
- **Eldritch Blast:** shoot a beam of crackling purple energy, causing damage
- **Grave Words:** force a corpse to babble, potentially revealing information of its death
- **Hand of Doom:** your outstretched hand hastens the demise of a creature you touch
- **Mind Sliver:** drive a disorienting spike of psychic energy into a creature within range
- **Silhouette:** you morph the shadows to create a shadow play on a wall or surface

## DREAMING

- **Ceremonial Servant:** a ghostlike figure that resembles you assists you in rituals

## FATHOMLESS

- **Infuse Weapon:** cause a weapon to inflict an additional +1 elemental damage

## FEY

- **Beguile:** a humanoid treats you like a distant friend or kin, performing a single favor
- **Cheat:** you subtly twist your fingers and alter the outcome of a nonmagical game of chance

## FIEND

- **Memento Mori:** transform yourself into a horrifying vision of death, stunning creatures
- **Semblance of Dread:** any creature that sees you can't willingly move closer

## OLD GOD

- **Crushing Curse:** if a creature hears you, they are defeated and take damage



- **Word of Misfortune:** cause a creature to have a penalty when rolling their next saving throw

## SHADOWBOUND

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- **Shadow Blindness:** cause a creature with Darkvision to lose that ability
- **Shadow Bite:** you damage a creature with cold shadow energy, slowing them

## UNDYING

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- **Discern Health:** determine if a creature has more or less hit points than you

## WYRM

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- **Countervailing:** temporary compensate for the negative effect of a magical spell

## Occult: Level 1

- **Agonizing Mark:** link yourself to a target so that they fall prone when you damage them
- **Armor of Agathys:** summon a force of spectral frost that protects you from damage
- **Black Goats Blessing:** target gains disadvantage against spells you cast
- **Black Ribbons:** create a cube of shadowy tendrils that restrains creatures
- **Blood Scarab:** deal necrotic damage and invigorate yourself
- **Bloody Hands:** cause a creature's hands to bleed, causing disadvantage on attacks
- **Cloak of Secrets:** filter speech from a given area to sound like a different conversation
- **Cloak of Shadow:** surround yourself with shadows, aiding you on stealth
- **Distort Value:** make an object look either more or less valuable
- **Grim Siphon:** pull life from one creature, and give it to another
- **Hex:** curse a creature to take damage and be at disadvantage on one type of ability check
- **Inflict Wounds:** negative energy harms the living or heals the undead

- **Phantom Pain:** cause a creature ongoing pain that sickens it
- **Ray Of Enfeeblement:** sap a creatures strength away from them
- **Shadow Armor:** cause disadvantage on an attack and resist radiant damage
- **Shadow Bind:** pin a target's shadow to the ground making them unable to move
- **Shadow Hands:** blast enemies with icy cold shadows that cause damage and fear
- **Shadowfade:** you make yourself invisible to darkvision and infravision
- **Speechreader's Sight:** you gain the ability to temporarily read lips from a distance
- **Witch Bolt:** a beam of crackling energy can cause continued damage to a target

## DREAMING

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- **Cause Fear:** frighten a creature so much that it might possibly flee
- **Lethargy Of Tsathoggua:** cause a target to desire to do nothing

## FATHOMLESS

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## FEY

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- **Artigana's Avarice:** you can smell locations and amounts of coins and gems
- **Beguiling Gift:** subject immediately accepts an offered gift and uses it
- **False Face:** polymorph your face into a disguised identity
- **Fey Glamour:** make a creature more interesting, attractive, and compelling
- **Glamour of Mundanity:** make a creature less interesting, overlooked, and forgettable
- **Guest Of Honor\*:** cause a creature to gain confidence and earn approval from others
- **Spell Wisp:** summon a fey spirit to provide you with additional spell casting ability

## FIEND

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- **Disquieting Gaze:** gain advantage on intimidation and necrotic attacks on a target

## OLD GOD

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- **Death Magic:** when a creature dies within 20 feet of you, you can use a hit die to heal
- **Writhing Arms:** numerous tendrils of dark erupt from you grappling and causing damage

## SHADOWER

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- **Mist Of R'lyeh:** briefly turn invisible, your image dispersed like mist blown in a wind

## UNDYING

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- **False Life:** increase your health, and gain temporary hit points
- **Undeath's Blessing:** cause the target to take damage when healed, and heal with necrotic

## WYRM

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## Occult: Level 2

- **Animus Mine:** implant trap for anyone messing with your mind
- **Anonymous Interaction:** target forgets interacting with you
- **Blood Lure:** attract creatures that feeds on blood or uncooked flesh
- **Corpse Lanterns:** create sickly green lights that aid in seeing illusions
- **Darkbolt:** hurl three rays of darkness that damage creatures with cold damage
- **Death Knell:** finish off a creature who is near death, gaining temporary hit points
- **Eldritch Conduit:** channel your occult power through another humanoid, to cast spells
- **Enshroud Thoughts:** ward yourself against thought detection and memory alteration
- **Grain of Truth:** gain a bit of supernatural advice, granting advantage on Insight

- **Healing Sting:** gain an equal number of hit points to the necrotic energy you deal
- **Miserable Pity:** feign groveling to exude pity, causing creatures to avoid attacking
- **Shadow Mask:** conceal your face with shadows, and protect against certain attacks
- **Shadow Puppets:** animate a creature's shadow, causing it to attack the target
- **Siphon Breath:** pull the breath from a creature's lungs, leaving it unable to speak
- **Touch of Idiocy:** dull a target's mind with a touch, reducing Intelligence/Wisdom/Charisma
- **Vexing Miscalculation:** prevent a target from scoring critical hits
- **Vomit Swarm:** produce a swarm of spiders that fights for you

## DREAMING

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- **Paranoia:** make one creature believe everyone is a threat

## FATHOMLESS

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- **Diminish Resistance:** Weaken a creature's resistance to one type of energy

## FEY

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- **Crown Of Madness:** you charm a creature and command it to attack creatures you choose
- **Fools Gold:** someone who accepts one of your gold pieces becomes vulnerable to your magic
- **Hag's Seasoning:** imbue a creature with a scent supernaturally delicious to monsters
- **Hoodwink:** distort the target's senses, muffling sounds and shapes other than you
- **Kalistocrat's Nightmare:** any coin the target touches turns into a lesser copper coin
- **Nondescript:** make yourself look ordinary and nondescript to others, and difficult to recall
- **Trail Of The Rose\*:** cause an object to leave a scented trail along your path as you move
- **Weiler's Ward:** create small fey orbs that attack creatures that come close to you

## FIEND

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- **Burning Gaze:** inflict fire damage on a creature simply from your gaze
- **Create Treasure Map:** create a treasure map out of a creatures corpse
- **Enemy's Heart\***: absorb a creatures power by killing it and consuming its heart
- **Silent Table:** give yourself privacy by muffling sound leaving the area

## OLD GOD

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- **Destructive Resonance:** speak a string of void speech that assaults one's mind
- **Extreme Flexibility:** shift your bones and muscles temporarily
- **Maddening Whispers:** whisper a string of void speech to incapacitate a creature
- **Page-Bound Epiphany:** fill a page of information from the world's libraries
- **Vomit Tentacles:** dozens of thin tentacles emerge from your mouth and grasp enemies

## SHADOWERN

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- **Shadow Spy:** bring your shadow to life as a spy that you can perceive through
- **Slither:** you momentarily become shadow and can slide under doors and through keyholes

## UNDYING

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- **As You Were:** restore a dead body or undead to the appearance it had in life
- **Cadaverous Uprising:** cause an undead to claw its way up out of the ground
- **Ghoul Touch:** cause a target to be paralyzed and emit a stench of rotting carrion
- **Grave Sense:** see through the eyes of an undead you control

## WYRM

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- **Wrath Of The Wyrm:** you gain draconic aspects, granting a bite attack and intimidation

## Occult: Level 3

- **Animate Dead:** create undead skeletons and zombies from nearby corpses
- **Aura Of Listlessness:** create an area that saps the will and determination from creatures
- **Barrow Haze:** conjure a fog that obscures vision and extends your range of attack
- **Bestow Curse:** curse a creature to take more damage from you or suffer ability loss
- **Bind Undead:** take control of a mindless undead
- **Blood Armor:** form fresh blood into armor that protects you from damage
- **Bone Flense:** cause a targets bones to erupt in sharp, jagged spurs, inflicting bleeding
- **Burning Blood:** cause a living creature's exposed blood to turn to burning acid
- **Closing In:** make a creature believe the world is closing in to crush it
- **Command Undead:** speak a one word command that an undead will carry out
- **Congeal Formless Spawn:** bring into existence a creature made from blood
- **Curse of Hostility:** cause a creature feelings of intense hate against a creature type or race
- **Deflect Blame:** cause a creature to blame another for your actions
- **Drain Poison:** drain a creature's poison and apply it to your weapon
- **Evil Eye:** cause a creature to make a roll at disadvantage
- **Film Of Filth:** cause a targets flesh to exude a layer of putrescent slime with a horrible stench
- **Flesh Puppet:** control a fresh corpse as it looked in life like a puppet
- **Healing Leak:** touched target only gains and grants half benefits from magical healing
- **Healing Thief:** you siphon half of all healing that the targeted creature receives
- **Incite Greed:** cause creatures to be compelled to move closer to a gem or object or worth
- **Life Transference:** sacrifice some of your own vitality to heal another creature's injuries
- **Mark Of Spite:** deal damage to yourself to damage the marked target

- **Occult Communion:** make a knowledge skill check with a +10 bonus
- **See Beyond:** gain increased perception and a keener ability to sense the hidden or unseen
- **Seeping Death:** inflict a virulent, flesh eating disease on a target
- **Shifting Shadows:** obscure the appearance of all creatures within shifting shadows
- **Summon Lesser Demon:** summon a demon of chaos
- **Summon Undead Spirit:** call forth a restless spirit from beyond the grave to do your bidding
- **Terrifying Lash:** create a magical whip that does damage and causes fear to those it hits
- **Vampiric Touch:** siphon the life force from a living creature, healing yourself
- **Vermin Shape:** take the form and some of the powers of a small or medium vermin

## DREAMING

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- **Shadow Of The Nightgaunt:** summon a night gaunt who is hostile to all (including you)
- **Soul Vault:** bar a soul from leaving its body or vessel, preventing death
- **Spirit Shroud:** harness spiritual energy to increase the damage of your attacks

## FATHOMLESS

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- **Sign Of Eibon:** spells cast by you for the duration are considered 1 spell slot higher

## FEY

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- **Aura of the Unremarkable:** veil even the most unusual actions as mundane
- **Fey Form:** assume the form of a creature from The Feywilds
- **Glitterdust:** create a cloud of golden particles that blind creatures and prevent stealthing
- **Mind Probe:** forcefully rip thoughts from a creature against their will
- **Pillow Talk:** sleeping creatures answer your questions

- **Seeds of Influence:** weaken a creature to your divinations and enchantments
- **Throes Of Ecstasy:** cause a target to be incapacitated with feelings of joy
- **Unspoken Name:** learn when a nearby creature refers to you with a particular name

## FIEND

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- **Blood Offering:** consume the life force of a corpse, absorbing its hit points
- **Demon Within:** call a demon to enter the body of a humanoid, killing them
- **Inflict Pain:** target is at disadvantage to all rolls and ability checks
- **Legion:** shadowy form of fiends attack creatures in a space you specify
- **Wave Of Corruption:** damage nonmagical objects, taint food, and befoul potions

## OLD GOD

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- **Call the Void:** surround yourself with an aura of nothingness, causing fatigue and suffocation
- **Countless Eyes:** target sprouts extra eyes that provide all-around vision
- **Hunger Of Hadar:** create an area of darkness that damages creatures with cold and acid
- **Touch of the Unliving:** cause damage and paralyze living targets
- **Twisted Innards:** avoid critical hits and sneak attacks by shifting vital organs around
- **Unseen Strangler:** conjure an immaterial, tentacled aberration that protects a space
- **Void Strike:** damage creatures with darkness from the void, frightening them
- **Voluminous Vocabulary:** grant ability to speak, read, and write one more language

## SHADOWBOUND

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- **Shadow Mind:** force a target to see darkness around them
- **Shadow Tendrils:** restrain a creature with shadowy tendrils that do cold damage

## UNDYING

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- **Assume Appearance:** use a humanoid creature's corpse to assume its form
- **Command Of The Bloody Tongue:** cause a target to take additional bleeding damage
- **Green Decay:** cause undead creatures to be destroyed, consumed by green mold
- **Skeleton Crew:** turn corpses into an obedient group of servants
- **Skull Watch:** turn a skull from an intelligent creature into a watchful guardian

## WYRM

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- **Mythic Roar:** cause a creature to lose its highest level spell slot
- **Screech:** scream and cause your foes to provoke attacks of opportunity

## Occult: Level 4

- **Abhorrent Apparition:** cause fear and psychic damage through a carved visage
- **Black Hand:** fling a paralyzing flame of shadow towards a target
- **Blood Needle:** shoot a needly of blood to damage and reduce maximum hitpoints
- **Blood Slave:** you take full control of a target's body, directing their actions
- **Boiling Blood:** cause a creature's blood to boil with supernatural heat
- **Curse Of Dragonflies:** Target a creature with a curse that impacts its ability to fly
- **Devilforge:** charm and control a magical construct
- **Eyes Of The Void:** see through both mundane and magical darkness
- **Hallucinogenic Smoke:** exhale a cone of smoke which disorients those caught inside
- **Harvest Knowledge:** sift through a creature's memories and make knowledge checks
- **Hide In One's Shadow:** cause a willing creature to become part of its shadow
- **Ever Healing Wounds:** targeted creature regains hit points each turn

- **Labyrinth Master:** gain an immediate sense of your surroundings
- **Naga Shape:** transform into a large serpent while retaining your own head
- **Servant Of Doom:** become a force of destruction with a gift from your patron
- **Shadow Of Moil:** wreath your body in flame-like shadows that attack nearby creatures
- **Shadow Step:** Teleport between shadows across long distances
- **Shroud Of Death:** steal hit points from living beings that surround you
- **Sickening Radiance:** cause others to sicken and take damage when in your aura
- **Summon Aberrant Spirit:** call forth a spirit from the void, an outsider to this world
- **Summon Greater Dathairä:** summon an otherworldly fiend or demon
- **Sword To Snake:** change an object into a venomous creature
- **Thanatotic Fury:** stifle a creature's ability to cast divine or occult spells by attacking them

## DREAMING

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- **Conjure Dream-Dwellers:** summon one or more creatures from Sene'Rine'Rada

## FATHOMLESS

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- **Powder Of Ibn Ghazi:** blow powder around you, causing invisible creatures to be seen
- **Sarnath Sigil:** redirect ranged weapon attacks towards a new target

## FEY

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- **Cursed Gift:** transfer a harmful magic effect to another creature that willingly accepts your gift
- **Inveigle Person:** humanoid becomes friendly to all other creatures
- **Spellbloom:** create a font of magical energy that temporarily grants spell slots to casters

## FIEND

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- **Bloatbomb:** kill weak creatures and turn their corpse into an explosive trap
- **Hellmouth Lash:** transform your tongue into a whip that deals acid, electricity, or fire damage
- **Nether Weapon:** cause a weapon to deal an additional 2d6 necrotic damage

## OLD GOD

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- **Desiccating Breath:** breath forth a cloud of dust that draws moisture from a 30 foot cone
- **Void Field:** create an area devoid of all sensory input; a black void of nothingness
- **Vomit Twin:** vomit forth an ooze copy of yourself that you can swap places with

## SHADOWER

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- **Orne's Black:** create an area of darkness that is impossible to see within, but you see out

## UNDYING

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- **Keening Wail:** emit a unholy shriek from beyond the grave, causing unconsciousness

## WYRM

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- **Feast On Fear:** cause targets to panic while you gain temporary hit points
- **Third Eye Masterpiece:** see invisible creatures and beyond the Material Plane

## Occult: Level 5

- **Blightburn Weapon:** transform a melee weapon to perform incredible damage
- **Contact Other Plane\***: make mental contact with an otherworldly entity
- **Contagion:** your touch inflicts disease that lasts for a week
- **Danse macabre:** cause corpses to move under your commands
- **Dark Web Of The Spider Monarch:** fill an area with sticky, night-black webs

- **Enervation:** a tendril of inky darkness drains life from creatures
- **Living Shadows:** shadows writhe and grasp at creatures within the area, restraining them
- **Maim:** wither a creature's limbs or make them vulnerable to a type of damage

## DREAMING

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- **Dream Reality:** cause a creature to forget events that transpired, as if in a dream
- **Possession:** project your soul into another creature's body

## FATHOMLESS

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- **Chaos At The Heart Of Everything:** charm aberrations, fiends, elementals and oozes

## FEY

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- **Cloak Of Dreams:** cause living creatures within 5 feet of you to fall asleep
- **Covetous Aura:** sap the powers of beneficial spells cast near to you
- **Fey Crown:** gain advantage on saving throws, immunity to charm and grant invisibility
- **Nymph's Kiss:** kiss an incapacitated or charmed creature to deal psychic damage

## FIEND

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- **Dahak's Release:** you provoke a target into a violent bloodlust as it unleashes all its anger
- **Damnation Stride:** teleport, leaving behind a burst of flame
- **Dark Lord's Mantle:** imbue yourself and your allies with demonic power and confidence

## OLD GOD

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- **Dark Dementing:** create an intense fear of the dark within a creature
- **Gutsnake:** a 15 foot long tentacle sprouts from your chest ending in a snapping jaw

## SHADOWER

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- **Doomtide:** fill an area with black, creeping shadows that daze creatures
- **Shadow Walk:** travel rapidly over very long distances via the Shadow Plane

## UNDYING

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- **Melt Flesh:** cause damage to a creature by reducing maximum hit points
- **Negative Energy Flood:** ribbons of dark energy kill creatures and raise them as undead

## WYRM

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## Occult: Level 6

- **Balance Of Suffering:** steal lifeforce from one creature and imbue it into another
- **Blood Ritual:** cast spells using your own blood essence and life force
- **Corpse Spiders:** cause spiders to erupt from corpses within the area
- **Eye Bite:** your very gaze causes a target to sleep, panic or become sickened
- **Gruesome Feast:** consume a corpse to gain one of its attributes for a short while
- **Lash Of The AstraDaemon:** inflict damage with spectral claws that also impede ability
- **Soul Cage:** trap a dead soul within a vessel, exploiting it for life and knowledge
- **Summon Fiendish Spirit:** call forth a creature from the lower planes
- **What Grows Within:** infect a target with an infestation that explodes upon death

## DREAMING

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- **Wave of Oblivion:** cause a creature to temporarily lose its episodic memories

## FATHOMLESS

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- **Ferox:** cause a creature's strength to match its mightiest foe within 60 feet

## FEE

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- **Conjure Fey:** you summon a Fey creature that you command to do your bidding
- **Fey Gate:** create a physical gate to The Feywild
- **Gingerbread Cottage:** conjure a small dwelling made of candy and sweet treats
- **Otto's Irresistible Dance:** cause a target to be forced into an uncontrollable dance

## FIEND

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- **Cursed Silence:** a creature who speaks of a topic of your choice begins to suffocate
- **Heretic's Tongue:** fill a divine spell caster with blasphemous thoughts, blocking their abilities

## OLD GOD

---

- **Black Well:** summon a black sphere of dark energy that consumes life

## SHADOWER

---

- **Shadow Metamorphosis:** turn an object or creature into malleable shadow-stuff

## UNDYING

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- **Dread Curse Of Azathoth:** reduce a creature's ability scores to 3

## WYRM

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- **Ancient Sorcery Of The Serpentfolk:** duplicate a spell whose effect you can see
- **Nightwing:** imbue yourself with wings of shadow and shadow breath

## Occult: Level 7

- **Brain Spider\***: eavesdrop into the thoughts of eight creatures at once
- **Destruction:** kill a subject and destroy the remains with unholy fire

- **Dying Of The Light:** extinguish non-magical and magical light, and damage enemies
- **Tether Essence:** link two creatures together to share in both healing and damage taken
- **Transfix:** paralyze a set of creatures until a condition you name is met

## DREAMING

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- **Dweomer Chaos:** unleash the power of the dream world, damaging creatures and objects

## FATHOMLESS

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- **Contrary Melody:** negate teleportation magic or magic that deals sonic damage near you

## FEY

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- **Celebration:** create an area that causes intelligent creatures to engage in revelry
- **Crown Of Stars:** Star like motes orbit your head, shedding light and causing damage

## FIEND

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- **Birth Polyp:** you create a festering polyp birthed from Baator itself

## OLD GOD

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- **Glimpse of The Void:** cause creatures you target to temporarily go insane
- **Icy Grasp Of The Void:** summon the cold, inky darkness of the void, dealing cold damage

## SHADOWBOUND

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- **Zyngaya:** transform a corpse you can see into a Wight

## UNDYING

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- **Gaze Of Ghatanotha:** gaze attack at a target to cause the target creature to mummify

## WYRM

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- **Hibernation Of Ithaqua:** fall into a catatonic trance for 1 turn and regain spell slots

## Occult: Level 8

- **Blood Mist:** call forth a red mist that causes creatures inside to go into a berserk frenzy
- **Nine Lives:** avoid trouble and harmful effects up to nine times

## DREAMING

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- **Deep Sleep:** place a creature into a magical slumber, difficult to awake from

## FATHOMLESS

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- **Semblance Of The Key And The Gate:** open a portal to another plane of existence

## FEY

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- **Fathom Flower:** pull the petals off of a flower, learning answers to your questions
- **Pipes Of Madness:** cause creatures to dance madly and attack anything nearby

## FIEND

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- **Rend Mortal:** rip a mortal soul out of its physical body, and consume it
- **Rift Of Ruin:** create a rift that extends into Baator, filled with dathairä

## OLD GOD

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- **Maw Of Chaos:** create a destructive and chaotic rip in reality

## SHADOWBOUND

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- **Creeping Darkness:** a writhing mass of shadow move slowly across the ground

## UNDYING

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### WYRM

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#### Occult: Level 9

- **Eye Of Power:** manifest a floating eye that you can scry and cast spells through
- **Return:** magically ward yourself to return to life when killed
- **Shadow Conjunction:** use shadow energy to mimic Wizardry Conjunction spells of 6th level
- **Time Ravage:** cause a creature to rapidly age and die with necrotic damage

## DREAMING

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- **Cursed Slumber:** a target sleeps forever, granting higher casting to nearby mages

## FATHOMLESS

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- **Temporal Energy Nexus:** disrupt the flow of time by storing d20 results

## FEY

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- **Stalking Spell:** an improved invisibility that also hides one from hearing and scent

## FIEND

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- **Death Clutch:** rip out a creatures still beating heart, killing them

## OLD GOD

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- **Mimic Form Of Nyarlathotep:** morph your body into the form of an elder god

## SHADOWBOUND

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- **Umbral Storm:** channel a recon of the Plane Of Shadow that consumes life and energy

## UNDYING

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- **Divinity Leech:** prevent Divine spellcasters from casting spells, healing you instead

### WYRM

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# Bard

## Bardic: Cantrips

- **Bewilderment (Voice):** temporarily impair the cognitive ability of a target
- **Brawn Boost (Performance):** temporarily increase strength checks for a creature
- **Detect Charm (Awareness):** detect a charm, compulsion, or possession effect
- **Enamor (Performance):** gain advantage on Charisma for those who hear you perform
- **Ghostsharp (Performance):** you cause an instrument to replay a song autonomously



- **Lullaby (Performance):** cause creatures to become drowsy and suffer on perception
- **Mockingbird (Voice):** you are able to reproduce and mimic a multitude of sounds
- **Oath Of Anonymity (Body):** cloak your voice and mannerisms to hide your identity
- **Song Of Serenity (Performance):** remove fatigue from a creature, rejuvenating them
- **Sonic Blast (Voice):** use your voice to weave a high pitched blast of sonic energy
- **Unwitting Ally (Voice):** befuddle a creatures mind such that it can't tell friend from foe
- **Vicious Mockery (Voice):** unleash a string of insults that cause psychic damage

## COLLEGE OF LORE

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## COLLEGE OF VALOR

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## COLLEGE OF WHISPERS

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## Bardic: Level 1

- **Adoration (Voice):** gain a bonus to Diplomacy and Performance checks that use your voice
- **Alter Musical Instrument (Performance):** make a musical instrument sound like another
- **Aspect Of The Nightingale (Voice):** your voice becomes clear and pleasant
- **Assumed Likeness (Body):** cloak yourself to elicit emotions from observing creatures
- **Ballad Of The Brave (Performance):** suppress fear while increasing valor and bravery
- **Biting Words (Voice):** your voice can harm opponents with but a word
- **Bungle (Voice):** cause a target to take a -20 on its next attack roll
- **Chord of Shards (Performance):** your musical performance bursts into razor sharp shards
- **Compel Hostility (Voice):** compel an opponent to attack you rather than your allies
- **Coward's Cowl (Performance):** enhance a creature's instincts, increasing AC and saves

- **Cultural Adaption (Awareness)**: gain ability to impersonate a member of a specific culture
- **Dawn (Voice)**: a cry similar to a rooster rouse from sleep, daze, and stun
- **Ear Piercing Scream (Voice)**: a powerful scream that one target hears, damaging them
- **Earworm Melody (Performance)**: cause a tune to replay in a creatures head, foiling them
- **Heightened Awareness (Awareness)**: you process and recall new information effortlessly
- **Herald's Call (Voice)**: you make the sound of three peals of a horn to be heard miles away
- **Hideous Laughter (Voice)**: cause a target to lose actions due to uncontrolled laughter
- **Ill fated word (Voice)**: distract a creature worsening its chance of success
- **Improvisation (Awareness)**: you key into subtle nuance that influence your luck
- **Intensify Psyche (Performance)**: amplify emotions giving skill bonus and susceptibility
- **Invigorate (Performance)**: temporarily relieve fatigue and exhaustion
- **Jitterbugs (Voice)**: curse a target with distracting, unbearable itching
- **Joyful Noise (Performance)**: your music negates magical silence effects
- **Liars Gift (Voice)**: you make the most brazen untruth seem plausible to one creature
- **Litany Of Sure Hands (Performance)**: grant a target the ability to perform a small task quickly
- **Master's Touch (Body)**: gain temporary proficiency with a single weapon or shield
- **Mnemonic Conditioning\* (Awareness)**: improve your recall of events in your past
- **Pierce Facade (Awareness)**: gain an increased ability to see through disguises
- **Play Instrument (Performance)**: play an instrument as if you were proficient
- **Register (Awareness)**: detect specific experiences a humanoid has lived through
- **Restful Sleep (Performance)**: your song allows targets to gain hitpoints while sleeping
- **Tamer's Lash (Voice)**: make a sound which damages foes and frightens animals
- **Timely Inspiration (Performance)**: give a bonus to an ally who failed a check/attack

- **Unbreakable Heart (Performance)**: grant a creature resistance to mind-affecting effects
- **Undersong (Performance)**: substitute a performance check for a concentration check

## COLLEGE OF LORE

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- **Coin Shot (Arcane)**: turn a coin into a deadly projectile
- **Egorian Diplomacy (Voice)**: intimidate a target and cloud it's memory of the encounter
- **Solid Note (Performance)**: make a musical note tangible with physical form
- **Vanish (Arcane)**: in a burst of speed, you can spend a move and become briefly invisible

## COLLEGE OF VALOR

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- **Nereid's Grace (Body)**: gain a charisma and dodge bonus when not wearing armor
- **Saving Finale (Performance)**: end a performance, allowing to re-roll a saving throw

## COLLEGE OF WHISPERS

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- **Sotto Voce (Voice)**: use a dry, rasping voice to fill a creature with dread

## Bardic: Level 2

- **Absurdity (Performance)**: cause creatures to perceive threats as a comical farce
- **Disquietude (Performance)**: target avoids physical contact with anyone, including allies
- **Dissonant Chant (Performance)**: cause creatures to have trouble concentrating
- **Dragonvoice (Voice)**: emulate the powerful vocal inflections of dragons
- **Enthrall (Performance)**: you charm creatures to dull their senses and ignore its surroundings
- **Ghostbane Dirge (Performance)**: cause an incorporeal creature to coalesce temporarily
- **Indecision (Voice)**: cause a creature to be overcome with indecision, slowing it
- **Marching Chant (Performance)**: allies can dash as a bonus action

- **Mental Block (Voice):** prevent a creature from using its skills, spells, feats and abilities
- **Mesmerizing Glare (Performance):** cause a target to stop and stare at you blankly
- **Nightmare Lullaby (Performance):** force a creature into a surreal, sleepwalking state
- **Passing Fancy (Voice):** cause a creature to become obsessed with a topic of conversation
- **Recentering Drone (Performance):** emit a calming drone that lessens conditions
- **Sonic Weapon (Voice):** allow a weapon attack to add additional sonic damage
- **Spin (Performance):** command a creature to do nothing other than spin in place
- **Stone Shatter (Voice):** a note of perfect pitch shatters stone or glass

#### **COLLEGE OF LORE**

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- **Circle Dance (Performance):** you divine the relative direction of another creature
- **Ghost Pipes (Arcane):** cause a musical instrument to float and play itself
- **Harmonic Chorus (Performance):** improve the spellcasting ability of another caster

#### **COLLEGE OF VALOR**

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- **Battle Hymn (Performance):** allow friendly creatures to recollect Wisdom saves
- **Tactical Precision (Awareness):** grant your allies better insight on the battlefield

#### **COLLEGE OF WHISPERS**

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- **Garrulous Grin (Voice):** plant a seed of self doubt, granting disadvantage to lies
- **Hidden Blades (Body):** you expertly conceal weapons and ammunition on your person
- **Mindlocked Messenger (Voice):** target carries a mental message for an intended recipient

### **Bardic: Level 3**

- **Allegro (Performance):** perform a bardic performance at rapid speed, hastening yourself

- **Bereave (Performance):** affected creatures don't count as allies for any purpose
- **Bit of Luck (Arcane):** gain a pool of luck that can be used to add a luck bonus to any d20
- **Call Music (Arcane):** pull music notes from sheet music to damage enemies
- **Contagious Zeal (Performance):** grant attack bonuses that spread from creature to creature
- **Curse Of Incompetence (Voice):** cause a creature to become incapable of basic tasks
- **Dissonant Chord (Performance):** create a piercing note that does psychic damage
- **Enticing Adulation (Voice):** force a creature to protect and care for you
- **Exquisite Accompaniment (Performance):** instrument maintains bardic performance alone
- **Glibness (Voice):** gain a +20 bonus to deceive, bluff, and hide the truth
- **Haunting Choir (Performance):** spirits cause wracking pain to listeners
- **Hymn of Praise (Performance):** increase the effectiveness of Divine spell casters
- **Hypercognition (Awareness):** recall massive amounts of information in an instant
- **Love's Lament (Performance):** music that draws upon sadness, guilt and despair
- **Mad Sultans Melody (Performance):** a bizarre cacophony that fascinates eldritch creatures
- **Nixie's Lure (Performance):** create a seductive song to lure all nearby creatures
- **Puppeteer (Performance):** cause a creature to be compelled to mimic your actions
- **Reviving Finale (Performance):** heal allies in a 20 foot radius with a close to a performance
- **Sculpt Sound (Arcane):** create new sounds or change existing ones into new sounds
- **Soothing Chant (Performance):** intone a lulling drone to make creatures do you no harm
- **Thundering Drums (Performance):** pounding your drum causes damage and ground quaking
- **Truthtrance (Awareness):** you read subtle clues of a person's voice and body language

## COLLEGE OF LORE

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- **Gilded Whispers:** use a gold coin as a conduit for eavesdropping

## COLLEGE OF VALOR

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## COLLEGE OF WHISPERS

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- **Venomous Promise\* (Arcane):** entwine your words with poison, harming target if shared

## Bardic: Level 4

- **Archon's Trumpet (Performance):** paralyze creatures with the sound of a booming trumpet
- **Celebration (Performance):** singing with slurred words, you cause others to feel drunk
- **Dimensional Blade (Arcane):** give your weapon into a razor thin dimensional edge
- **Distressing Resonance (Performance):** create vibrations that incapacitate creatures
- **Grand Destiny (Arcane):** grant target added inspiration by infusing them with destiny
- **Heroic Finale (Performance):** target within range of your performance can take an action
- **Probe History\* (Arcane):** find answers to knowledge questions by exploring past lives
- **Ruin Delver's Fortune (Arcane):** grant yourself an extra bit of luck
- **Shout (Voice):** damage creatures within a cone with a deafening yell
- **Sonic Rumble (Voice):** create a powerfully deep sound that damages creatures
- **Song of Kyonin (Performance):** enhance your performance with regenerative powers
- **Sonic Thrust (Voice):** sound damages and pushes enemies away from you
- **Virtuoso Performance (Performance):** start a second performance while maintaining the first
- **Wall Of Sound (Performance):** create a translucent barrier of pure humming sound

## COLLEGE OF LORE

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- **Blood Song (Arcane):** sacrifice your own blood to imbue others with spell-like abilities
- **Break Enchantment (Arcane):** free a subject from glamour, transmutation, or curses

## COLLEGE OF VALOR

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- **Dance of a Hundred Cuts (Body):** use your dexterity and speed as a combat bonus

## COLLEGE OF WHISPERS

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- **Debilitating Speech (Voice):** disparage your opponents, sapping their will to fight

## Bardic: Level 5

- **Body Harmonic (Performance):** you cause attribute damage by rubbing the rim of a glass
- **Cacophony Burst (Voice):** scream a burst of sonic low resonant energy, damaging creatures
- **Deafening Song Bolt (Voice):** blast of song deals damage and deadens targets
- **Echolocation (Voice):** sonic sense gives you blindsight out to 40 feet
- **Frozen Note (Performance):** paralyze creatures listening to your song
- **Music Of The Spheres (Performance):** grant regeneration and damage resistance to energy
- **Song Of Discord (Performance):** force creatures to attack one another indiscriminately
- **Stunning Finale (Performance):** end a performance, causing creatures to be stunned
- **Wail of Doom (Voice):** unleash a cone of rage and woe that frightens and damages targets

## COLLEGE OF LORE

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- **Fable Tapestry\* (Arcane):** summon a shadowy version of a legendary character

## COLLEGE OF VALOR

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- **Foe to Friend (Voice):** redirect an enemy creature's attack

- **Hymn Of Mercy (Performance):** creatures within 30 ft of you deal non-lethal damage

#### COLLEGE OF WHISPERS

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- **Compelling Rant (Performance):** people believe your ridiculous speech while you talk

## Bardic: Level 6

- **And The Walls Came Tumbling Down (Performance):** damage freestanding structure
- **Deadly Finale (Performance):** deal damage to a number of creatures within range
- **Dirge Of The Victorious Knights (Performance):** call forth trampling knights
- **Entice Fey (Performance):** you attempt to entice service from a Fey creature
- **Ether Step (Arcane):** step briefly into the Ethereal Plane to avoid attacks and dangers
- **Fool's Forbiddance (Performance):** confuse and confound creatures
- **Hymn Of Peace (Performance):** prevent all nearby creatures from attacking others
- **Magnifying Chime (Voice):** you cause a target to vibrate and release discordant sound
- **Pied Piping (Performance):** compel similar creatures to follow you

#### COLLEGE OF LORE

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- **Arcane Inspiration (Arcane):** grant advantage on attack rolls, ability checks, or skill checks

#### COLLEGE OF VALOR

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- **Sonic Form (Arcane):** turn yourself into a creature of semisolid sound

#### COLLEGE OF WHISPERS

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- **Impenetrable Veil (Body):** become hard to detect by both magical and mundane means

## Bardic: Level 7

- **Accelerando (Performance):** cause an ally to take another action
- **Blare Of The Archon (Performance):** blast a horn to deal a deafening blast
- **Bonerattle (Performance):** vibrate a creature's bones, dealing sonic and necrotic damage
- **Duel Of The Fates (Performance):** cause any d20 roll to be re-rolled once per turn
- **Harmonize (Alter):** for a short duration, your inspiration counts double

#### COLLEGE OF LORE

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- **Spell Exchange (Alter):** swap out known spells without leveling up

#### COLLEGE OF VALOR

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- **Planar Weapon (Performance):** conjure a blade made from pure planar energy

#### COLLEGE OF WHISPERS

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## Bardic: Level 8

- **Ballad Of The Muses (Performance):** nine spectral muses assist in saving throws
- **Feeblebody (Alter):** blast the physique of a creature, permanently weakening it
- **Oceansong (Performance):** mimic the call of a siren, forcing creatures towards your voice
- **Phasic Challenge (Performance):** an enemy and an ally can only be harmed by one another
- **Rest For The Weary (Performance):** grant creatures within 10 feet of you a long rest
- **Song Of Storms (Performance):** conjure a powerful lightning storm, under your control

#### COLLEGE OF LORE

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- **Song Of Restoration (Performance):** you re-create a destroyed item

## COLLEGE OF VALOR

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## COLLEGE OF WHISPERS

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- o **Fabricated Truth (Voice):** cause targets to believe a statement you make as truth

## Bardic: Level 9

- o **Arcane Self (Arcane):** detach your soul from your physical form upon death
- o **Cone of Oblivion (Voice):** play a note of pure void energy, slaying creatures in its wake
- o **Grand Finale (Performance):** with a great strain of power, cause elemental damage
- o **Power Chord Heal (Performance):** wash a creature with a healing wave
- o **Power Chord Kill (Performance):** produces a tone that can outright kill a listener

# Primal

## Primal: Cantrips

- **Decompose (Winter):** create rapid decomposition of dead organic matter
- **Detect Poison and Disease (Dawn):** sense diseases, poisons and poisonous creatures
- **Druidcraft (Spring):** create a minor effect of nature such as making a blossom bloom
- **Fire Under The Tongue (Spring):** ingest a nonmagical fire harmlessly into your mouth
- **Frightful Howl (Summer):** amplify your voice and mimic a dangerous creature, causing fear
- **Globe of Tranquil Water (Dawn):** - create a bubble that blocks out all precipitation
- **Infestation (Summer):** summon a swarm of tiny insects to cause damage
- **Iron Hand (Autumn):** you imbue your arm to becomes immune to fire, heat and flame
- **Magic Stone (Winter):** imbue common pebbles with power when used in a sling
- **Poison Spray (Dawn):** project a puff of noxious gas from your palm
- **Predict Weather (Stars):** you can accurately forecast the weather in your location

- **Produce Flame (Spring):** a flickering flame erupts from your hand
- **Shillelagh (Stars):** imbue a wooden club or staff with magical power
- **Skysight (Summer):** you can see the night sky as if it were unobstructed by trees, fog or light
- **Slow Burn (Autumn):** lend fuel to existing fires, allowing them to burn longer with primal power
- **Starlight (Stars):** cause the immediate area to become dimly illuminated by dots of light
- **Summon Nature's Ally (Stars):** summon a tiny diminutive animal to assist you
- **Thorn Whip (Winter):** a vine like whip lashes out and pulls a creature towards you
- **Thunderclap (Autumn):** create a burst of thunderous energy that causes damage

## CIRCLE OF DREAMS

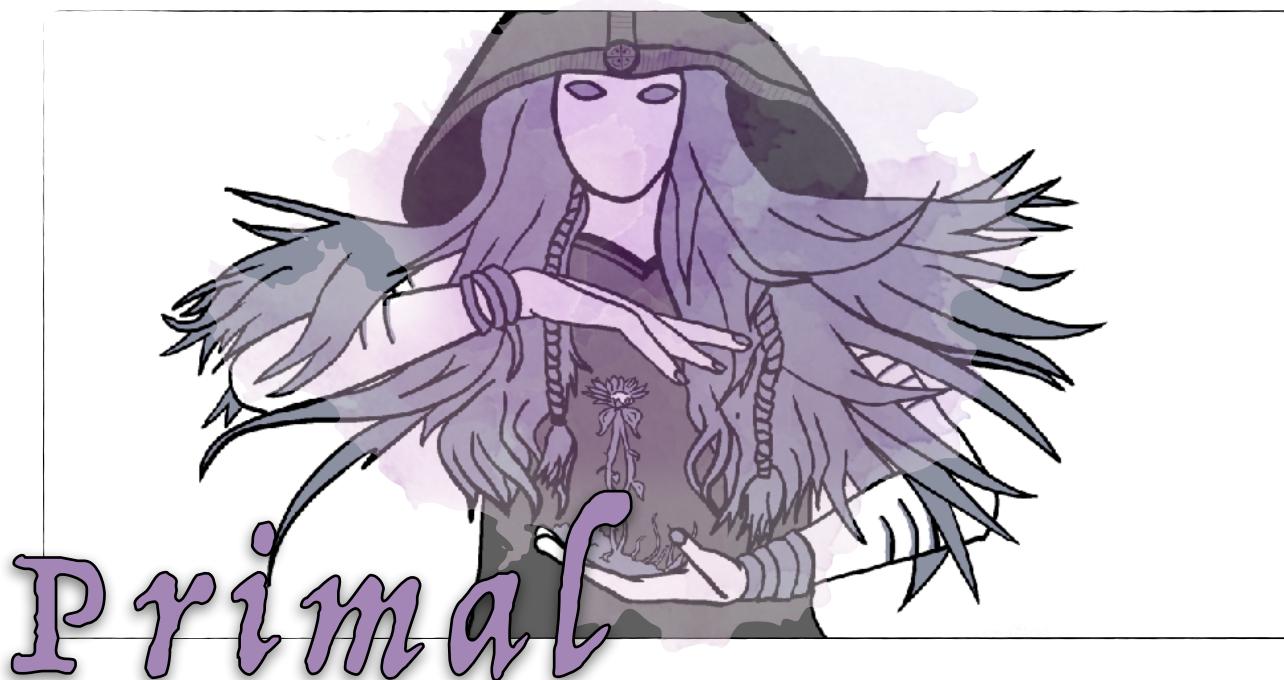
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- **Gliding Step (Winter):** travel on top of snow and ice without breaking through

## CIRCLE OF THE MOON

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- **Haunted Fey Aspect (Dusk):** surround yourself with a disturbing illusion



## CIRCLE OF THE LAND

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- **Primal Savagery (Autumn):** your teeth and nails sharpen into weapons

## Primal: Level 1

- **Animal Friendship (Summer):** you convince a beast that you and your friends mean no harm
- **Animus (Stars):** detect the pureness of ones heart, such as corruption from blood magic
- **Alter Winds (Dawn):** increase or decrease the strength of natural winds
- **Beast Bond (Summer):** telepathically communicate with a friendly animal
- **Breathtaking Wind (Winter):** a wintery wind saps the breath from a creature
- **Bristle (Autumn):** trade natural armor bonus for a bonus on attacks with natural weapons
- **Calm Animals (Summer):** soothe and quiet animals, rendering them docile and harmless
- **Charm Animal (Summer):** makes one animal regard you as a trusted friend or ally
- **Circle of Wind (Dawn):** surround yourself with vigorous wind, protecting you
- **Close Wounds (Dawn):** allow a creature to use hit dice to heal without the need of a short rest
- **Cloudburst\* (Autumn):** you cause a rain storm that obscures visibility and extinguishes flames
- **Commune With Birds (Summer):** ask questions to all birds within a mile radius
- **Conjure Spirit Animal (Stars):** summon a spirit that has an outward appearance of an animal
- **Detect Animals or Plants (Spring):** find specific types of animals or plants
- **Doom of the Cracked Shield (Winter):** imbue a weapon to destroy a non-magical shield
- **Elemental Spirit (Stars):** summon a spirit to assist you in performing simple tasks
- **Entangle (Spring):** control roots, vines and wood to restrain creatures in a 20 foot area
- **Faerie Fire (Dusk):** conjure colorful lights that reveal hidden and concealed creatures
- **Goat's Hoof Charm (Spring):** you can traverse craggy cliffs with sure footedness

- **Green Mantle (Spring):** blend into natural terrain by altering your physical appearance
- **Guiding Star\* (Stars):** you orient yourself by the stars, knowing your general location
- **Horrible Taste (Dusk):** cause a creature to be spit out if swallowed by another creature
- **Illuminate Spoor (Spring):** cause a creature's tracks to give off a faint glow
- **Ironguts (Dawn):** enable a creature to better fight off poison and poison effects
- **Maw of Needles (Winter):** grow rows of needle-like teeth that use use to bite foes
- **Mosquito Bane (Dusk):** kill swarms of insects with 25 hit points or fewer
- **Moon Lust (Dawn):** instills a fascination with nature, causing a creature to be stunned
- **Mud Pack\* (Autumn):** a ritual to use mud as armor to protect from cold or heat
- **Nature's Aegis (Spring):** vegetation weaves around your body creating temporary armor
- **Nature's Grace (Summer):** plants move out of your way while you pass by
- **Preternatural Instincts (Dusk):** increase a creatures sense of smell and taste
- **Primal Breath (Dawn):** allow those you touch to be able to breathe thin atmosphere
- **Speak with Animals (Summer):** you can verbally communicate with beasts
- **Nourishing Repast (Dawn):** enhance a handful of simple food with nutrition and healing
- **Thin the Ice (Winter):** cause a section of ice to become so thin that it gives way under weight
- **Thunderstomp (Autumn):** you strike the floor, creating a ripple of that trips one creature
- **Verdant Sprout\* (Spring):** imbue a seed to grow quickly with primal energy
- **Withered Sight (Dusk):** cause a creature's eyes to sufferer from impaired vision
- **Wolfsong (Dusk):** you emit a howl that can convey a message to a creature you choose

## CIRCLE OF DREAMS

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- **Delirium (Dusk):** ask a question of a drugged, sleeping or unconscious creature

- **Dream Feast (Dusk):** cause a creature to enjoy the effects of a rich feast in their dreams
- **Haze of Dreams (Dusk):** fill a subjects head with waking dreams, slowing it down

## CIRCLE OF THE MOON

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- **Call Animal (Summer):** make an animal of a particular type you designate come to you
- **Cheetah's Sprint (Winter):** sprint or charge with a preternatural burst of speed
- **Constrictor Staff (Summer):** turn a wooden rod or staff into a snake ally
- **Step Like Me (Spring):** switch footprints with a creature that you can see or wild shape into
- **Strong Wings (Summer):** enhance the target's wings, increasing speed and maneuverability

## CIRCLE OF THE LAND

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- **Feather Step (Sumer):** subject ignores adverse movement effects in difficult terrain
- **Planar Infusion (Stars):** bestow a creature with energy aligning them to a plane of existence
- **Planar Orientation\* (Stars):** find leylines and places of planar power
- **Tree Speak (Spring):** ask a tree one question about the immediate vicinity
- **Whispering Lore (Stars):** gain a bonus to Knowledge based upon the terrain you are in

## Primal: Level 2

- **Aboleth's Lung\* (Dawn):** allow a target to breathe water at the expense of breathing air
- **Animal Messenger\* (Summer):** deliver a message via a tiny beast such as a squirrel/bird
- **Ashen Memories\* (Autumn):** touch ashes of a fire for visions of events when it was burning
- **Barkskin (Spring):** cause skin to become bark-like and act as armor
- **Blessings Of The Moon (Dusk):** bathe the area in moonlight and highlight hidden objects
- **Borea's Breath\* (Winter):** breathe out freezing cold that solidifies standing water

- **Brambles (Spring):** cause a wooden weapon to grow thorns and add piercing damage
- **Boulder Toss (Dawn):** gain a surge of strength to be able to lift and hurl giant rocks
- **Caustic Blood (Dawn):** your blood becomes acidic and damages foes when you are struck
- **Clarity (Dawn):** cause a body of water to become perfectly clear
- **Clearing The Field (Autumn)\*:** cause plants to sink into the ground in front of you
- **Conjure Scarab Swarm (Summer):** summon swarms of scarab beetles to attack your foes
- **Creeping Ice (Winter):** create a sheet of ice that can damage and restrain creatures
- **Distillate Of Dew (Dawn):** cure a creature of poison, or protect them from poison
- **Elemental Horns (Summer):** imbue increased power to a creature with horns
- **Elemental Speech (Stars):** enables you to speak to elementals using elemental language
- **Elemental Touch (Stars):** gain energy damage touch attack of acid, cold, electricity or fire
- **Embrace The Wild (Summer):** you adopt the senses of a wild creature
- **Endure Elements\* (Autumn):** shield a target against harsh heat or cold
- **Enhance Ability (Summer):** bestow a creature with increased attributes of primal animals
- **Enhance Victuals (Spring):** improve food or drink and remove poisons and disease
- **Feather Travel (Dawn):** transform into a feather and fly gently with the wind
- **Fire Darts (Spring):** cause an existing fire to shoot flame darts that attack your enemies
- **Fungal Blisters (Dawn):** form a number of fungal growths which burst and harm enemies
- **Furious Hooves (Sumer):** imbue power and swiftness to the feet or hooves of a creature
- **Garden of Peril (Dawn):** grow a group of poisonous mushrooms
- **Greensight (Spring):** grant the ability to see through plant matter as if it were transparent
- **Healing Spirit (Stars):** call on a spirit to aid in healing creatures it touches
- **Heat Metal (Summer):** cause a metal object to glow with intense heat

- **Irksome Preserves (Dawn):** cause jam to ooze from small mechanical devices, clogging them
- **Moonbeam (Dusk):** bathe a creature in pale ghostly moonlight
- **One With The Beasts (Summer):** gain a large boost of competence when handling animals
- **Poisonous Flesh (Dawn):** make your flesh poisonous to those that bite you
- **Reaver Spirit (Winter):** fill a target with savage rage that allows them to fight with ferocity
- **Reveal Mirage\* (Stars):** discern illusionary terrain in your vicinity
- **Revive Beast (Summer):** bring a beast back to life who has died within the last minute
- **Rolling Thunder (Autumn):** create a crack of thunder so loud it deafens those in front of you
- **Scent (Dusk):** grant a target an extraordinary sense of smell
- **Shade (Dusk):** screen your eyes from magical blindness effects
- **Skywrite (Dawn):** cause up to 10 words to form in a part of the sky you can see
- **Slick Walls (Spring):** increase the difficulty of climb checks within the area
- **Snap The Leash (Summer):** remove the shackles of domestication from a creature
- **Spike growth (Spring):** an area on the ground sprouts hard spikes and thorns
- **Stinging Pain (Summer):** cause a swarm of stinging insects to bite a target
- **Storm Sight (Autumn)\*:** sense through a storm, learning about other creatures within
- **Summer's Last Breath\* (Summer):** wrap creature in a mantle of summery warm air
- **Thorn Cage (Spring):** cause a creature to be grappled by thick thorn covered vines
- **Vine Trestle (Spring):** cause a vine to sprout and crawl across a surface or into the air
- **Warding Wind (Autumn):** create a strong wind to blow around you
- **With The Wind (Autumn):** protect a target from being blown away by wind
- **Wither And Bloom (Autumn):** damage creatures and heal one
- **Woodsong (Spring):** whistle and cause wood to bend, twist and grasp.

## CIRCLE OF DREAMS

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- **Ancestral Communion (Dawn):** contact the spirits to bolster your own knowledge
- **Dream Control (Dusk):** during a long rest, you consciously enter the dream world
- **Dream Shield (Stars):** ward a creature's mind to protect them while unconscious
- **Summon Bestial Spirit (Stars):** call forth a spirit of a beast to manifest physically

## CIRCLE OF THE MOON

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- **Align Fang (Stars):** you make a creature's natural weapons be considered magical
- **Comprehend Wild Shape (Stars):** allow an ally to communicate with you in wild shape
- **Partial Shapeshift (Summer):** transform a portion of your body into a wild form
- **Ravens Flight (Winter):** quickly turn into a tiny blurred shape and fly a brief distance
- **Rider Within (Stars):** transfer your awareness to a beast through a mental link

## CIRCLE OF THE LAND

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- **Invigorating Poison (Dawn):** transform the negative effects of a poison into positive ones
- **Lay Of The Land (Stars):** instantly learn about the geography of your surrounding area
- **Tree Shape (Spring):** you change your form into a tree or shrub
- **Whispering Wind (Autumn):** send a short message over a great distance
- **Wooden Sanctuary (Spring):** step into a tree large enough to hold you

## Primal: Level 3

- **Anchored Step (Spring):** vines beneath your feet stabilize you but slow you down
- **Blood Biography (Stars):** determine identifiable information given a drop of blood
- **Blood Rage (Winter):** inspire creatures into a rage that increases strength and lowers AC
- **Blood Scent (Dawn):** greatly magnify the target's ability to smell the presence of blood

- **Call Lightning (Autumn):** attack with a bolt of lightning from a magical storm cloud
- **Channel Vigor (Spring):** focus your energy to a specific part of your body, enhancing you
- **Cloak of Mites (Spring):** surround yourself with writhing insects that protect you
- **Conjure Animals (Stars):** summon spirits in the form of beast shapes
- **Daylight (Dawn):** create a sphere of pure daylight, dispelling magical darkness
- **Detoxify (Dawn):** remove a creature's ability to poison others
- **Dream Message (Dusk):** send a message that arrives in a dream
- **Druidmastery (Spring):** cause all plants within the area to grow and enrich
- **Entangling Staff (Spring):** your wooden staff can be used to grapple and grasp
- **Freezing Fog (Winter):** create an area of freezing mist that obscures and damages
- **Going In Circles (Dusk):** make natural terrain difficult to traverse and easier to get lost in
- **Hold Vapor (Autumn):** halt and present movement of clouds or vapor
- **Ice Lance (Winter):** propel a long deadly lance of ice at a target from nearby snow
- **Insect Scouts (Summer):** create insects to scout an area for you
- **Lily Pad Stride (Dawn):** walk across water on moving lily pads
- **Meld into Stone (Autumn):** step into solid stone large enough to hold your body
- **Mire (Spring):** create a pit of quicksand, sticky mud, or similar dangerous natural hazard
- **Protection from Energy (Autumn):** grant a resist to acid, cold, fire, lightning, or thunder
- **Pup Shape (Summer):** transform a beast into a younger and cuter version of itself
- **Quench (Dawn):** extinguish all nonmagical fires in an area, with a chance for magical fire
- **Reinvigorating Wind (Winter):** exhale a magical wind that invigorates your allies
- **Riversight (Dawn):** see events transpiring along a natural watercourse that you touch
- **Selephra's Fury (Autumn):** cause a creature to be thrown upward and damaged by wind
- **Skyshroud (Autumn):** create an unobstructed view of the sky indoors or underground
- **Sleet storm (Winter):** cause freezing rain to fall, causing difficult terrain
- **Speak With Plants (Summer):** imbue plants with very limited abilities to communicate
- **Summon Fey Spirit (Stars):** bring forth a fuming, mirthful or tricksy Feywild spirit
- **Summon Shadow Spirit (Stars):** call forth a spirit from the Shadowfell
- **Summon Woodland Creatures (Summer):** summon a swarm of tiny mammals
- **Thornskin (Spring):** sprout thorns over your skin, dealing damage on strikes and grapples
- **Thunderstep (Autumn):** teleport in an explosion of thunder energy, hurting foes
- **Thunderous Roar (Autumn):** cause creatures in an area to take damage and fall prone
- **Thunderous Wave (Autumn):** call a lightning strike on you, damaging those around you
- **Visage Of The Archfey (Stars):** you take on the limited form of an Archfey, granting a bonus
- **Ward of the Seasons\* (Stars):** enhance a creature with the power of a season
- **Water Breathing (Dawn):** grant creatures the ability to breathe under water
- **Wind Wall (Summer):** create wind strong enough to form a solid wall

## CIRCLE OF DREAMS

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- **Catatonia (Dusk):** make a willing target appear to be dead
- **Dryad's Kiss (Spring):** cover a target in buds which burst doing damage when hit
- **Feign Death (Dusk):** place a willing creature into a cataleptic state resembling death
- **Sleep Of The Deep (Dusk):** haunt the dreams of others, causing exhaustion
- **Water Walk (Summer):** walk across any liquid surface (e.g. water, acid) as harmless ground

## CIRCLE OF THE MOON

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- **Guardian Wasps\* (Summer):** summon a swarm of wasps to ward an area

- **Monstrous Empathy (Summer):** you form a connection with a monstrosity, charming it
- **Potency of the Pack (Summer):** bestow positive traits to a group of allies within range
- **Repel Vermin (Dusk):** insects, spiders, rats and other vermin stay 10 feet away
- **Stench of Prey (Summer):** predatory animals must successfully save or attack the target
- **Sting of the Goddess (Dawn):** grow a scorpion tail that does poison damage on a hit

## CIRCLE OF THE LAND

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- **Breeze Compass (Stars):** have nature guide you to a location you seek
- **Command Plants (Spring):** sway the actions of plant type creatures
- **Geomessage (Stars):** leave a message on a stone surface
- **Infuse Self (Stars):** absorb planar energy such that you avoid harmful effects of other planes
- **Nature's Rampart (Autumn):** creature a defensive structure or worship site
- **Planar Aegis (Stars):** use elemental planar energy to protect yourself and retaliate
- **Speak With Stone (Stars):** ask three questions of inanimate stone
- **Stone Spiders (Autumn):** cause stones and pebbles to sprout legs and attack enemies

## Primal: Level 4

- **Absorb Toxicity (Dawn):** become immune to disease and toxin, absorbing one to spread
- **All-Seeing Eye\* (Spirit):** cause an eyestalk to sprout from a tree or bush within 5 miles
- **Anywhere But Here (Stars):** transport yourself and willing creatures to a random plane
- **Blight (Winter):** drain the moisture and vitality from a creature, causing significant damage
- **By The Light Of The Watchful Moon (Dusk):** cause moonlight to illuminate threats
- **Charm Monster (Summer):** cause a monstrous creature to regard you as an ally
- **Cloak Of Serpents (Dawn):** drape your body with writhing snakes that harm enemies

- **Commune With Plane (Stars):** learn about local planar terrain and nonplanar creatures
- **Conjure Minor Elementals (Stars):** summon elementals that obey your commands
- **Conjure Woodland Beings (Dusk):** summon Fey creatures that obey your commands
- **Crimson Breath (Dawn):** spit poison at a creature
- **Dominate Beast (Stars):** force a beast like animal to obey your simple mental commands
- **Doom Of The Earthen Maw (Winter):** cause a thick mud to restrain and swallow creatures
- **Eaglesoul (Stars):** infuse yourself with the power of The Mother
- **Echo Jaunt (Stars):** shift willing creatures between The Echo Planes
- **Explosion Of Rot (Autumn):** call forth a burst of decay that damages and can stagger targets
- **Giant Insect (Summer):** transform insects into larger, menacing versions of themselves
- **Grasping Vine (Spring):** a vine lashes out at a target, pulling it 20 feet
- **Green Caress (Spring):** slowly transform a creature into a plant
- **Grove of Respite (Dusk):** create a place of rest with trees and a small spring
- **Guardian Of Nature (Dawn):** you are infused with the power of nature
- **Hallucinatory Terrain (Dusk):** make terrain look, sounds and smell like other terrain
- **Healing Flames (Stars):** spiritual flames damage undead creatures and heal others
- **Homeward Bound\* (Stars):** return a creature to its home plane
- **Ice storm (Winter):** a hail of rock hard ice pounds the ground nearby
- **Insect Spies (Autumn):** use beetles as spies that obey your commands
- **Instant Restoration (Dawn):** heal a summoned creature
- **Kiss of the First World (Winter):** imbue a creature with raw primal energy
- **Locate Creature (Dawn):** you sense the direction to a creature that is familiar to you
- **Raise Animal Companion (Dawn):** restore life to a dead beast

- **Reinforce Campsite\* (Dusk):** turn a campsite into defensible terrain
- **Rest Eternal (Dawn):** cause a dead creature's spirit to not be able to be revived
- **Ride The Lightning (Autumn):** transform into electricity and transport yourself 120 feet
- **Searing Sun (Summer):** intensify the light and heat of the sun, burning exposed flesh
- **Summon Elemental Spirit (Stars):** call forth a spirit of an elemental to manifest physically
- **Wintry Glide (Winter):** travel via ice or snow without crossing the space between
- **Wood Rot (Autumn):** cause a wooden object to be infused with rot, making it brittle

### CIRCLE OF DREAMS

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- **Dream Projection\* (Stars):** create a sensor that you can watch through while you sleep
- **Forgetful Slumber (Dusk):** cause a creature to fall asleep and lose 5 minutes of memories
- **Sleepwalk (Dusk):** compel a sleeping or unconscious creature to move
- **Speak With Soul (Dusk):** hold an extended conversation with a departed soul
- **Storm Of Wings (Dusk):** create a storm of spectral birds, bats, or flying insects
- **Sudden Stampede (Dawn):** conjure fey spirits that manifest as galloping horses

### CIRCLE OF THE MOON

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- **Animal Growth (Summer):** cause one animal to double in size
- **Awaken The Mind (Stars):** temporarily imbue a beast with increased intellect and personality
- **Monstrous Physique (Autumn):** use your wild shape to transform into a monster or aberration

### CIRCLE OF THE LAND

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- **Land Womb (Dawn):** cause yourself and a number of allies to descend into the ground
- **Perinarch (Stars):** grants temporary control over the terrain of a Plane Of Existence

- **Phase Trap (Stars):** cause target to lose ability to exist in two planes of existence at once
- **Questing Stone\* (Autumn):** turn a river stone into a scrying sensor

## Primal: Level 5

- **Antilife Shell (Winter):** a barrier around you prevents living creature from entering
- **Breath of Life (Dawn):** revive a creature who is still in the process of dying
- **Cleanse (Dawn):** heal damage and remove a negative condition effecting a creature
- **Commune With Nature (Stars):** become one with nature, gaining knowledge of the territory
- **Conjure Elemental (Stars):** call forth an elemental from The Fountains Of Creation
- **Control Winds (Autumn):** take control of the air, creating gusts, updrafts, or downdrafts
- **Echo Skull (Winter):** see and hear through a dried animal skull
- **Eyes Of The Wild (Stars):** extend your senses to spy on targets through animal vision
- **Insect Plague (Spring):** a 20 foot cloud of swarming, biting locusts bite at those within
- **Moon Path (Dusk):** create a bridge or stair of pure moonlight
- **Pillar Of Life (Dawn):** conjure a pillar of light that heals those that touch it
- **Reincarnate (Dawn):** restore to live a dead creature by fashioning a completely new body
- **Rejuvenating Cocoon (Dawn):** envelop a creature in a healing cocoon
- **Sessile Spirit\* (Stars):** cause a spirit to be dormant and still
- **Starfall (Stars):** cause shimmering bolts of starlight to strike targets
- **Strip Scales (Winter):** cause a target to reduce its natural armor class
- **Tree Stride (Dawn):** enter a tree and travel to another tree within 500 feet
- **Water Stride (Dawn):** enter a pool of water and travel to another within 500 feet
- **Wrath of Nature (Autumn):** cause the very environment to attack your foes

## CIRCLE OF DREAMS

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- **Dream Council (Dusk):** communicate with multiple sleeping creatures
- **Dreaming Potential (Dusk):** draw the target in a lucid dream where it can retrain a skill
- **Touch Of Slumber (Dusk):** a touched non-hostile creature falls asleep

## CIRCLE OF THE MOON

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- **Blessing Of The Salamander (Summer):** target gains regeneration and fire resistance

## CIRCLE OF THE LAND

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- **Plant Body (Spring):** your body takes on the appearance of a shambling mound

## Primal: Level 6

- **Anger Of The Noonday Sun (Summer):** emit a brilliant beam of pure sunlight from your hands
- **Druid Grove (Spring):** invoke primal spirits to protect an outdoor area
- **Find The Path (Stars):** find the shortest, most direct physical route to a fixed location
- **Fire Seeds (Spring):** acorns and berries become grenades and bombs
- **Greymantle (Dawn):** a target loses the ability to heal by any means
- **Heroes' Feast (Dawn):** a great feast heals creatures and grants them bravery and spirit
- **Ironwood (Winter):** imbue wood with magic that makes it as strong as steel
- **Metabolic Healing (Dawn):** you cause a creature to regain half of its hit dice in hit points
- **Path Of The Winds (Winter):** call forth mighty winds to clear a path for you
- **Primordial Ward (Dawn):** grant yourself resistance to a type of environmental damage
- **Repulsion (Stars):** prevent creatures from approaching you
- **Restore Nature (Spring):** nourish an area, blessing the land and creatures with vitality
- **Spawn Forest Defender (Spring):** cause a corpse to defend a location

- **Storm Form (Autumn):** transform into a living, angry, storm cloud
- **Terraform (Stars):** alter the immediate area's climate and terrain
- **Vinehold (Autumn):** thick woody arm-like vines spring forth from the ground to grapple targets
- **Wall of Thorns (Autumn):** create a barrier of tangled brush and needle-sharp thorns
- **Wind Walk (Dusk):** turn into wisps of clouds and fly quickly through the sky

## CIRCLE OF DREAMS

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- **Dream Assembly (Dusk):** communicate over great distances with multiple creatures
- **Dream Travel (Dusk):** open a portal to a place where you recently completed a long rest

## CIRCLE OF THE MOON

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- **Aspect Of The Firebird (Winter):** take on the form a a Fey Phoenix
- **Call Of The Wind Lords (Summer):** summon a flight of giant eagles

## CIRCLE OF THE LAND

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- **Liveoak (Spring):** cause a large tree to become a forest guardian
- **Mother's Ire (Spring):** gargantuan weeds and grasses attack structures and outsiders

## Primal: Level 7

- **Blizzard (Winter):** create a localized, howling storm of thick snow and ice crystals
- **Elemental Bombardment (Stars):** hurls summoned elementals at enemies
- **Master Earth (Dawn):** travel straight through the earth itself to a destination you choose
- **Plane Shift (Stars):** open a gateway to another Plane Of Existence
- **Planar Plume (Stars):** create a violent plume of planar energies which erupts nearby
- **Regenerate (Dawn):** restore lost body parts, heal old scars, and gain health

- **Storm of Elemental Fury (Autumn):** fill the sky with a black storm of air, earth, fire and water
- **Storm Tower (Autumn):** you rise on an enormous tower of swirling, howling wind
- **Transmogrification (Dusk):** you elevate and evolve your body to a higher form
- **Word Of Balance (Dawn):** harm creatures who do not live their life in balance with The Mother

#### CIRCLE OF DREAMS

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- **Dream Potential (Dusk):** put a target in a lucid dream that grants them proficiency on skills

#### CIRCLE OF THE MOON

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- **Primal Regression (Stars):** make a creature become bestial and unintelligent

#### CIRCLE OF THE LAND

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- **Changestaff (Spring):** your staff becomes a treat on command
- **Planar Refuge (Stars):** enforce the rules of The Material Plane on another plane

## Primal: Level 8

- **Antipathy/Sympathy (Stars):** attract or repel creatures of your choice
- **Deadly Sting (Dawn):** grow a 10 foot whip like tail that does poison damage
- **Discern Location (Stars):** reveals the exact location of a creature or object
- **Earthquake (Winter):** create a large, focused seismic disturbance
- **Heart Of The Mammoth (Winter):** imbue a creature with strength and toughness
- **Soulreaver (Stars):** deal necrotic damage to all living creatures within 20 feet of you
- **Stormbolts (Autumn):** lightning damages all creatures within 30 feet of you
- **Stormrage (Autumn):** become the flying embodiment of a storm, firing bolts of lightning
- **Unyielding Roots (Spring):** root a creature in place, healing and strengthening them

- **Weather Weaving\* (Autumn):** take control of the weather within 5 miles of you

#### CIRCLE OF DREAMS

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#### CIRCLE OF THE MOON

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- **Animal Shapes (Winter):** extend your Wild Shape ability to others

#### CIRCLE OF THE LAND

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- **Vinetrap (Spring):** choking vins burst to life around the target's legs, slowing them

## Primal: Level 9

- **Elemental Retribution (Stars):** become immune to and redirect one elemental damage
- **Moonfire (Dusk):** a cone of pure moonlight damages creatures and reveals illusion
- **Nature's Avatar (Winter):** infuse a target with the spirit of nature, granting combat prowess
- **Savage Landscape (Dusk):** terraform the nearby terrain into a more dangerous version
- **Storm of Vengeance (Autumn):** form a storm cloud of lightning and churning strong wind
- **Verdigris (Spring):** create a tsunami go grass, shrubs, and trees that overgrows the area

#### CIRCLE OF DREAMS

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- **Entropic Husk (Dusk):** obliterate a creature's soul, turning it into a walking husk.

#### CIRCLE OF THE MOON

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- **Transmute Sentience (Stars):** evolve a creature/object, effectively creating a new race

#### CIRCLE OF THE LAND

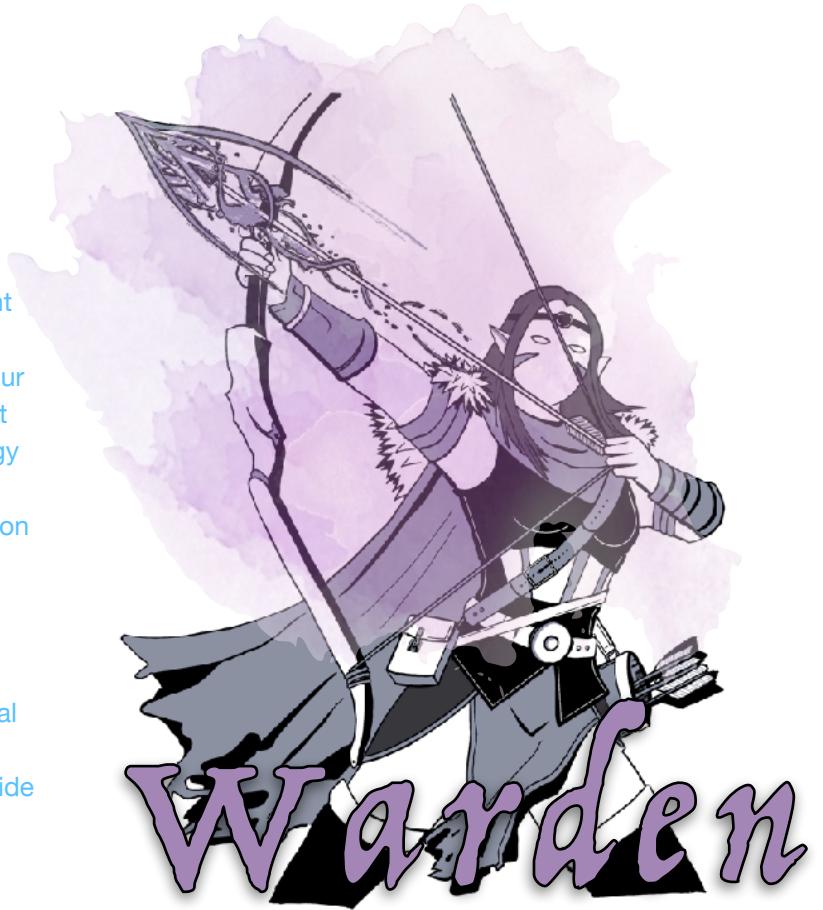
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- **World Wave (Autumn):** a wave of earth moves you across massive distances

# Warden

## Warden: Level 1

- **Alpha Instinct:** beasts are quicker to recognize and respect you as a dominant creature
- **Arrow Mind:** you can proficiently use your missile weapon in close quarters combat
- **Arrow Of Force:** fire a bolt of pure energy from a ranged weapon
- **Aspect Of The Falcon:** gain advantage on perception checks and ranged attacks
- **Carrion Compass\***: read a creatures entrails to lead you towards its cause of death
- **Deadeye's Lore:** gain a bonus to Survival checks and move quicker while tracking
- **Divining Rod:** call upon the spirits to guide you to water, natural shelter, or food
- **Ensnaring Strike:** your attack creates thorny vines that restrain a target
- **Eyes of Eventide:** enhance your vision to be able to see better in low light
- **Guided Shot:** your ranged attacks ignore any cover, able to shift as much as 90 degrees
- **Hail Of Thorns:** your ranged attack explodes into an area effect, damaging multiple enemies
- **Hunter's Howl:** gain a 1d4 to hit and to damage for enemies near you
- **Hunter's Mark\*:** mark a creature as your quarry; deal additional damage, and track it
- **Hunter's Mercy:** cause the next bow strike you make (not crossbows) to be a critical hit
- **Huntmaster's Spear:** enhance a spear to be more deadly against certain creature types
- **Know Greatest Enemy:** you are able to determine your opponents relative power
- **Know The Enemy:** you gain crucial information about your foe and their weaknesses
- **Longshot:** reduces the negative effects of range, and grants additional distance
- **Rejuvenate:** cause a creature to heal at an accelerated rate, requiring food consumption



- **Surefoot:** gain a +10 bonus to acrobatics, and easily move through difficult terrain
- **Vine Strike:** deal additional damage to plant type creatures

## Warden: Level 2

- **Ashen Path:** allow creatures to ignore airborne effects and see through smoke or fog
- **Aspect Of The Wolf:** gain keen hearing and smell and innate pack tactics in combat
- **Cordon Of Arrows\*:** create an area where ammunition attacks creatures that enter
- **Briar Web:** shoot a missile weapon and cause vegetation to grow and impede progress
- **Curse Of Impending Blades:** the creature has a hard time avoiding attacks
- **Escaping Ward:** gain maneuverability by avoiding the attacks of larger creatures
- **Exacting Shot:** hits you make against your favored enemy are considered critical

- **Fell The Greatest Foe:** deal additional damage to opponents larger than yourself
- **Heartstrike:** gain advantage on ranged weapon attacks for 1 round
- **Locate Weakness:** roll damage twice and take the better damage roll
- **Nature's Favor:** grant an animal beast a bonus to attack rolls and damage
- **Pack Empathy:** create a bond between allies that allows them to know their emotional state
- **Pass Without a Trace:** cloak you and your allies in shadows, making you harder to detect
- **Ricochet Shot:** allow a projectile to ricochet off surfaces and walls
- **Wild Instinct:** sharpen your senses, gaining perception bonuses even while asleep

## **Warden: Level 3**

- **Aerial Tracks:** track flying creatures through the area
- **Aspect Of The Stag:** you become fleet of foot, like a stag
- **Blade Storm:** make a flurry of melee attacks against all foes within your reach
- **Burst of Speed:** gain movement speed and movement ignores attack of opportunity
- **Cauterizing Weapon:** infuse a weapon with energy that negates regeneration
- **Conjure Barrage:** a ranged attack that damages creatures in a cone
- **Daybreak Arrow:** cause your ammunition to exude radiant energy
- **Elemental Weapon:** you touch a melee weapon, imbuing it with a primal damage type
- **Flame Arrow:** arrows deal an additional 1d6 fire damage
- **Gloomblind Bolts:** create bolts of negative energy to harm the living and heal the dead
- **Instant Enemy:** temporarily cause a target creature to become a favored enemy for you
- **Lightning Arrow:** your ranged weapon does additional lightning damage
- **Moonrise Arrow:** your ammunition is imbued with a damaging silver light

- **Named Bullet:** imbue ammunition with accuracy against a specific creature
- **Quieting Weapons:** weapons make no sound and quiet their victims
- **Share Shape:** assume the form of a beast in which you are friendly
- **Vex Giant:** gain increased senses against a target larger than you

## **Warden: Level 4**

- **Aspect Of The Bear:** gain a keen smell and natural toughness
- **Bloodsworn Retribution\***: swear an oath, damaging yourself to gain a bonus
- **Cull The Weak:** increase your critical threat range on enemies weaker than you
- **Find Quarry\***: sense whether a particular creature is within 20 miles of your location
- **Foebane:** imbue a weapon with the ability to fight a specific type of creature
- **Heart Seeking Arrow:** cause a ranged weapon attack to strike vital organs
- **Implacable Pursuer\***: become an unerring tracker, instantly aware of your quarry
- **Strength Of My Enemy:** siphon strength from your enemy for your own use
- **Terrain Bond:** treat the terrain you are in as a favored terrain for the spell's duration

## **Warden: Level 5**

- **Aspect Of The Earth Hunter:** you grow larger and take on a ferocious appearance
- **Conjure Volley:** cause a single piece of ammunition to turn into hundreds in the air
- **Evasive Fire:** when provoked, use your reaction to fire a ranged attack and evade
- **Hunter's Blessing:** grant allies the benefits of your favored enemy and favored terrain
- **Leech:** heal yourself a small amount with each target you kill
- **Mark Of Suppression:** cause a creature that you have damaged to fail a saving throw
- **Speed Of The Hunter:** gain one additional attack

- **Swift Quiver:** your quiver produces an endless supply of nonmagical ammunition
- **Smiting Arrow:** imbue a piece of ammunition to hurt a specific creature
- **Thrill Of The Hunt:** creatures hit by your attack are slowed to half movement

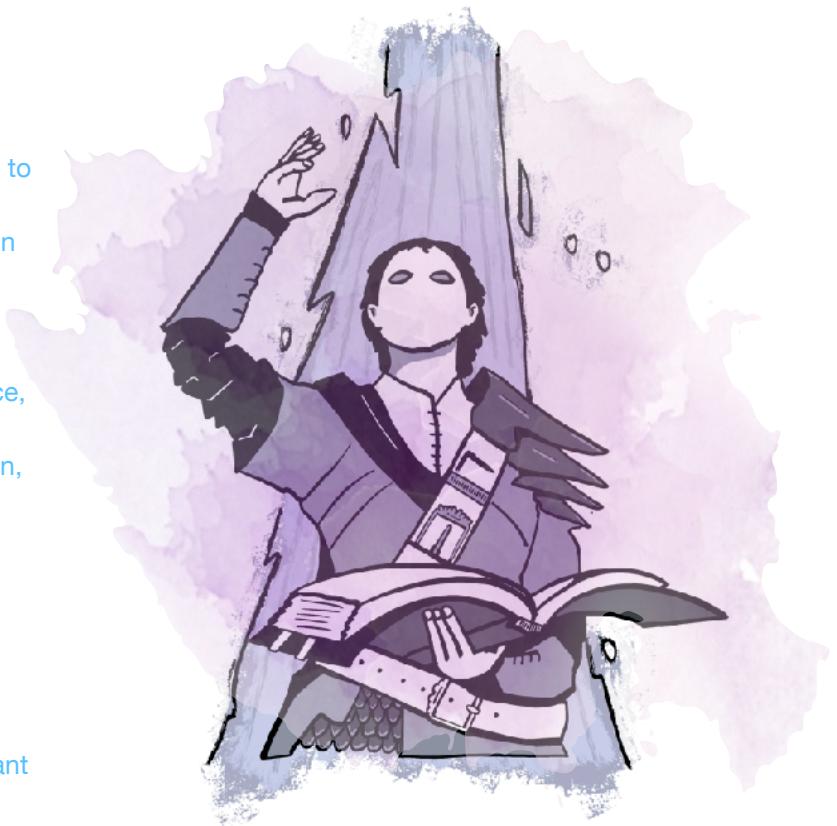
# Divine

## Divine: Cantrips

- **Benediction:** protect an ally, allowing them to reduce damage by d4 in the next minute
- **Cleanse Of Alcohol:** you remove inebriation and effects caused by alcohol
- **Guidance:** divine guidance improves one ability check roll that you or an ally make
- **Light of Lucian:** glow with a silvery radiance, and expel that light as radiant damage
- **Read Aura:** discern the state a creature is in, and what may be affecting it
- **Sacred flame:** call forth divine energy that damages creatures
- **Spare the Dying:** stabilize a dying creature that is unconscious and near death
- **Thaumaturgy:** manifest a minor wonder or sign of divine power
- **Word of Radiance:** erupt in a burst of radiant energy damage those surrounding you
- **Vision Of Glory:** grant a creature a bonus on one of their saving throws

## Divine: Level 1

- **Bane:** weaken enemies attacks in an aura around you
- **Bless:** strengthen allies attacks in an aura around you
- **Call The Flock Home:** send a beam of light 100 feet into the air directly above you
- **Ceremony:** perform a religious ceremony blessed by the gods
- **Command:** speak a one-word command that a creature must obey
- **Corpselight:** cause undead to glow, making them easier to see and hit
- **Cure wounds:** positive energy heals the living or harms the undead
- **Divine Sense:** reach out your senses to detect planar creatures and undead
- **Divine Swiftness:** allow a creature to immediately make one melee or ranged attack



- **Draw On Faith:** you use divine energy as a reaction to improve a saving throw result
- **Entreaty:** as a reaction, grant advantage on a death saving throw
- **Find Kin\***: find the location of a random living relative of a willing creature
- **Guiding Bolt:** a flash of divine light damages creatures with radiant damage
- **Healing Word:** heal a small amount using a blessing from the gods
- **Inspired Initiative:** grant a creature advantage on their next initiative check
- **Land On Your Feet:** you can fall short distances with little or no damage
- **Proselytize:** cause the words you say to drop creatures to their knees in fear or awe
- **Purify Food and Drink:** make beverages and meals safe to eat
- **Sanctuary:** make it difficult for enemies to target a creature of your choice

- **Shield of Faith:** as a bonus action, add 2 AC to a creature of your choice

### LUCIAN (LIFE / LIGHT)

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- **Confession:** make a target reveal if they are hiding information about a subject
- **Sacred Watch:** remain constantly aware of the wellbeing of another creature
- **Spirit Link:** you share in the pain of an ally, continually transferring them health

### QUALOK (KNOWLEDGE / FATE)

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- **Omen Of Peril:** receive an assessment of the danger in your immediate surroundings
- **Safe Haven\***: find a nearby place of worship and possible aid
- **Second Chance:** grants a creature an immediate second chance on a saving throw

### XANDER (WAR / PROTECTION)

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- **Disrupting Weapons:** weapons deal positive damage to undead
- **Gird the Spirit:** target gains protection from the effects of undead
- **Shieldbearer:** imbue a shield with divine energy to hover and protect a creature

### KOMBAR (FORGE / TEMPEST)

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- **Hearthmend:** convert a spell slot into a surge of healing energy
- **Hone Blade:** increase the damage on the next hit from a bladed weapon
- **Stone Fire:** cause stone to catch on fire and takes structural damage over time

## Divine: Level 2

- **Abeyance:** temporarily suppress the effects of a single curse for a single day
- **Aid:** bolster allies with toughness and resolve, granting them additional maximum hit points

- **Calm Emotions:** suppress strong emotions and hostility in a group of humanoids
- **Calm Spirit:** postpone hostile action by a haunt or incorporeal undead
- **Consecrate:** fill an area with positive radiant energy, which can weaken undead
- **Blindness and Deafness:** blind and deafen a foe of your choice for one minute
- **Cloak from Undead:** render a single creature invisible to undead creatures
- **Early Judgement:** show a creature the reward or punishment that awaits it after death
- **Gentle repose\*:** prevent a corpse from decaying and becoming undead
- **Gift Of Resilience:** grant a creature advantage on the first three death saving throw attempts
- **Grace:** allow a creature's movement to not provoke attacks of opportunity
- **Heart Beam:** shoot a beam of radiant energy that uses your life force to damage undead
- **Holy Warding:** grant your allies resistance to normal weapon attack
- **Intuition:** you rely on a higher power to bolster your own knowledge for a skill check
- **Martyr's Bargain:** as a reaction, postpone damage to you for a handful of rounds
- **Mortal Terror:** frighten a creature with an existential crisis
- **Necrostasis:** drain energy from an undead creature, slowing and staggering it
- **Orb of Light** an orb of blinding radiant light shoots from your fingers to damage an enemy
- **Prayer of Healing\***: heal a group of creatures with a divine blessing
- **Restoration:** cure one disease or blindness, deafness, paralysis or poison
- **Revitalize Animal:** bring back to life a small beast that has died within the last hour
- **Shared Sacrifice:** you and five allies share a pool of healing hit points
- **Silence:** mute all sound within a 20 foot radius sphere and create immunity to thunder damage
- **Spell immunity:** grant a creature immunity to all spells of 2nd level or lower
- **Spindrift Spritz:** as a reaction, a target has advantage on saving throws against conditions

- **Spiritual Weapon:** materialize a holy weapon of force that damages enemies
- **Stave Off Corruption:** cause the temporary slowing of the advancement of corruption
- **Stimulus:** cause a creature to experience pangs of emotional distress or therapy
- **Stricken Heart:** touch attack deals damage and staggers a target
- **Touch Of Mercy:** change the damage a creature can deal from lethal to nonlethal
- **Zone Of Truth:** compel creatures to tell the truth

## LUCIAN (LIFE / LIGHT)

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- **Blessed Halo:** a golden halo is able to dispense up to 10 points of healing
- **Blessed Rest:** allow a creature to re-roll hit dice when healing from a short or long rest
- **Chain Healing:** an arc of healing energy hits one target, then leaps to two more targets
- **Fear The Sun:** impose light blindness and sunlight sensitivity on your enemies
- **Light Prison:** surround a creature with bars of light that damage if it attempts to escape

## QUALOK (KNOWLEDGE / FATE)

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- **Augury:** predict whether a course of action brings good fortune
- **Mantle Of The Brave\***: cause up to four creatures to be temporarily immune to fear
- **Remove Fear:** free a single creature from its fright, removing the frightened condition
- **Reveille:** cause a corpse to reveal information about the events that led to its death
- **Status:** keep track of a willing creature's location and well-being
- **Tears to Wine:** turn liquids into special mead or wine, enhancing those who drink

## XANDER (WAR / PROTECTION)

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- **Flame Of Faith:** cause a weapon to burst into radiant flame and do +1 radiant damage

- **Raiment of Command:** you speak and carry yourself as a figure of authority
- **Shield Other:** absorb half the damage an ally will take for 10 minutes
- **Spear Of Purity:** harm and possibly blind evil creatures with a divine spear
- **Warding Bond:** grant a willing creature that stays close to you a bonus to Armor Class

## KOMBAR (FORGE / TEMPEST)

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- **Beloved Of The Forge:** gain an innate sense of the direction to your home or workshop
- **Control Of The Forge:** make undead more difficult to control by their masters
- **Find Traps:** sense the presence of any trap that is within your line of sight
- **Healing Token:** an imbued holy symbol serves as a conduit for your healing magic
- **Prayer Of The All Hammer:** up to six creatures you can see gain temporary hitpoints

## Divine: Level 3

- **Accept Affliction\*:** transfer the effects of afflictions from someone else to yourself
- **Aggravate Affliction\*:** magically force ongoing afflictions to trigger
- **Barrier Of Faith:** create a translucent barrier of energy that is difficult to cross
- **Blade Of Wrath:** create a sword of pure white fire in your free hand
- **Blunted Blades:** create an area in which weapons can only deal nonlethal damage
- **Charitable Impulse:** compel a creature to aid others rather than use violence
- **Circle Of Protection:** prevent summoned creatures from entering your aura
- **Create Food and Water:** feed three creatures your size per cleric level
- **Fast Friends:** cause a humanoid to perform a small friendly action on your behalf
- **Guardian Angel:** protect a creature so it automatically heals when next damaged
- **Motivational Speech:** inspire a group granting temporary vigor and protection in battle

- **Nimbus Of Light:** all creatures of your choosing within 20 feet of you take damage
- **Remove Curse:** free a person from a cursed object or item
- **Revivify:** bring a creature back to life who died within the last minute
- **Sanctified Ground\***: protect an area against harm from otherworldly creatures
- **Shield of Disenchantment:** protect yourself from magical weapons and equipment
- **Shield of Starlight:** grant yourself protection from necrotic or radiant damage
- **Speak With Dead:** cause a corpse to answer questions you pose to it
- **Spirit Guardians:** call forth spirits to protect you, hurting foes in a 15 foot radius
- **Untiring Form:** grant immunity to fatigue and exhaustion, removing the need to sleep
- **Vigor:** increase a creature's natural healing rate, causing it to gain hit points each round

### LUCIAN (LIFE / LIGHT)

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- **Beacon of Hope:** grant advantage on Wisdom saving throws and maximum healing
- **Lance of the Sun:** invoke a lance of light and force that you wield into combat
- **Life From Death:** siphon healing energy from the undead to heal your wounds
- **Searing Light:** a ray of burning light deals additional damage to fiends and undead

### QUALOK (KNOWLEDGE FATE)

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- **Aura Of Fate:** cause attacks to be natural 1's or 20's within a 30 foot radius
- **Crisis Of Faith:** riddle a creature with self-doubt and mental turmoil; assaulting their faith
- **Deep Insight:** gain one nonmagical ability from a target (e.g. feat, language, sense)
- **Mortal Insight:** a supernatural olfactory sense allows you to smell wounded living creatures

### XANDER (WAR / PROTECTION)

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- **Agonize:** use pain to encourage an outsider to stop, listen, and obey you
- **Bring To Light:** illuminate all undead in an area and make them vulnerable to radiant damage
- **Hero's Steel:** infuse a metal melee weapon with the intimidating aura of Xander
- **Martyrs Last Blessing:** burst with healing energy when you are dying or killed

### KOMBAR (FORGE / TEMPEST)

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- **Black Sword of War:** enchant a weapon to deal extra bleeding damage
- **Kombar's Hammer:** imbue a common hammer with divine power
- **Oath Of Justice:** create a solemn vow between two creatures
- **Revelation:** gain great insight into the inner workings of a puzzle, device, or trap

### Divine: Level 4

- **Burn Corruption:** scour and cleanse an area of clean of decay, rot and corruption
- **Deathless:** as a reaction, anchor a soul to you, and prevent death from hit point damage
- **Death Ward:** prevent a creature from dying, incapable of dropping below 1 hitpoint
- **Freedom Of Movement:** a creature can not be restrained or paralyzed
- **Guardian Of Faith:** summon a large, spectral guardian to protect an area
- **Revenance:** bring an ally back to life to allow them to slay their killer, where they die again
- **Purge Spirit:** scatter a target's spiritual substance, hampering its ability to reform
- **Sheltered Vitality:** grant a target immunity to fatigue, exhaustion, and ability drain
- **Locate Soul\***: sense the direction of the soul of a creature that is familiar to you
- **Thunderlance:** create a deadly lance of force that you hurl at your enemies
- **Vigilant Rest:** petition a spirit to watch over a target's sleep alerting them of danger

## LUCIAN (LIFE / LIGHT)

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- **Deva's Wings:** grow a pair of feathery wings of pure white, granting you flight
- **Unbearable Brightness:** your glowing body dazzles or blinds others

## QUALOK (KNOWLEDGE FATE)

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- **Divination:** ask a single question concerning a goal, event or activity in the next 7 days
- **Insight of Qualok:** in combat, grant your allies insight into your opponents next actions
- **Terrible Remorse:** creature is compelled to harm itself
- **True Light Of Revelation:** emanate a radiance that reveals physical deception and disguise

## XANDER (WAR / PROTECTION)

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- **Blade Of My Brother:** cause the weapon of a fallen ally to fight on its own volition
- **Burning Blade:** summon a sword made of holy fire which confirms to your will

## KOMBAR (FORGE / TEMPEST)

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- **Kombar's Wrath:** throw the remains of destroyed undead at an enemy
- **Mantle Of Kombar:** surround yourself in lightening, protecting you from magical harm

## Divine: Level 5

- **Commune\***: contact your deity and ask up to three yes/no questions
- **Dispel Evil and Good:** protect a creature from other worlders
- **Flame Strike:** engulf a target in a vertical column of divine fire
- **Guilty Conscience:** banish a creature to an extra dimensional scene replaying past wrongs
- **Hallow:** permanently protect an area with a divine blessing
- **Holy Ground:** temporarily disrupt the magic to raise or summon the dead

- **Lay To Rest:** emit a burst of radiant energy that significantly damages undead creatures
- **Life's Grace:** protect a creature from magical death attacks and ability drain
- **Mass Cure Wounds:** a wave of healing cures a number of your allies at once
- **Raise Dead:** return a dead creature to life, provided they died within 10 days
- **Reformation:** prevent a target from speaking ill-will or using harmful magic
- **Valiant Fury:** infuse a fighting spirit into a creature, making them a formidable fighter

## LUCIAN (LIFE / LIGHT)

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- **Fury of the Goddess:** a creature is restrained and takes bludgeoning damage
- **Protective Nimbus:** gain resistance to necrotic and radiant damage or create a blast of light

## QUALOK (KNOWLEDGE FATE)

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- **Skill Empowerment:** deepen a creature's understanding and increase it's skill proficiency

## XANDER (WAR / PROTECTION)

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- **Holy Weapon:** cause a weapon to fill with divine power, dealing radiant damage
- **Forest Of Spears:** call down a rain of spears that strike an area
- **Wrath of the Faithful:** allies gain one additional melee attack each round

## KOMBAR (FORGE / TEMPEST)

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- **Surprise Blessing:** remove blindness, charm, petrification or fear and replace with a boon

## Divine: Level 6

- **Cast Out:** emit of cone of energy that banishes other-worlders back to their home plane
- **Celestial Fanfare:** emit a focused blast of sound that can deafen and disintegrate

- **Harm:** lower the hitpoint maximum of a creature with necrotic energy
- **Heal:** surge with positive energy, causing a creature to heal a large number of hitpoints
- **Joyful Rapture:** speak inspired words that cause transcendental bliss
- **Planar Ally:** beseech your deity for aid, manifesting an ally to assist you
- **Word of Recall:** you and five willing creatures instantly return to a sanctuary you prepared

### LUCIAN (LIFE / LIGHT)

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- **Blade Barrier:** a phalanx of spectral AstraKashira form a wall of blades and spears
- **Burning Radiance:** create a line of radiant light 60 feet long that burns your enemies
- **Chains Of Light:** hold a creature immobile with glowing chains that prevent teleportation

### QUALOK (KNOWLEDGE / FATE)

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- **Tolling Doom:** a tolling bell rings and judges your enemies, reducing their saving throws

### XANDER (WAR / PROTECTION)

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- **Heavenly Crown:** you may use a bonus action to grant allies an additional attack
- **Investiture Of Spirit:** imbue yourself with spiritual energy, gaining multiple abilities

### KOMBAR (FORGE / TEMPEST)

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## Divine: Level 7

- **Call Celestial:** call a celestial creature to your side as an ally
- **Resurrection:** return a soul back to their body, restoring them back to life
- **Seal Of Sanctuary\***: inscribe an angelic sigil on the ground which harms fiendish outsiders
- **Temple Of The Gods:** cause a holy temple to shimmer into existence

### LUCIAN (LIFE / LIGHT)

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- **Last Rays of The Dying Sun:** assail creatures within an area with searing heat and biting cold
- **Soothing Incandescence:** a soft radiant light heals creatures and damages fiends
- **Supernova:** you manifest a black hole that explodes with a powerful light and radiance

### QUALOK (KNOWLEDGE / FATE)

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- **Divine Word:** utter a word of power that can deafen, blind, stun or kill a creature
- **Reveal The True Form:** forcefully cause all shapeshifters and illusions to revert back

### XANDER (WAR / PROTECTION)

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### KOMBAR (FORGE / TEMPEST)

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- **Deity's Strike:** a bolt of lightning strikes a target, continuing to cause havoc in a line

## Divine: Level 8

- **Divine Respite:** swap out all prepared spells for new ones over a short rest
- **Sacramental Seal\***: trap a creature in an object, sealing it away from the world

### LUCIAN (LIFE / LIGHT)

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- **Holy Aura:** protect allies with a soft radiant light that makes them harder to hit

### QUALOK (KNOWLEDGE / FATE)

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- **Quintessence:** infuse yourself with eternal divine power, taking on godly form
- **Summon Agent Of Qualok:** summon a friendly messenger of Qualok to assist you

### XANDER (WAR / PROTECTION)

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- **Sacrificial Strike:** deal additional damage at the cost of your health

- **Shield of Law:** protect a creature from harm both physical and psychic

#### KOMBAR (FORGE / TEMPEST)

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- **Mettle Of The Forge:** creatures who are damaged gain advantage on attacks

### Divine: Level 9

- **Crusade:** issue a divine proclamation that causes creatures to gain a faithful fervor
- **Glorious Evolution:** permanently raise a target's ability score
- **Mass Heal:** flood healing energy of 700 hit points divided among those you choose
- **True Resurrection:** bring a creature to life that has been dead no longer than 200 years
- **Overwhelming Presence:** flood yourself with your deity's power to inspire incredible awe

#### LUCIAN (LIFE / LIGHT)

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#### QUALOK (KNOWLEDGE / FATE)

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#### XANDER (WAR / PROTECTION)

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#### KOMBAR (FORGE / TEMPEST)

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# Paladin

## Paladin: Level 1

- **Ancestor's Strength:** a target you touch is able to lift, push, carry or pull more weight
- **Clear Mind:** grant advantage when making saving throws against mind-effects
- **Bed of Iron:** allow a target to sleep comfortably in medium or heavy armor
- **Bitter Smite:** your weapon attacks deal additional cold damage
- **Bless Weapon:** enchant a mundane weapon to make true strikes against foes
- **Bulls Rush:** propel yourself in a deadly charge that deals double damage on a hit
- **Challenge Evil:** sicken a creature if it refuses to fight you in battle

- **Compelled Duel:** draw an opponent into single combat with you
- **Divine Favor:** your weapon attacks deal additional radiant damage
- **Divine Sacrifice:** You deal additional damage while yourself taking damage
- **Even Odds:** you grant a target your base attack modifiers to use instead of their own
- **Illuminated Weapon:** imbue your weapon with magical light, dealing more damage to undead
- **Keep Watch:** allow a creature to keep vigil throughout the night without ill effects
- **Litany Of Duty:** preroll failed saves that would force you to take action against your will
- **Lionheart:** imbue a creature with bravery and a set of temporary hit points
- **Moment Of Clarity:** a creature is given another chance to be restored from mind effects



- **Positive Pulse:** a radiant wave spreads from you, aiding the living and harming the undead
- **Rally Point:** a square of your choice bolsters your allies and good aligned creatures
- **Rite of Bodily Purity:** improve your ability to resist toxins and ailments
- **Searing Smite:** your melee attacks deal additional fire damage
- **Soul Beacon:** amplify all positive and good aspects of your soul, protecting from undead
- **Spur Mount:** urge your mount to bursts of speed and endurance beyond its limits
- **Tactical Acumen:** gain a bonus to initiative and armor class due to battlefield tactics
- **Thunderous Charge:** charge at an enemy pushing them backward or dealing damage
- **Veil of Heaven:** make it more difficult for outsiders to harm you
- **Vorpal Weapon:** designate a specific foe and imbue a weapon with power to damage them
- **Virtue:** grant a creature a surge of life, and one temporary hit point
- **Wartrain Mount:** temporarily instill an animal with combat training
- **Wrathful Smite:** your weapon attacks deal additional psychic damage

### OATH OF THE CROWN

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- **Devon's Parry:** parry an incoming melee attack using divine favor
- **Line In The Sand:** increase your number of attacks of opportunity per round
- **Litany Of Vengeance:** enemies feel the pain of your blows more sharply

### OATH OF DEVOTION

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- **Detect The Faithful:** find others who share the same faith as you
- **Clarity Of The Faith** gain a flash of insight that aids you in Wisdom (Religion) skill checks

### OATH OF REDEMPTION

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- **Faith Healing:** you regain and replenish a small portion of your ability to Lay On Hands
- **Hero's Defiance:** allows the use of Lay On Hands on yourself while falling unconscious

### OATH OF VENGEANCE

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- **Empower Holy Water:** imbue a vial of holy water with additional damage to undead
- **Litany Of The Red Crusader:** cause ongoing damage to a creature you successfully attack
- **Righteous Vigor:** boost attack bonuses with each successful hit

## Paladin: Level 2

- **Aura Of Glory:** radiate an aura that has others admire your deeds and protects allies from fear
- **Branding Smite:** your next strike deals additional damage and negates invisibility
- **Effortless Armor:** armor you wear no longer slows your speed
- **Find Steed:** summon an intelligent strong, and loyal steed
- **Hero's Arm:** gain the ability to throw a heavy two handed weapon
- **Inheritor's Smite:** gain a bonus to attack, and attempt to push the foe backwards 5 feet
- **Inner Focus:** your inner resolve and faith allows you to cast spells without a divine focus
- **Prayer Of Resolve:** cause up to 6 allies within 30 feet to receive temporary hit points
- **Retribution:** cause a creature to take any damage they deal for 1 round
- **Shield or Fortification:** use your shield to cause a critical hit to become a normal hit
- **Stand Your Ground:** become immune to prone, slow, fear, confusion and daze
- **Utter Determination:** as a reaction to your own death, fight on valiantly for 5 more rounds
- **War Cry:** let out a battle cry as you charge into an attack, causing fear and bolstering allies

## OATH OF THE CROWN

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- **Litany Of Warding:** increase awareness of opponents, and increase attacks of opportunity

## OATH OF DEVOTION

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- **Angelic Aspect:** gain some minor aspects of angelic creatures
- **Resist Temptation:** harden your resolve against charm and mind altering effects

## OATH OF REDEMPTION

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- **Intercept Attack:** take the damage meant for an adjacent creature

## OATH OF VENGEANCE

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- **Guided Weapon:** cause a weapon to aid its wielded, granting them proficiency with it
- **Instrument Of Agony:** your weapon exudes divine fury, and can cause pain to foes

# Paladin: Level 3

- **Archon's Aura:** aura penalizes enemy attacks, saving throws, and AC
- **Aura of Vitality:** cause a creature within your presence to heal
- **Bestow Auras:** transfer your Paladin auras to another creature
- **Blade of Bright Victory:** bonded weapon gains the ability to effect incorporeal creatures
- **Blinding Smite:** your next strike deals radiant damage and may blind your foe
- **Diamond Steel:** enhance armor to absorb damage for a short while
- **Divine Transfer:** transfer hit points and give DR to target creature
- **Halt Undead:** immobilizes undead for a short amount of time
- **Holy Whisper:** whisper sickens evil creatures, and gives good creatures bonuses
- **Litany Of Admonition:** stagger a creature with a list of their faults

- **Litany Of Dependability:** creature may take 10 on a d20 roll
- **Litany Of Sight:** reveal invisible creatures and objects using a divine prayer
- **Mantle Of Good:** grant additional protection against saving throws from outsiders
- **Righteous Fury:** fill yourself with holy energy, granting temporary hitpoints and strength
- **Silverlight:** create a bright silver light that is harmful to those vulnerable to silver
- **Undead Bane Weapon:** a weapon deals additional damage to undead
- **Untold Wonder:** treat penalties from emotion effects as bonuses instead

## OATH OF THE CROWN

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- **Aura of Inviolate Ownership\*:** ward your attended items against theft
- **Deft Escape:** teleport a creature out of a grapple
- **Invested Champion:** either become a creature's champion, or they become yours

## OATH OF DEVOTION

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- **Sanctify Weapons:** allow weapons in the area to bypass resistances of outsiders
- **Seek Eternal Rest:** be treated as a cleric of your Paladin level when turning undead

## OATH OF REDEMPTION

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- **Agonizing Rebuke\*:** Force your attacker to suffer mental pain when harming you
- **Blade Snare:** create an invisible snare that traps attacking weapons
- **Fire of Judgement:** smite a creature such that it takes damage when it attacks
- **Mantle of Calm:** neutralize the rage effects of those who have attacked you
- **Marks of Forbiddance:** force two targets to pass Wisdom saves before harming each other

## OATH OF VENGEANCE

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- **Crusader's Mantle:** allies within your aura deal additional radiant damage
- **Deadly Juggernaut:** your might increases with every kill you make

## Paladin: Level 4

- **Absolution:** remove magical glamours from target, and cleans their soul of misdeeds
- **Aura Of Life:** heal targets within 30 feet with a radiant aura, and guard against necrotic energy
- **Aura Of Purity:** radiate energy that protects against disease and increases saving throws
- **Blade of Light:** imbue a weapon with sunlight, making it a bane to the undead
- **Blaze of Glory:** a last stand that unleashes holy energy to heal allies and harm opponents
- **Brightest Light:** create a long lasting potent divine light that can dispel magical darkness
- **Echoes Of Steel:** deal thunder damage on a successful melee attack to creatures in a cone
- **Favor of the Martyr:** grant immunity to effects and consciousness to -9 hitpoints
- **Ghostbane Aura:** incorporeal creatures must stay 10' away from you
- **Healing Surge:** restore a recently dead ally to life, and increase vigor of those surrounding it
- **Litany Of Truth:** strip a target of any illusions that are cloaking it
- **Sacrificial Oath:** take damage on behalf of an ally for a prolonged period
- **Shield Of The Dawnflower:** create a protective shield of pure sunlight
- **Staggering Smite:** hit a creature with psychic damage making it difficult to fight back
- **Tactical Formation\***: grants targets a bonus to armor class so long as they remain in formation

## OATH OF THE CROWN

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- **Bestow Grace of the Champion:** allow a target to channel some abilities of a Paladin

## OATH OF DEVOTION

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- **Burst of Glory:** shine with golden radiance, granting bonus to hit and temp health to allies
- **Righteous Aura:** shed bright daylight and burst with explosive radiance if you die

## OATH OF REDEMPTION

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- **Oath Of Peace:** you grant yourself increased defenses, although you cannot attack
- **Stay The Hand:** use your reaction to cause a subject to not attack with a weapon

## OATH OF VENGEANCE

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- **Mighty Strength:** your strength is enhanced with the divine and becomes 25

## Paladin: Level 5

- **Banishing Smite:** strike a creature and send it back to its home plane
- **Blessed Shield:** hurl your shield, dealing increased radiant damage on a hit
- **Destructive Wave:** strike the ground and create a shockwave of divine energy
- **Diamondblade:** cause a mundane edged weapon to become extraordinarily sharpened
- **Falling Sword:** launch yourself into the heavens and crash down on your enemies
- **Fist Of The Heavens:** call forth a pillar of lightning from the heavens that explodes
- **Heaven's Fury:** a ranged smite attack that can deal damage to multiple enemies
- **Immortal Mount:** convert your mount into a fearsome fighting machine

## OATH OF THE CROWN

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- **Laws Of Hope:** surround you and your allies with a protective shield that absorbs damage
- **Nerves Of Steel:** grant a target a measure of protection against death and fear

## OATH OF DEVOTION

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- **Fanaticism:** cast Paladin spells that take an action in one bonus action
- **Spectral Guardinal:** create a ghostly canine that assist you in fighting spirits

## OATH OF REDEMPTION

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- **Serenity:** peaceful feelings harm those attempting violence

## OATH OF VENGEANCE

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- **Litany Against Pain:** still yourself against pain and damage from ordinary weapons
- **Souleater:** imbue a weapon with the power to drink the life of your enemies

## Deep Magic

- Put the whole world under an illusion
- This might be a little too op but maybe creating some sort of area around you that you have control over. Some examples I've seen in the anime is swapping peoples body parts, attaching people to inanimate objects, etc

# Blood Magic / Old Magic

The heart of a bold stallion, red wine bottled on an unlucky year, and the rendered fat of a virgin

blowing out a candle in a dark room while looking into a mirror (Divination/creature?)

Pour rooster blood into wine and drink it, swearing to the heavens

Component: Asha Grave Flower

Eels in garlic - keep undead at bay?  
Ghoul venom, troll eyes, virgin blood

## HEXES & CURSES

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- [Afflict Line <DEEP ELVEN 210>](#)
- [Alaznist's Jinx <PATH ONLINE>](#)
- [Besmara's Grasping Depths <PATH ONLINE>](#)
- [Black Spot path online](#)
- [Blood Ties PATH ONLINE](#)
- [Burning Barricade Hex - cause doors windows to lock and burn anyone who touched them](#)
- [Corrupt Nature <dragonlance>](#)
- [Cup of dust - create need to drink but can't be quenched <path online>](#)
- [Curse, Major <PATH ONLINE>](#)
- **Curse Of Befouled Fortune:** Target can't gain the benefit of any luck ability <PATH ONLINE>
- **Curse Of Burning Sleep:** creature catches fire the next time it sleeps for an hour <PATH ONLINE>
- **Curse Of Magic Negation:** Target gains the negates spell blight <PATH ONLINE>
- [Curse of the night <path online>](#)
- [Curse Of The Outcast <PATH ONLINE>](#)
- [Curse of unexpected death path online](#)
- [Curse Ring <DEEP RING 232>](#)
- **Curse Terrain:** Curse an area with four hazards <PATH ONLINE>. Curse terrain, supreme (path online)
- **Cursed Treasure:** Target object curses the next creature to touch it <PATH ONLINE>
- Despoil - see Form Blight <PATH ONLINE OCCULT RITUALS> - also see Desolation <DEEP ELVEN 211>
- Dream Dalliance path online
- Enchant Ring <DEEP RING 232> new name other than enchant
- Encroaching Shadows <DEEP ELVEN 212>
- Epidemic <PATH ONLINE> L7
- Errant Heart (dragonlance) I7
- Evercold <DEEP WINTER 271>
- Fair is Foul: curse someone with a disfiguring or painful mutation <PATH ONLINE>
- Fiendish Brand <DEEP FIEND 327>
- Film Of Filth <PATH ONLINE> make benign?
- Five Generation Curse <PATH ONLINE OCCULT RITUALS>
- Flesh To Stone equivalent
- Fleshworm Infestation <PATH ONLINE>
- **Forbidden Speech (30 minutes):** render it impossible for one to communicate on a topic
- Fourth Apotheosis <PATH ONLINE OCCULT RITUALS>
- Grace Of The King In Yellow <CHTULU MYTHOS>
- Grim Stalker <PATH ONLINE> <a Grim should be a creature from the Dream World>
- **Hunger For Flesh:** give a creature a bite attack and a hunger for its own kind's flesh <PATH ONLINE>
- Hunger Of Leng: curse a creature with a ghoulish appetite for mortal flesh<DEEP Mythos 339>
- Hunger Of The Shadows <PATH ONLINE OCCULT RITUALS>
- Infuse Effigy <PATH ONLINE> - compare to Kandar's Guidestar
- Irregular Size: creature's limb shrivels <PATH ONLINE>
- Jungle's Rapture: <3.5 COMP> consider this as a higher level spell - and change name to Asha's Rapture? CRAZY CURSE
- **Loathsome Veil:** nauseates and sickens weak creatures - path online
- Mariner's Curse (?): infect a creature with the curse of the rolling sea <PATH>
- Mark of the reptile god path online

- Mathematical Curse <PATH ONLINE>
- Mummy Touch <3E ADV>
- Natural Reclamation <PATH ONLINE OCCULT RITUAL>
- Nature's Exile - path online
- Nightmare: <PATH ONLINE> - exists already?
- Old Salt's Curse <PATH ONLINE>
- Open Book - path online
- **Ravages Of Time <DEEP TEMP 259>**
- Red hand of the killer path online
- **Rotting Alliance:** creatures waste away while close to one another **path online**
- Sands Of Time path online
- Shared Suffering: deal damage to another creature by harming yourself <PATH ONLINE>
- Steal Years <PATH ONLINE>
- Subconscious Suggestion: plant a mental suggestion that must be followed when a trigger occurs <MISC PATH>
- Subserviance - cause one to be subservient to every command, even though they are conscious and aware of their actions
- **Suppress Primal Magic: suppress the effects of primal magic <PATH ONLINE>**
- Tome Curse <DEEP Fiends 327>
- Undines curse - target loses the ability to breathe automatically (path online)
- Violent Accident <path online>
- Warp Mind and Matter <DEEP MTHOS 343>
- Lock a book making the writing unable to be read
- **Woeful Agony Of The Wretched (3 turns):** disadvantage with one ability score.
- Body Augmentation - Witcher yennefer body augmentation - beauty for sterility
- Claim Lair <DEEP DRAGON 198>
- Cruor Of Visions <DEEP BLOOD 320>
- Dance Of The Dawnflower Device <PATH ONLINE OCCULT RITUALS>
- Darkvault PATH ONLINE
- Doom Of Serpent Coils: drink poison with no harm, and hurt others with it <DEEP>
- Elemental forces - linkage to the four planes? Grow crops / fertilize crops / good harvest (see Bloom for crops/fertility)
- Evaluators Lens - path online [COOL OBJECT TO IDENTIFY ITEMS]
- Eye of the beholder L7 NET SPELLBOOK eyestalk into wand
- Eyes of Draizon
- False Reality: cause creatures to forget, erasing and replacing memories
  - Casting Time: 8 hours
  - Range: 1-mile radius
  - Components: V, S, M (A crystal lense worth 1000 gp, a single plain card, and the optical lobe of an Elder Brain, 2 levels)
  - Duration: Instantaneous

You create a an entire false reality for every creature within range. While casting the spell, you painstakingly turn the Elder Brain Optical Lobe into an ink you use to decorate the card with magical runes. At the end, you put the card up to the crystal lense. Make a DC 35 Arcana check using you spellcasting ability modifier. On a fail, the card is destroyed and you take 12d12 psychic damage, wasting the optical lobe. On a successful check the card fuses with lense, becoming a card that lets a person view into the false reality, and each creature other than the caster within range of the lense must make wisdom saving throws in a way similar to the Death Saving system. On 3 successes, they succeed, on 3 failures, they fail. Each creature that fails the saving throws falls into a permanent coma, and has their mind trapped in the lense within a false reality designed by the caster. All inhabitants are given false memories and are not

## BOONS & CHARMS

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- Age Resistance <PATH ONLINE> - make this blood?
- Aura of the unremarkable: <PATH ONLINE>
- Blood Transcription (Meta): pull spell slots from sorcerers blood? Path online
- Bloodstone Mirror <PATH ONLINE>. Make it an actual mirror, useable once. Made from a psion if creature part
- Bloom <DEEP ELVEN 211>

aware of the spell cast on them. Once at the end of every year spent in the lense, the inhabitants can make an Insight check against your spell save DC. On a success, they realize the illusion is fake, which allows them to use an action to leave the illusion. They may first inform others of the illusion's fakeness if they choose, in which case they may make another insight check regardless of how long since a year has passed. The physical bodies left behind from the spell are alive in a comatose state. No amount of interaction can wake them, however they do not age, and do not require food or water. If the comatose body is killed, the souls trapped inside the lenee remain unaware of such until they realize they are in a false reality.

If the Card is destroyed, the spell ends and any trapped souls are ejected from the false reality. This can only be done with a weapon cursed/blessed by an archdevil or deity.

- Genius Avaricious <PATH ONLINE> blood magic?
- **Kandar's Guidestar (1 hour):** create an effigy of a creature to find, and cast spells on them Compare to Infuse Effigy - ruby worth 50 gp as heart, with target's blood. Doll is a tiny construct, AC 10 HP = 1/2 target's max.
- **Hagstone (5 weeks):** a stone used to become ethereal and cure diseases
- Half-Blood Extraction PATH ONLINE
- Lover's Vengeance - path online
- Matchmaker - path online
- **Mirror transport path online - make a blood magic spell instead?**
- **Nether Trail (Long Rest):** create a trail that Devils & Undead are compelled to follow
- Opening The Third Eye <PATH ONLINE OCCULT RITUALS>
- Plundered Power <PATH ONLINE>
- **Refuge (10 minutes):** imbue object such that breaking it returns you to the ritual spot
- Sharesister - path online
- Slow Consumption
- **Spider Hand (30 minutes):** allows you to detach your hand, which acts like a spider

- Steal Life / see Blush Of Youth <PATH ONLINE OCCULT RITUALS>
- Soul gem path online create soul gem spell
- Talisman of Reprieve <PATH ONLINE>
- Time reaver (Eldermancy) dragonlance
- Trial Of The Sixteenth Step <PATH ONLINE OCCULT RITUAL>
- Truespeak: speak to any creature with a mind - path online - incantation that does this?
- Twine Double path online
- Waters of Lamashtu Path Online
- Yearning Of Fertility - Speak a desire into a cup, flip the cup on a full moon onto the soil, next morning two flowers one red and one white. Eat the red = trouble. E.g. fertility. Idea - grant a boon at a huge cost, flight for constitution, etc like Raistlin

## ALCHEMY / NOSTRUMS

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### Tinctures

- Aqua Vitae - the water of life, potion of healing
- Deathwine path online
- Putrefy Food and Drink PATH ONLINE
- Reverse Petrification Ungeant / Oil - Basilisk gullet, Lindworm Gullet, Lindworm Egg
- Brimstone Infusion <DEEP 165>
- Animal Friendship Potion (1 hr, DC 13) - fish scale, hummingbird tongue, cats claw, squirrel hair
- Ooze Puppet <3.5 COMP>

## NECROMANCY / PATH OF SOUL / PATH OF MORTALITY

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- Animate Greater Undead <DEEP> something with "Unlife" in the title
- Zombification
- Manipulation of the Undead
- Unholy Defiance <deep> move to blood?
- Animate Ghoul: DEEP - make ritual / Blood Magic
- **Appearance Of Life:** cause undead to appear to be alive [link to Skeleton Crew?]
- Ascension <PATH ONLINE>

- **Canopic Conversion (1 day):** raise a corpse as a mummy, willed to life by dark magic
- Carrion Compas PATH ONLINE
- Create homunculus - 5e l6
- Create undead 5e L6 - make a Blood Magic Spell MISCCreate undead - 5e l6 <PATH ONLINE> L7 Control Undead <PATH ONLINE> - similar to Animate Dead Skeletal guard 3.5 comp
- Decollate <PATH ONLINE>
- Divert Soul <PATH ONLINE OCCULT RITUALS>
- **Doppelgänger (6 weeks):** Create a duplicate of a person, enslaved to you
- Eternal Apotheosis <PATH ONLINE OCCULT RITUAL>
- **Eye of the Zombie (30 minutes):** replace your eyes and take control over a zombie
- First Apotheosis <PATH ONLINE OCCULT RITUAL>
- **Ghoulish Cravings:** Infect a creature with a disease that slowly kills and turns them undead <PATH>
- **Homunculus (1 hour):** keep a portion of your spirit in a jar, that you can retreat to
- **Imprison Soul (1d4 days):** capture a soul within a receptacle when it dies
- Magic jar - 5e l6
- Not Dead Yet type of animation of dead <DEEP>
- Object Possession, Lesser: project your soul into an object, animating it <PATH ONLINE>
- **Pact Of The Undying (1 hour):** remove your own heart and make yourself unaging - Something like Pact Of The Undying but to do to other people, to make a talking thinking zombie?
- **Raise Dead (1 night):** brings a body back as undead and unliving See Occult L3<needs a steeper price, needs ways of protecting from undead dragon> - see Pathfinder controlling undead - can only control a certain number and size of HD (<https://www.aonprd.com/SpellDisplay.aspx?ItemName=Necromantic%20Burden>)
- **Remortification (1 night):** return a corpse briefly back to life
- Revenance <3E ADV L3>
- Second Apotheosis <PATH ONLINE OCCULT RITUALS>
- Shadowy Retribution: your shadowy spirit fights the one who harmed you when you are reduced to 0 hp DEEP ELVEN 213
- Skinsend Path Online L2
- **Soul Bind (1 day):** bind your soul to an object, where your soul retreats when you die - Ability to trap a sorcerer soul within an object in order to control it like a spell - see Soul Trap <PATH ONLINE OCCULT RITUAL> see Create Soul Gem (PATH ONLINE) l3 spell - see Soul Bind <PATH ONLINE>
- **Soul Golem (1 day):** transfer your soul into a constructed Golem of your own making
- Temporary Graft path online something limb instead?
- Third Apotheosis <PATH ONLINE OCCULT RITUAL>
- Transplant Visage path online
- Umbral Infusion path online
- **Unliving Weapon (10 minutes):** cause an undead to explode when it dies <extend cast time, extend cost, link to corruption vs lvl>
- Vile Death 3.5 COMP - bind a fiend to undead - perhaps bind it to an object like a statue?

## BRUJERIA

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Summoning ; Demonology ; Brujeria ; Path Of Fiend ; Azradian Ritual

Sacrifices of living beings such a goats and uses their blood to draw malevolent spirits to do their bidding

- Abyssal Vermin: infuse vermin with fiendish qualities - path online
- Agonize: cause pain to an outsider, competing it to obey you <PATH ONLINE>
- **Ardent Minion (5 days):** birth a Banderhobb to carry out your bidding
- Banishment 5e <already a wiz spell>

- Call Nightmare - monster manual talks about how to make a nightmare - find a pegasus and remove its wings, turning it to evil - see Conjure Nightmare <DEEP FIEND 326>
- Conjure Fiends <DEEP Fiend 326>
- Conjure Minor Voidborn <DEEP VOID 330>
- Conjure Voidborn <DEEP VOID 331>
- Contact Entity <PATH ONLINE>. **Contact Entity:** ask eldritch entities to find and converse with you Path online
- Cthugha's Embrace <CHTULU MYTHOS>
- Curse of Yig <DEEP MYTHOS 337>
- Distort Summons
- Draconic Ally Path Online
- Emanation Of Yoth: summon a spectral serpent like assassin <deep mythos 338>
- Find Eremite Symbiont <CHULLU MYTHOS>
- Find Shantak Mount <CHTHULU MYTHOS>
- Gift of the deep path online
- Implant Dark Young <CTHULU MYTHOS>
- Manifest Manifestation <PATH ONLINE OCCULT RITUAL>
- Pentagram
- Resurrection - from Conan the barbarian. Movie Runes drawn on body, must wait till nightfall and fight waves of angry spirits who will fight to take the soul
- Sacrifice: make a sacrifice to aid conjuring and commanding a planar creature <PATH ONLINE>
- Sanguine Horror <DEEP BLOOD 320>
- Seed Of Destruction <DEEP MYTHOS 339>
- **Shadow Assassin (10 minutes):** summon a spirit from the Shadowfell to do your bidding <move to summon>
- Soulfiend - see Enter The Umbral Court - PATH ONLINE OCCULT RITUALS
- Spawn Calling <PATH ONLINE>
- Summon Avatar <DEEP MYTHOS 341>
- Summon Genie path online
- Summon Accuser path online
- Summon Dathaira
- Summon Eldritch Servitor <DEEP MYTHOS 341>
- Vomit Horror

## CHANNELING / PATH OF SPIRIT

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Contacting The Dead  
Possession

Trance / visualization / channeling

Damage yourself to contact another world

Calling Spirits to cross over

- Binding path online
- Call Beyond The Veil: call a spirit or psychic entity into your body to answer questions <PATH ONLINE OCCULT RITUALS>
- **Call Forth The Dweller (1 hour):** ask three questions about a door or portal
- **Commune With Yurtrus (1 minute):** ask a yes/no question of the Dathairä Yurtrus
- Crafter's Nightmare: create a poltergeist to disrupt crafting and spell casting <PATH ONLINE>
- Dismind 3E ADV MISC
- Return To Dormancy <PATH ONLINE OCCULT RITUAL> is this the right level?
- Eldritch Communion <DEEP MYTHOS 338>
- Etherel Rip: imbue a dagger with the ability to tear a destructive hole between planes <PATH ONLINE OCCUT RITUAL>
- False resurrection <PATH ONLINE>
- **Glimpse Of Truth (1 minute):** ask a yes/no question about the affairs of Dathairä
- Haunt - send a spirit after someone like the whispered one did
- **Kandar's Farseer (10 minutes):** allows you to envision a place or object, gaining knowledge
- **Mages Decree:** send a message to all creatures within a mile 25 words or less - path online
- Mark of Blood: <PATH ONLINE> this is the means by which mages can be tracked and why their blood is kept
- Phantasmal Revenge <PATH ONLINE>
- Ritual Exorcism <PATH ONLINE OCCULT RITUAL>
- Sarzari Shadow Memory <PATH ONLINE>
- Sever Spirit <PATH ONLINE RITUAL OCCULT>

- **Soul Rider (1 minute)**: possess an individual and see through their eyes <needs higher price and longer casting time> - Change name so it doesn't say Soul - see Second Sight <PATH ONLINE OCCULT RITUAL>
- Spirit Binding - bind a spirit permanently against its will
- Tyvek's Fabric Phantom L5 NET SPELLBOOK
- Yellow Sign: enslave the mind of a humanoid <DEEP Mythos 342>

## DIVINATION

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- Fortunes Path - path online
- Harrowing path online
- Irriseni Mirror Sight - path online - similar to something else
- **Impossible Arithmetic <CYTHULY MYTHOS>**
- **Mirror Sending (Variable)**: appear in reflective surfaces that your target gazes into
- Open The Dead Roads <PATH ONLINE>
- Red Hand Of The Killer <PATH ONLIne>
- Sarzari Shadow Memory <PATH ONLINE>
- Shadows Brought To Light <DEEP ELVEN 212>
- Whisper's Anonyminity L5 NET SPELLBOOK - think dr strange, remove all knowledge and evidence of your existence

## HEMOMANCY

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- **Absorb Mind (10 minutes)**: eat a creatures brain and absorb a portion of their thoughts <only recent memories>
- **Absorb Strength (10 minutes)**: gain a portion of a creatures strength by eating their flesh <heart>? See Enemy's Heart <PATH ONLINE>
- Blood Money PATH ONLINE
- Blood Stone: imbue blood into a crystal ball, turning it a deep red color. Can restore a max of 20 hp of health. 8 hrs casting, action to expend pool. Crystal ball worth 50 gp
- Bonded By Blood: You and up to three other willing creature all pour some of your blood into a communal bowl and drink - increase hotpoint max by total sacrificed hit points for 48 hrs

(<https://www.gmbinder.com/share/-LpQxgbkv0yvkW3YI6AJ>)

- Consume Likeness - Claim identity path online - get inspiration from **Assume Appearance (Transmutation)**: assume the exact form of another creature <PATH ONLINE WIZ> - also merge this with Claim Identity <PATH ONLINE WIZ> Wizard> make this only the dead? - also in Cthulu Mythos
- Death Grimace () - give to warlock as a cantrip
- **Flesh Armor (Short Rest)**: harvest the skin of a creature to use as personal armor
- **Liquid Pain (Long Rest)**: extract the pain from a living creature, to use as a spell component
- Outbreak - path online
- **Preserve Organ (10 minutes)**: extend the time prior to a single organ rotting see Path Online "preserve"
- Recorporeal Incarnation: wear the target corpse like a suit, disguising yourself <PATH ONLINE>
- **Regenerate (30 minutes)**: regenerate missing limbs <corruption price> already a Druid spell
- **Sculpt Corpse** - make a corpse appear to be someone else (path online)
- Shadow Monsters [3E] 4th level wizard
- **Undead Anatomy**: take the form of an undead creature - path online

Incantation are like spells but they can be cast by characters who are not spellcasters. This variant enables characters who know the correct ritual gestures and phrases for an incantation to achieve powerful magic effects. Incantations don't use spell slots, you don't have to prepare them ahead of time, and you can use an incantation an unlimited number of times per day. Incantations have drawbacks. They're time consuming to cast, and success isn't guaranteed. They are often expensive, and some require additional participants to complete the ritual. Some incantations work only under certain

specific conditions, such as during a full moon. Incantations rarely fade away quietly if the caster fails to perform the ritual correctly. Instead it reverses itself on the caster, explodes with a cascade of magical energy, or weakens the barrier between worlds, enabling hostile outsiders to emerge onto the Material Plane. <bit about darkness staying with caster as residue> Leaves mark on caster, big spells that assist targets could even leave marks on targets. Relies on a series of skill checks (unless specified, skill check every 10 minutes). Incantations take a long time to cast, but they aren't as delicate and extracting as traditional spells. Casting an incantation does not provoke an attack of opportunity, and a caster can even pause the ritual for a short time in order to fight, cast a spell, or take some other action. For each round the incantation is interrupted, the DC of all subsequent skill checks to complete the casting increases by 1. Time spent during the interruption of an incantation does not count towards the incantation's casting time. Caster can "take 10" when incanting, but not "take 20".

## DARK CANTRIPS

Impersonation V,S,M - speech  
 Firefinger V,S,M - finger / inch of fire  
 Mirth S - 20 yrs, cause high pitched girlish giggle, second or two  
 Mask V,M - difficult to make out details of caster face  
 Alertness - adv on perception  
 scratch/itch - target feels compelled to itch  
 Sterility - permanent  
 Pinch - pinch target

Materials  
 Aboleth mucus  
 Angel feather / eye / blood  
 Ankheg acid gland  
 Part of awakened tree w sap

Basilisk egg / eye / gullet  
 Beholder main eye (anti magic) / minor eye / teeth  
 Blink dog heart  
 Cockatrice beak  
 Displaced beast tentacle  
 Dragon gizzard, heart, eyes, liver, scales, skull, teeth, claws, horn  
 Fire beetle light gland  
 Griffin eye, beak, egg  
 Hag hand  
 Harpy tongue  
 He'll hound hide  
 Mind flayed brain  
 Giant octopus ink sac  
 Roc egg  
 Spider  
 Unicorn blood, horn  
 Moth - special moth?  
 Emberback spider (new name) - fire based?  
 Phoenix - hunted to extinction?  
 Soul fang serpent (new name) - soul based  
 Monarch butterfly (make special) - illusion based

Call Forth the Dweller  
 Divination  
 Effective Level: 6th  
 Skill Check: Knowledge (arcana) DC 20, 6 successes Failure: Falsehood  
 Components: V, S, M, F, XP, B  
 Casting Time: 60 minutes  
 Range: Personal  
 Target: You  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No  
 This incantation contacts the enigmatic, extradimensional being known as the Dweller on the Threshold, an entity that imparts knowledge about its specific obsession: doors and other entrances.  
 To cast call forth the Dweller, the caster must inscribe forty-two mystic symbols around an open doorway, then begin the chants and supplications required for the incantation. If the incantation succeeds, an image of the Dweller—an inky mass of tentacles and mouths—

appears on the other side of the doorway. The Dweller on the Threshold truthfully answers any questions it is asked about a particular door. For example, the Dweller can provide a magical password that unlocks a door, indicate how to disarm a trap on a door, reveal the weaknesses of a door's guardian, or describe the room that lies beyond the door. Its answers are clear and fairly specific, if somewhat terse. The caster may well appreciate such concise answers, because one of the forty-two symbols inscribed around the doorway during the casting of the incantation fades away with each word the Dweller on the Threshold speaks—and when all the symbols are gone, the Dweller disappears.

If the caster asks the Dweller on the Threshold a question that doesn't involve doors, the Dweller responds with a cutting insult, often about something the caster thought was secret. Each word of the insult likewise makes a symbol disappear from the perimeter of the doorway.

The exact nature of the Dweller on the Threshold is shrouded in mystery. Some contend that it is somehow connected to Vecna, god of secrets, although no one has ever found conclusive evidence that the Dweller on the Threshold is evil. Option: If the doorway used as the focus is one that the Dweller has been asked about in the past, the caster gains a +4 bonus on the Knowledge (arcana) checks during the incantation. For example, if Mialee uses call forth the Dweller to learn about the Gateway to Despair, then when she reaches the Gateway, she can use the Gateway as the focus and gain a +4 bonus when she uses the incantation to ask about the Arches of Certain Doom.

Failure: If the caster fails two consecutive Knowledge (arcana) checks, the Dweller on the Threshold gleefully lies, employing falsehoods that demonstrate its inclination toward mischief and cruelty.

Material Component: Forty-two mystic symbols inscribed around the perimeter of the focus doorway (requiring materials costing 500 gp). As described above, these symbols gradually

disappear during the time the incantation is in effect.

Focus: An open doorway large enough to allow a Medium creature to pass through it.

XP Component: 400 XP.

Backlash: After speaking with the Dweller on the Threshold, the caster is exhausted.

Campaign Use: This incantation is an obvious solution for characters who are "stuck" by an especially impenetrable door. The exhaustion backlash makes it less likely they immediately try the door after casting the incantation, and the XP cost ensures that they won't try to use call forth the Dweller on every door they face. If you introduce this incantation in your game, you're giving the PCs occasional access to a powerful divination. But because it's rather specific, it doesn't make the characters more powerful. Typically, getting through a door lands PCs in trouble more quickly than if they were unable to pass the portal.

TBD

\* Hematomancy <DEEP>

ofwoodandbone [Follow](#)

## A Hex to Turn Joy Into Misery

Fill a small jar a half of the way up with honey. On a piece of paper, write your target's name in red ink. Drop it into the honey and let it steep for a day on a sunny windowsill.

Name all the good things happening to them. Name their joys.  
"This is their life today. Come the morrow, all sweet things will wither."

The next day, remove it from the window and open up the jar. Remove the name from the honey with your fingers. Reach into their happiness and pull them out. Set it aside for now.

On a plate, take all the ashes and dirt you can find around the house and make a heap. Sweep your floors, dust, clean out the fireplace, empty out the incense burners, clean everything.

After it's all on the plate, put the honey covered name on the ashes. Fold the ashes on top of it. Stir the name around. Make sure that it's covered. All the ash will stick to the honey. "For all your joys, let them wither. When you seek happiness, find nothing but dirt and ashes."

Now that you've made their bed, let them sit in it. Leave the dish in a cold or dark place, away from where others will find it.

Keep that little bit of honey in a hidden area. That'll be their happiness. If you ever want to pull the strings again, they'll be your puppet. And if you ever want to give them back their life, dump the honey on the ashes and dispose of the whole thing.

## Warlock Incantations

**Blood Ritual:** By 6th level you are beginning to understand the nature of blood and the magic within it. As a bonus action, You can sacrifice 2d8 hit points to gain a number of extra spell slots with a combined level equal to half of the sacrificed hit points rounded up. For example, if you sacrifice 12 hit points you could gain one 2nd level slot and one 1st level slot or one 3rd level slot.

When you reach 10th level the combined spell level becomes half the sacrificed hit points rounded up rather than one quarter. Once you use this feature you can't use it again until you finish a short or long rest.

**Unwaivering Focus:** Starting at 2nd level you are used to feeling pain while focusing on your magics. You have advantage on constitution saving throws made to maintain concentration, additionally, while you are focusing on a hemomancy spell you can add your proficiency bonus to constitution saving throws made to maintain concentration.

**Blood Ties:** At 10th level you can empower your spells with the blood of the spell's target. Whenever you cast a spell targeted on a creature who's blood you possess the spell is strengthened with one of the following effects

- If the spell requires a saving throw, your spell save DC increases by 4.
- If the spell requires an attack roll you have advantage on the roll.
- If the spell restores hit points you automatically restore the maximum hit points the spell can restore.
- If the spell deals damage it deals an additional 3d8 necrotic damage

# Wizardry Spells

## ABSORB INHALATION

LEVEL 4

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You breath deeply with an increased strength and capacity, allowing you to harmlessly and completely inhale one gas, fog, smoke, mist, or smilier cloud-like effect. Inhaling the cloud removes it from the area, leaving normal air in its place. You are capable of inhaling 60-cubic feet of vapor. If the cloud is too large for you to affect with a single casting of this spell, you may instead inhale a portion of the cloud, but you must inhale the portion of the cloud closest to you. This spell has no effect on gaseous creatures. It can affect an instantaneous-duration cloud (such as a breath weapon) if you ready an action to cast the spell in response. While inhaled, the cloud does not harm you. You may keep the cloud harmlessly contained within you for up to 1 round per level, but you must hold your breath to do so. If the cloud has a duration, the time the cloud is contained within you counts towards that duration. As a standard action, you may release the stored cloud as a breath weapon, filling a 60-foot cone (or the cloud's original area, if smaller than a 60-foot cone). Any creature in the breath's area is subject to its normal effects, making saving throws and spell resistance checks as appropriate against the cloud's original DC. The exhaled cloud resumes its duration, if any. Exhaling the stored cloud ends this spell. If you do not exhale the cloud before the spell's duration expires, you suffer the cloud's effects and automatically fail any saving throw to resist it.

## ABUNDANT AMMUNITION

LEVEL 4

*Wizardry, Conjuration, material*

**Cast:** 1 Action, verbal, somatic, material (a single piece of ammunition)

**Range:** Touch

**Duration:** 1 minute

You touch a container such as a quiver or a pouch that contains nonmagical ammunition. At the start of each round this spell replaces 1 ammunition. If, after casting this spell, you cast a spell that enhances projectiles on the same container, all projectiles this spell conjures are affected by that spell.

Nonmagical ammunition such as alchemical attributes, special materials, or nonmagical treatments on the ammunition can not be duplicated.

**Material:** a single piece of ammunition

## ACID ARROW

LEVEL 2

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 90 ft

**Duration:** Instantaneous

A shimmering green arrow streaks towards a target within range and bursts into a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes  $4d4$  acid damage immediately and  $2d4$  acid damage at the end of its next turn. On a miss, the arrow splashed the target with acid for half as much of the initial damage and no damage at the end of its next turn.

**Heightened (+)** When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by  $1d4$  for each slot level above 2nd.

## ACID RAIN

LEVEL 5

*Wizardry, Alkemancy, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 150 feet

**Duration:** Concentration, up to 1 minute

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

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

### ACID SPLASH

### CANTRIP

*Wizardry, Alkemancy, Acid, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You hurl a bubble of acid. Choose one or two creatures you can see within range. If you choose two, they must be within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

**Augmented (3rd):** Damage increases to 1d6 + your spell casting ability modifier

**Augmented (5th):** Damage increases to 2d6 + your spell casting ability modifier

**Augmented (11th):** Damage increases to 3d6 + your spell casting ability modifier

**Augmented (17th):** Damage increases to 4d6 + your spell casting ability modifier

### ACID WATER

### LEVEL 2

*Wizardry, Alkemancy, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** 24 hours

You turn up to 1 gallon of water into an acidic substance. Organic matter that touches this acid takes 2d4 points of damage. If the acid is drunk, it will take 4d4 points of damage. The potency of the acid stays for 24 hours, at which time it returns to ordinary water.

### ADJUST POSITION

### LEVEL 1

*Wizardry, Traveling*

**Cast:** 1 Bonus Action, verbal, focus

**Range:** 30 ft

**Duration:** Instantaneous

You adjust the location of an ally to a better tactical position. You move one willing creature within range by 5 feet. This movement does not provoke opportunity attacks. The creature moves bodily through the intervening space (as opposed to teleporting), so there can be no physical obstacle (such as a wall or door) in the path.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you can target an additional willing creature for each slot level above 1st.

### ALARM\*

### LEVEL 1

*Wizardry, Abjuration, Ritual*

**Cast:** 1 Minute, verbal, somatic, material

**Range:** 30 feet

**Duration:** 8 hours

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible.

A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

**Material:** a tiny bell and a piece of fine silver wire

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**ALLIED CLOAK**

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**LEVEL 3**

*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (a cloak)

**Range:** Touch

**Duration:** 1 minute

You cause a cloak, shawl, poncho, or other outer garment you are wearing to animate to aid and defend you. The cloak provides a +2 shield bonus to your AC. In addition, once each round during your turn, you can use a bonus action to direct your cloak to aid an action to assist your skill check or attack roll; granting you advantage. If another creature dons the cloak during the duration, the cloak provides its protection and aid to the wearer, however it will favor you.

**Material:** a cloak

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**ALLY AEGIS**

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**LEVEL 6**

*Wizardry, Abjuration*

**Cast:** 1 Reaction, verbal, somatic

**Range:** 60 feet

**Duration:** 1 round

When you see an ally within range in imminent danger, you can use your reaction to protect that creature with an invisible barrier of magical force. Until the start of your next turn, they have a +5 bonus to AC, including against the triggering attack, and they take no damage from the *Magic Missile* spell. In addition, if your ally must make a saving throw against an enemy's spell that deals damage, the ally takes half as much damage on a failed saving throw and no damage on a

successful save; it offers no protection from psychic damage, however.

**Heightened (+)** You may target 1 additional beast for each spell slot above 6th level.

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**ALONE**

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**LEVEL 3**

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You cause a creature within range to believe its allies have been banished to a different realm or teleported away. The target must succeed on a Wisdom saving throw, or it treats its allies as if they were invisible and silenced. The affected creature cannot target, perceive, or otherwise interact with its allies for the duration of the spell. If one of its allies hits it with a melee attack, the affected creature can make another Wisdom saving throw. On a successful save, the spell ends.

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**ALTER SELF**

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**LEVEL 2**

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 hour

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

**Aquatic Adaptation** - You adapt your body to an aquatic environment, for example: sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed.

**Change Appearance** - You transform your appearance. You decide what you look like, including your height, weight, facial features,

sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again.

**Natural Weapons** - You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing or slashing damage as appropriate to the natural weapon you choose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

**Heightened (4th):** When you cast this spell with a spell slot of 4th level or higher, you may use a bonus action during the spell's duration to alter the form you take, within the confines of the transformations listed above. You can alter your form this way a number of times equal to your Wizard level.

## ALTER SUMMONS

LEVEL 2

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 ft

**Duration:** Instantaneous

You swap a creature summoned by a conjuration (Cygimancy) spell for a creature that could be summoned by the original spell. The new creature must be an option from a spell of the same level slot or lower as the spell that summoned the target. The new creature cannot be summoned into an environment that cannot support it. The target can attempt a Wisdom saving throw to negate this effect, but if the target is under your control, it receives no saving throw. This spell does not alter the duration of the spell

that summoned the target, nor does it affect any additional creatures summoned by the same spell as the target. The new creature has the same conditions and amount of damage as the target creature, and remains affected by all curses, diseases, poisons, and penalties that affected the target, but no other spells or effects carry over.

## ALLURING LIGHT\*

LEVEL 4

*Wizardry, Glamour, Ritual*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, 1 round / wizard level

You glow with a soft radiance that calls out to all who see it. Each creature (your choice) that fails a Wisdom save is drawn to you and must use its move action to approach you at the beginning of each of its turns. An affected target must move towards you in the most direct path it can, though it can step around obstacles or other creatures. This spell can't force a creature to walk into an area that might obviously harm or kill it (such as a into a pit, over a patch of floor studded with caltrops, or through a wall of fire). An affected creature that loses sight of you is not compelled to move toward you, although if it later regains vision of you while still affected by the spell, it must again move toward you. Any hostile action against an affected creature (such an attack of opportunity due to its movement) cancels the spell's effect against that creature. Your initial flash of light also increases the light level within the spell's area by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light) for the spell's duration.

## AMORPHOUS FORM

LEVEL 3

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute, concentration

You target a medium creature or smaller, it must succeed a Constitution saving throw or it and all of its gear become amorphous and oozelike, as their bones and hard bits flex like jelly. This new form is boneless and fluid, enabling the subject to pass through holes and narrow openings as small as 2 inches in diameter. Willing creatures can skip the saving throw.

While in this form, the target is immune to poison, polymorphing, stunning, and bludgeoning damage. It cannot be flanked, and is immune to extra damage from critical hits. It gains a swim speed (if it does not have one already) equal to its land speed - and can remain submerged as long as desired without breathing. Land speed is halved.

While amorphous, the target cannot attack or cast spells that require somatic or focus components. Any magic items and equipment becomes useless and ceases to properly function as it is amorphous.

Creatures in this form against their will may try to save against the effect at the start of their turn.

### AMPLIFY ELIXIR

### LEVEL 3

*Wizardry, Alkemancy, Material*

**Cast:** 1 Action, somatic, material (a potion or elixir)

**Range:** Touch

**Duration:** 3 rounds

You empower a single dose potion or elixir such that it gains one of the following properties of your choice for 3 rounds:

- you can re-roll a number of dice equal to your Intelligence modifier (minimum of one). You must use the new rolls.
- the potion or elixir's duration is doubled.

**Material:** a potion or elixir

### ANIMATE WEAPON

### LEVEL 2

*Wizardry, Enchantment, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute

Your weapon leaps from your hands, suddenly capable of fighting on its own. A weapon affected by this spell gains the ability to move and attack on its own and functions in most ways like an animated object of its size found within the 5e Monster Manual (p20).

The weapon deals its normal damage as if you are wielding it, with a bonus to attack rolls equal to your spell attack modifier.

When the spell is cast, you can make a melee spell attack against a creature within 5 feet of the weapon. As a bonus action on subsequent turns, you can move the weapon up to 20 feet and attack. If you move 30 feet away from the weapon, the spell ends.

**Heightened (+):** For every spell slot above 2nd level, the duration of the spell increases by 1 minute.

### ANIMATED MESSENGER

### CANTRIP

*Wizardry, Enchantment, Elvish, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (intricately folded paper or parchment)

**Range:** Touch

**Duration:** 24 hours

The paper or parchment must be folded into the shape of an animal before casting the spell. It then becomes an animated paper animal of the kind the folded paper most closely resembles. The creature uses the stat block of any beast that has a challenge rating of 0. It is made of paper, not flesh and bone, but it can do anything the real creature can do; a paper owl can fly and attack with its talons, a paper frog can swim without disintegrating in water, and so forth. It follows your commands to the best of its ability, including carrying messages to a recipient whose location you know.

**Material:** an intricately folded paper or parchment

**Augmented (5th):** Duration increases to 48 hours

**Augmented (11th):** Duration increases to 72 hours

**Augmented (17th):** Duration increases to 96 hours

### ANT HAUL

### LEVEL 1

*Wizardry, Transmutation, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 8 hours

You reinforce the target's musculoskeletal system to bear more weight. The target can carry 3x the amount of encumbrance for a creature of their size and strength.

### ANTI SUMMONING SHIELD

### LEVEL 2

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal

**Range:** 120 feet / 50 foot radius

**Duration:** 1 minute

Within a 50 foot radius of a space you select, this spell impedes the use of spells and magic that summon creatures. Any such spells, spell-like abilities, or similar Cygimancy effects used within the area must first have the caster succeed at a Wisdom saving throw or their spell fails (they still lose their spell slot as if the spell was cast).

### ANVIL FALL

### LEVEL 2

*Wizardry, Transmutation, Caldorian*

**Cast:** 1 action, verbal, focus

**Range:** 60 feet

**Duration:** 1 minute

A creature must make a Constitution saving throw or immediately assume the mass of solid

lead. A falling or flying object or creature affected starts to plummet, and damage taken from falling is doubled, i.e. 2d6 per 10 feet fallen, to a maximum of 20d6 from a height of 100 feet. A *Feather Fall* cast upon a creature or object under the influence of an *Anvil Fall* will only negate the latter, and the creature then receives only normal falling damage. An additional *Feather Fall* would be needed to achieve the normal effect of that spell.

This spell only works upon free-falling, flying or propelled objects.

### APPORT OBJECT

### LEVEL 2

*Wizardry, Traveling*

**Cast:** 1 minute or 1 Action, somatic

**Range:** Touch

**Duration:** Instantaneous

You instantaneously transport a non living object from one location to another. There are three ways to use this spell: sending allows you to send an object in your hand to another location, apportion moves it to a location you can see, while receiving permits you to cast the spell ahead of time on an object and summon it to your location at a later time,

**Sending:** if you choose to send the object elsewhere, it functions as Teleportation Circle, you must draw a 10 foot diameter circle on the ground inscribed with signals that link your location to a permanent teleportation circle of your choice whose similar sequence you know. The object must fit inside this circle. Casting time is 1 minute if you are required to draw a new circle.

**Apportion:** a small object that can be held in your hand can be teleported up to 30 feet away. You don't need line of sight on the location, and it can be placed inside containers, pockets, or even someone's hand. If there is not enough space for the object, it appears on the ground in an empty space. Casting time is 1 action.

**Receiving:** you prepare an object ahead of time to apport to yourself by casting this spell upon it

and assigning a mental trigger. You don't need line of sight for the object to apport to you, but it must be within 30 feet. Casting time is 1 bonus action to retrieve and 1 minute to prepare. Once the object is received, the spell ends. Preparing an object every day for 1 year makes it permanent.

### ARCANE BOND\*

### CANTRIP

*Wizardry, Meta, Cantrip, Ritual*

**Cast:** 1 hour, verbal, somatic

**Range:** Touch

**Duration:** Permanent

You place a portion of your magical power into a bonded item. This is typically an item associated with spellcasting, such as a wand, ring, or staff. This item can then be treated as an arcane focus for you and you alone. An item may only be bonded to a single Wizard at a time.

**Heightened (+):** when you cast this spell using a spell slot, you may store a single spell into one arcane focus. Repeated castings remove the previous stored spell. You may store a spell (that you know) equal to one level below the spell slot used to cast this spell. For example, casting a 4th level Arcane Bond would allow you to store a 3rd level spell. This spell allows you to cast the 3rd level spell at a later time without using a spell slot.

### ARCANE DISRUPTION

### LEVEL 3

*Wizardry, Meta, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 25 ft

**Duration:** Concentration, up to 1 minute

Make a ranged spell attack against the target. On a hit, the target finds it difficult to cast and maintain concentration on arcane spells requiring mana. The subject must succeed a concentration check with a DC of your spell

casting DC in order to maintain concentration and before casting new spells.

At the end of each of the target's turns, it can make a Wisdom saving throw against the spell. On a success, the spell ends.

### ARCANE POCKET

### LEVEL 1

*Wizardry, Traveling*

**Cast:** 1 minute, verbal, focus

**Range:** Touch

**Duration:** 1 hour / Wizard level

You cause a pocket or pouch to extend into an extra-dimensional space. It may hold an additional 10 pounds per caster level, and not add to carrying weight. The pocket must be empty at time of casting, and must not be ruptured or have holes.

If the pocket leaves your possession, or you cast this spell again to create a new pocket, or the pouch is somehow destroyed or ruptured, or the pouch is turned inside out, the contents spill onto the ground.

### ARCANE SHIELD

### LEVEL 3

*Wizardry, Abjuration*

**Cast:** 1 Bonus Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute / level

You create a stationary shield of shimmering force 1/4 inch thick, 5 feet by 5 feet in a location within range. While it is within range you may, as an action, cause it to reappear in another location you can see within range.

This barrier counts as 3/4 cover if you hide behind it. This grants a +5 bonus to AC and Dexterity saving throws. Being translucent, you are not concealed and may be targeted by area effect spells.

The barrier has a number of hitpoints equal to your wizard level x 10. It is immune to poison

and psychic damage. When it's hitpoints reach 0, the spell instantly ends.

### ARMOR OF RETRIBUTION

LEVEL 4

*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, focus

**Range:** Self

**Duration:** 10 minutes

You choose either Frost or Flame, and are wreathed by that element like a suit of armor. The flames shed bright light in a 10 foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it. You become resistant to the corresponding damage type. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with elemental power. The attacker automatically takes 2d8 damage of either cold or fire.

**Heightened (+):** When you cast this using a spell slot of level 5 or higher, the damage increases by 1d8 for each slot level above 4th.

### ARODEN'S MAGIC ARMY

LEVEL 7

*Wizardry, Enchantment*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 400 feet

**Duration:** 1 hour / Wizard level

You imbue all manufactured weapons carried by allies within range with magic, granting each weapon a +1 enhancement bonus on attack rolls and damage rolls per 5 caster levels (maximum +4).

### AVIX LINK\*

LEVEL 5

*Wizardry, Meta, Ritual*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** 25 feet

**Duration:** 1 minute / Wizard Level

You are able to temporarily transfer the arcane energies of one wizard into another wizard, using them to strengthen the target wizard's arcane power. This spell is often used by groups of wizards working together to transfer their own power into a central wizard in order to bolster his strength.

When cast, for the duration of the spell the target wizard may add your Arcana proficiency to their own and use a number of your spell slots totaling no more than 1 level for every 2 wizard levels you possess. When they use a slot in this fashion, your slot is consumed as if you had cast a spell. Likewise, the wizard may cast spells as if they were a higher level wizard by adding 1/4 your levels (rounded down) to theirs when determining a spell's effects such as range, target(s), area, effect, duration, etc.

This spell can also be used unscrupulously against wizards by reversing the casting to steal their power and strength temporarily. When cast in this way, the target must succeed a Wisdom saving throw or suffer from the effects listed above; you may cast spells using their spell slots. Regardless of the style of casting, the two wizards must be within 25 feet of each other in order to gain the ability. Closing the distance allows the ability to function again normally.

### AWAKENED CONSTRUCT

LEVEL 7

*Wizardry, Enchantment, Elvish, Material*

**Cast:** 24 hours, verbal, somatic, focus, material (herbs and oils worth 1,000 gold per HD of target)

**Range:** Touch

**Duration:** Instantaneous

You amplify the animating force of a construct to more closely resemble a true soul, granting the construct humanlike sentience. To do so, you must succeed at an Arcana check (DC = 15 + the construct's current Hit Dice). If the construct's master (if any) is present, this is an opposed Arcana check. You have no special empathy or connection with a creature you awaken—it is a

free-willed creature. Golems previously under another creature's control, either as shield guardians or a golem crafter's creations, break all connections with that creature.

Roll 3d6 to determine the Intelligence score of the awakened construct, and increase its Charisma score by 2d6. It gains feats and skill points according to its new Intelligence score, and the skill points are assigned appropriately for its function, as determined by the GM.

An awakened construct speaks one language that its creator spoke, plus one additional language that its creator knew per point of the construct's Intelligence bonus (if any). Its alignment is determined by the GM, but is usually within one step of its creator's alignment. This spell doesn't function on a construct with an Intelligence score.

### BIFROST BRIDGE

LEVEL 3

*Wizardry, Conjunction, Dwarvish, Crystal*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 minute / wizard level

You cause an anchored bridge of solid crystal to form, stretching across two areas indicated during the casting (both of which must be in range of the spell). The crystal grows from each side, meeting in the middle. It can join two areas of differing heights, as long as the bridge does not climb or descend at an angle of more than 45 degrees. The bridge is 1 inch thick per four caster levels and can support up to 1,000 pounds of weight per inch of thickness. If the weight is exceeded, the bridge instantly crumbles into a fine white powder and vanishes in 1 round. Each 5 foot square of the bridge has 15 hit points per inch of thickness, absorbing 5 points of damage each round. If any part of the bridge is reduced to 0 hitpoints, the entire bridge collapses.

### BILOCATION

LEVEL 9

*Wizardry, Traveling, Uskardeen*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 30 feet

**Duration:** 1 round / Wizard level

You create an identical copy of yourself, along with everything you wear and carry, anywhere you choose within 30 feet; you exist in two places at once until the spell ends. You and the duplicate use the same statistics and share the same resources. If the duplicate takes damage, for example, you deduct the damage from your hit point total. Similarly, if your duplicate expends a charge or daily use from a magic item you both wield, the charge or daily use is expended from the item you carry. If you or the duplicate drops or gives away something you're carrying, the item disappears from the other body as well. This spell doesn't duplicate artifacts; any you possess remain on you.

You perceive sensory information from your body and that of your duplicate simultaneously. The spell enables you to process the sensations so you don't find them disorienting.

The two bodies are affected by attacks, spells, and effects as though they were one person, taking the worse effect when applicable (for example, if the bodies would be subject to differing effects due to being at different ranges). If both bodies are in the area of the same *fireball*, you would attempt the saving throw only once and take the damage only once. If one body is targeted by *hold person*, both would become paralyzed on a failed save. Both bodies count as a single creature for effects that target a specific number of creatures, and they can't be chosen more than once for such effects. You do count your other body as another creature for most combat effects, such as flanking or determining cover. However, you don't count as two unique creatures for the purposes of teamwork feats or effects you use that can target only creatures other than yourself.

Any magical effect with a duration affecting you has its duration halved while you're bilocating. For example, the *hold person* spell mentioned above would lose 2 rounds' worth of duration per

round until your duplicate disappeared. An effect shortened in this way lasts a minimum of 1 round total, and if an effect that lasts an odd number of rounds has 1 round remaining, it has its full effect on both of your bodies for that round.

When the spell ends, you decide whether you or your duplicate disappears. If you disappear, you become your duplicate. If you are carrying artifacts when you do this, they transfer with your consciousness.

### BITTER CHAINS

LEVEL 2

*Wizardry, Transmutation, Amoni, Material*

**Cast:** 1 action, verbal, somatic, focus, material (enough rope, chain, or cord to bind the target)

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You touch rope, chain, or cord and it animates into a snakelike barbed chain that can slither along the ground and attack and restrain medium-sized creatures. You may use a bonus action to move the animated chains up to 30 feet as well as make a melee spell attack against a target. On a hit, the target is bound within the metal chains. While bound, the target can move only at half speed and has disadvantage on attack rolls, saving throws, and Dexterity checks. If it moves more than 5 feet during a turn, you may use a reaction to cause 3d6 piercing damage from barbs that sprout from the chains. The creature can escape from the chains by using an action to make a successful Strength or Dexterity check against your spell save DC, or if the chains are destroyed. The chains have AC 18 and 20 hit points.

### BITE THE HAND

LEVEL 4

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Concentration, up to 1d6 rounds

With a short command and a wave of your hand, you compel the target creature to attack the being who summoned it, to the best of its ability. If the being who summoned it is not present, the creature acts normally according to its last task or instructions. This spell has no effect on called creatures, or bonded creatures not explicitly summoned such as mounts or familiars.

**Heightened (+):** when you cast this spell using a spell slot of 5th level or higher, you can target an additional summoned creature for each spell slot above 4th.

### BLADE WARD

LEVEL 1

*Wizardry, Abjuration, Reaction*

**Cast:** 1 reaction, verbal, somatic

**Range:** Self

**Duration:** 1 round

When you are hit by an attack, you may use your reaction to cast this spell. You extend your hand and trace a sigil of warding in the air. Until the start of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

### BLEATING CALL

LEVEL 2

*Wizardry, Glamour*

**Cast:** 1 Action, somatic, focus

**Range:** 90 feet

**Duration:** 1 minute

You choose a point within range and create a sound in the mind of creatures that cause them to investigate. The sound is completely within their mind, and can take on the form of a bleating animal, unintelligible whispers, or a scream for help.

Each creature that starts its turn within 30 feet of the chosen point and can hear must make a Wisdom saving throw. On a failed save, the target must take the Dash or Disengage action

and move towards the sound by the sagest available route on each of its turns. When it arrives to the source of the sound, the target must use its action to examine the sound. Once it has examined the sound, the target determines it is illusory and within their own imagination and can no longer hear it; ending the spell's effect on that target and preventing the target from being affected by the sound again for the duration of the spell. If a target takes damage, it is no longer under the effects of this spell.

Creatures that can't be charmed are immune to this spell.

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**BLEED FOR YOUR MASTER** LEVEL 3

*Wizardry, Cygimancy, Uskardeen*

**Cast:** 1 Reaction, somatic

**Range:** 120 feet

**Duration:** Instantaneous

When you would be hit by an attack that requires an attack roll, or when you are within an area of effect that allows you to attempt a Dexterity saving throw, you use a reaction to compel a summoned creature you control to take the damage you would have received. If the damage kills the creature, you take any remaining damage. If it is still alive, the creature is shaken for 1 minute (Disadvantage on attack rolls, Saving Throws, and Skill Checks). If the target was already shaken, it becomes frightened instead.

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**BLOOD IN THE WATER** LEVEL 2

*Wizardry, Glamour, Merrow*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 20 feet

**Duration:** Concentration, up to 1 minute

You cause one willing target to enter into a blood frenzy, like that of a shark. They have advantage on Strength checks and Strength savings throws. They also receive resistance to bludgeoning,

piercing, and slashing damage. While frenzied, they can not cast spells or concentrate.

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**BLOOD TO ACID** LEVEL 9

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You designate a creature within range and convert its blood into virulent acid. The target must make a Constitution saving throw. On a failed save, it takes  $10d12$  acid damage and is stunned by the pain for 1d4 rounds. On a successful save, it takes half the damage and isn't stunned.

Creatures without blood, such as constructs and plants, are not affected by this spell. If this spell is cast on a creature composed mainly of blood, such as a blood elemental or a blood zombie, the creature is slain by the spell if its saving throw fails.

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**BLOT** LEVEL 3

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 24 hours

This spell reduces all types of writing and other recognizable symbols found on any sort of surface within range into illegible smears of a magical residue. It affects books, carvings on stone, or even tattoos with equal ease. It does not affect writing that is not actually on a surface, such as an illusion, projection, reflection, or anything similar. After 24 hours the magical goo fades. Magical writing such as runes or spellbooks is granted a saving throw.

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**BOILING OIL** LEVEL 2

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You conjure a shallow, 15 foot radius pool of boiling oil centered on a point within range. The pool is difficult terrain, and any creature that enters the pool or starts it turn there must make a Dexterity saving throw. On a failed save, the creature takes 3d8 fire damage and falls prone. On a successful save, a creature takes half as much damage and doesn't fall prone.

**Heightened (+):** 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.

### BONE FISTS

LEVEL 3

*Wizardry, Transmutation, Merrow*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 1 hour

The bones of your target's joints grow thick and sharp, protruding painfully through the skin at the knuckles, elbows, shoulders, spine and knees. They gain a natural armor of bone with an AC equal to your spell save DC, and a damage increase of 2d6 piercing or cutting (your choice).

### BOOK WARD\*

LEVEL 2

*Wizardry, Runic, Ritual, Material*

**Cast:** 1 minute, verbal, somatic, material (iron filings worth 1sp)

**Range:** Touch

**Duration:** 1 day

This spell protects a book or parchment against acid, fire, and liquid damage.

**Material:** iron filing worth 1sp

### BOOMING BLADE

LEVEL 1

*Wizardry, Evocation, Material, Amoni*

**Cast:** 1 bonus action, verbal, material (a weapon)

**Range:** Self

**Duration:** 1 round

As part of the action used to cast this spell, you must also make a melee attack with a weapon in your hand against one creature, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the spell ends.

**Augmented (5th):** melee damage increases by 1d8, and damage from moving increases to 2d8

**Augmented (11th):** both damage rolls increase by an additional 1d8

**Augmented (17th):** both damage rolls increase by an additional 1d8

### BOTTLED ARCANA

LEVEL 5

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic, focus, material (an empty glass container)

**Range:** Touch

**Duration:** 24 hours / See below

By touching an empty, stoppered glass container such as a vial or flask, you magically enable it to hold a single spell. To be captured, the spell must be cast within 1 round of casting Bottled Arana and it must be intentionally cast into the container. The container can hold one spell of 3rd level or lower. The spell can be held in the container for as much as 24 hours, after which the container reverts to a mundane vessel and any magic inside it dissipates harmlessly.

As an action, any creature can unstop the container, thereby releasing the spell. If the spell has a range of self, the creature opening the container is affected, otherwise, the creature opening the container designates the target according to the captured spell's description. If a creature opens the container unwittingly (not

knowing that the container holds a spell), the spell targets the creature opening the container or is centered on its space instead (whichever is more appropriate). Dispel Magic cast on the container targets the Bottled Arcana spell, not the spell contained inside. If Bottled Arcana is dispelled, the container becomes mundane and the spell inside dissipates harmlessly. Until the spell in the container is released, its caster can't regain the spell slot used to cast that spell. Once the spell is released, its caster regains the use of that slot normally.

**Heightened (+):** when you cast this spell using a spell slot of 6th level or higher, the level of the spell the container can hold increases by one for every slot level above 5th.

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#### BOTTOMLESS STOMACH LEVEL 1

*Wizardry, Alkemancy, Caldorian*

**Cast:** 1 Action, verbal

**Range:** Self

**Duration:** Concentration, up to 1 hour

When you cast this spell, you gain the ability to consume dangerous substances and contain them in an extra dimensional reservoir in your stomach. The spell allows you to swallow most liquids, such as acids, alcohol, poison, and even quicksilver; and hold them safely in your stomach. You are unaffected by swallowing the substance, but the spell doesn't give you resistance or immunity to the substance in general; for example, you could safely drink a bucket of a black dragon's acidic spittle, but you'd still be burned if you were caught in the dragon's breath attack or if that bucket of acid were dumped over your head.

The spell allows you to store up to 10 gallons of liquid at one time. The liquid doesn't need to all be of the same type, and different types don't mix while in your stomach. Any liquid in excess of 10 gallons has its normal effect when you try to swallow it.

At any time before you stop concentrating on the spell, you can regurgitate up to 1 gallon of liquid stored in your stomach as a bonus action. The liquid is vomited into an adjacent square. A target in that square must succeed on a DC 15 Dexterity saving throw or be affected by the liquid. The GM determines the exact effect based on the type of liquid regurgitated, using 1d6 damage of the appropriate type as the baseline.

When you stop concentrating on the spell, its duration expires, or it is dispelled, the extra dimensional reservoir and the liquid it contains cease to exist.

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#### BOUNCY BODY

LEVEL 1

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 10 minutes

The target's flesh becomes flexible and rubbery. It gains advantage on grappling and escaping from restraints. Anytime the target would take falling damage, it treats falls as 20 feet shorter (minimum 0) for the purpose of determining damage. In addition, if the target falls against a hard surface, it can attempt an Acrobatics check (DC = the distance fallen) to attempt to bounce upward; success means the creature bounces upward half the distance fallen.

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#### BOUNTIFUL BANQUET

LEVEL 4

*Wizardry, Conjunction*

**Cast:** 10 Minutes, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 hour (see text)

You conjure a beautiful and delicious feast with hors d'oeuvres, four courses worth of food, and plentiful drink. The food appears on ornate serving trays or in exquisite covered tureens, as appropriate to each type of dish. Place settings

and serving utensils also appear—enough for each creature that will participate in the feast—along with elegant tablecloths and table linens. The spell doesn't create furniture, but the feast does adapt to appear on top of existing tables (or similar objects in the environment).

Though the feast and all the finery last only 1 hour, creatures that partake remain nourished and sated for 24 hours. Though you have little control over the fine details of the feast, you can specify what type of dish you want for each course and what sorts of beverages are provided. The feast is able to feed two creatures for every Wizard level you possess. After an hour, the food and accompanying utensils disappear, however all creatures that partook of the feast remain sated.

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### BRITTLING

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LEVEL 4

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute

You use biting cold to make a metal or stone object you touch become brittle and more easily shattered. The object's hit points are reduced by a number equal to your spell attack modifier, and Strength checks to shatter or break the object are made with advantage if they occur within 1 minute of the spell's casting. If the object isn't shattered during this time, it reverts to the state it was in before the spell was cast.

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### BROKEN CHARGE

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LEVEL 1

*Wizardry, Glamour, Merrow*

**Cast:** 1 Action, somatic

**Range:** 10 feet

**Duration:** Instantaneous

When an enemy that you can see moves to within 5 feet of you, you alter their course. They must make a successful Wisdom saving throw or take

2d4 psychic damage and use the remainder of its speed.

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### BUTTERFINGERS

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LEVEL 2

*Wizardry, Glamour, Dwarvish*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

A creature must succeed on a Wisdom saving throw or find it difficult to grasp or hold objects. At the initial casting of this spell, they drop what they are holding. Any creature who fails its initial save must make an additional Wisdom saving throw (this time at disadvantage) each time it attempts to grasp an object. On a failure, they can not gain a solid grip on the object.

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### BURNING HANDS

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LEVEL 1

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic

**Range:** 15 feet cone

**Duration:** 1 action

As you fold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

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### CALL CONSTRUCT

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LEVEL 8

*Wizardry, Enchantment, Elvish, Material*

**Cast:** 10 minutes, verbal, somatic, material (a sapphire worth 100 or 500 gp)

**Range:** Touch  
**Duration:** Permanent

You imbue a specially inscribed sapphire worth 100 gp and place it inside of a construct you control. If the construct is immune to magic, the sapphire must be worth 500 gp. You define a summoning word; from that point forward you can speak the special word and your construct will be teleported to you. If the construct is no longer under your control, or destroyed, the spell fails but you know roughly where the construct or its remains are located.  
**Material:** a sapphire worth 100 or 500 gold

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**CALL OBJECT** **LEVEL 2**

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*Wizardry, Divination, Elvish*

**Cast:** 1 Action, verbal, somatic, focus  
**Range:** 120 feet  
**Duration:** Instantaneous

You choose an object that you are familiar with (you need not currently see the object) that weighs no more than 10 lbs and is not a living creature. If the object is within 120 feet of you, it does its very best to fly towards your location; avoiding walls or other objects that would block its path. If the object must travel outside of 120 ft to reach you, it falls to the floor the moment it is no longer within 120 ft of you. Otherwise the object flies into your hand or hovers at your location for 1 round before falling.

**Heightened (+)** when cast as a 3rd level or higher, the object you summon may be 10 lbs heavier for each level of spell slot.

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**CAMPFIRE WALL\*** **LEVEL 3**

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*Wizardry, Abjuration, Ritual*

**Cast:** 1 minute, verbal, somatic, focus  
**Range:** 30 feet  
**Duration:** 12 hours

You can create a barrier with a 20 foot radius around a fire of at least campfire size that shelters everyone inside so long as the fire continues to burn. The barrier appears as a crackling sphere of light and fire that is clearly visible, providing as much illumination as a torch. The barrier blocks line of sight, granting creatures on either side of the barrier total concealment from creatures on the other side. Any object or creature passing through the barrier from outside takes 1d6 points of fire damage and is also outlined with light equivalent to that of a torch, for 1d6 minutes. Creatures outlined in this way are plainly visible regardless of the light conditions and do not benefit from any sort of concealment, magical or otherwise. The light is not bright enough to have any special effect on undead or creatures vulnerable to light. Creatures inside the barrier can leave without penalty, but if they try to return they suffer the same consequences as anyone else. If the fire source at the barrier's center is extinguished or moved, the spell ends. The barrier keeps out elements such as wind, rain, and snow; this makes the area inside the barrier cozy and dry.

**Heightened (+):** For each additional spell slot used to cast this spell, you can extend the radius of the barrier by 20 feet.

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**CANDLE'S INSIGHT** **LEVEL 1**

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*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, material (a candle)  
**Range:** 10 feet  
**Duration:** 10 minutes

You cast the spell on a target as the component candle is lit. While the candle burns for up to 10 minutes, it reveals whether the target speaks truthfully. An intentionally misleading or partial answer causes the flame to flicker and dim. An outright lie causes the flame to flare and then go out, ending the spell. Likewise, the spell can be extinguished normally, ending the spell. The

candle judges honesty from the targets perspective, not absolute truth; the flame burns steadily through even an outrageously false statement, if the target believes it's true.

### CATAPULT

LEVEL 1

*Wizardry, Transmutation*

**Cast:** 1 Action, somatic, focus

**Range:** 60 feet

**Duration:** Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

**Heightened (+)** when you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

### CAUSTIC ERUPTION

LEVEL 7

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous (and 2 rounds)

Acid erupts from your space in all directions in a 30 foot radius burst, causing 1d6 points of damage per Wizard level (maximum 20d6) to creatures and unattended objects in the area. A successful Dexterity saving throw halves this damage. On your turn in each of the next two rounds, creatures and objects that failed their saves against the initial burst take an additional

1d6 of acid damage per 2 caster levels (maximum 10d6) unless the acid is neutralized, dispelled, or washed away.

### CAUSTIC TORRENT

LEVEL 8

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self / 60 foot line

**Duration:** Instantaneous

A swirling jet of acid sprays from you in a direction you choose. The acid fills a line 60 feet long and 5 feet wide. Each creature in the line takes 14d6 acid damage, or half as much damage if it makes a successful Dexterity saving throw. A creature reduced to 0 hit points by this spell is killed, and its body is liquified. In addition, each creature other than you that's in the line or within 5 feet of it is poisoned for 1 minutes by toxic fumes. Creatures that don't breathe or that are immune to acid damage aren't poisoned. A poisoned creature can repeat the Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

### CHAINS OF TORMENT

LEVEL 4

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self / 30 feet

**Duration:** Concentration, up to 1 minute

You are surrounded by an aura of dim light in a 10-foot radius as you conjure an iron chain that extends out to a creature you can see within 30 feet. The creature must make a successful Dexterity saving throw or be grappled (escape DC equal to your spell save DC). While grappled in this way, the creature is also restrained. A creature that's restrained at the start of its turn takes 4d6 psychic damage. You can have only one creature restrained n this way at a time. As an action, you can scan the mind of the creature that's restrained by your chain. If the

creature gets a failure on a Wisdom saving throw, you learn one discrete piece of information of your choosing known by the creature (such as a name, a password, or an important number). The effect is otherwise harmless.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the psychic damage increases by 1d6 for each slot level above 4th.

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#### CHAMELEON SCALES

#### CANTRIP

*Wizardry, Transmutation, Caldorian, Cantrip*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 10 minutes

You temporarily alter the color of your skin, hide, hair, or scales. The colors must be single solid colors, not patterns or shapes; and the colors can not be altered unless the spell is cast again.

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#### CHARM PERSON

#### LEVEL 1

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

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#### CHILLING WORDS

#### LEVEL 3

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

You utter a short phrase and designate a creature within range to be affected by it. The target must make a Wisdom saving throw to avoid the spell. On a failed save, the target is susceptible to the phrase for the duration of the spell. At any later time while the spell is in effect, you and any of your allies within range when you cast the spell can use an action to utter the phrase, which causes the target to freeze in fear. Each of you can use the phrase against the target once only, and the target must be within 30 feet of the speaker for the phrase to be effective.

When the target hears the phrase, it must make a successful Constitution saving throw or take 1d6 psychic damage and become restrained for 1 round. Whether this saving throw succeeds or fails, the target can't be affected by the phrase for 1 minute afterward.

You can end the spell early by making a final utterance of the phrase (even if you've used the phrase on this target previously). On hearing the final utterance, the target takes 4d6 physical damage and is restrained for 1 round, or with a successful Constitution saving throw, it takes half damage and is not restrained.

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#### CIRCLE OF CLARITY

#### LEVEL 7

*Wizardry, Abjuration, Uskardeen*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 round / Wizard level

You create a 20 foot radius magical emanation that interferes with all figments and illusions within it, giving creatures advantage on saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks

to notice creatures or objects within the area gain a +10 bonus. The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a Wisdom saving throw or spell resistance.

### CLASHING ROCKS

### LEVEL 9

*Wizardry, Conjunction, Dwarvish*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You create two Colossal-sized masses of rock, dirt, and stone and slam them together against a single creature between them. The *clashing rocks* appear up to 30 feet away from the target on opposite sides and rush toward it with a mighty grinding crash. You must make a ranged attack to hit the target with the rocks. The *clashing rocks* ignore concealment and cover, and if there is a solid barrier between the target and either of the *clashing rocks*, the spell has a +28 bonus on the Strength check to burst through the barrier and continue unimpeded to the target. A creature must succeed a Dexterity saving throw or be struck by the *clashing rocks* and take 20d6 points of bludgeoning damage and be knocked prone; half damage and remain standing on a successful save. If the target fails another Dexterity saving throw, it is also buried under the resulting rubble as if by a cave-in.

Creatures other than the target that occupy the spaces where the *clashing rocks* appear or within their path (30 feet wide, 30 feet high, and up to 60 feet long) must also make Dexterity saves or take 10d6 points of bludgeoning damage and be knocked prone (save for half and remain standing). A creature can only take damage once from the *clashing rocks*, no matter how many times the *clashing rocks* pass over a target creature.

### CLOUD OF DAGGERS

### LEVEL 2

*Wizardry, Enchantment, Dwarvish, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (4 daggers)

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You cause up to 4 daggers in your possession to fill the air with spinning carnage. They occupy a 5 foot cube; any creature inside must take 4d4 slashing damage when it enters the spell's area of the first time on a turn or starts its turn there.

**Material:** this spell requires four daggers, which fall to the ground after the spell is over

**Heightened (+)** when you cast this spell using a spell slot of 3rd or higher, the damage increases by 2d4 for each slot level above 2nd.

### COLD FRONT

### LEVEL 3

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, Up to 10 minutes

A winter storm cloud appears in the sky covering a 120 feet radius around you. Snow and slush falls gently to the ground, covering the area in a thin layer of white. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud). After casting the spell, you can cause the snow and slush in the area to form into hard chunks of ice that crash down upon a point within the spell's range. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 bludgeoning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down another crashing wave of snow and ice in this way again, targeting the same or different point in range. If you are

outdoors in a winter storm damage increases by 1d10.

**Heightened (+):** 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.

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COLLECTIVE TRANSPOSITION      LEVEL 4

*Wizardry, Traveling*

**Cast:** 1 Bonus Action, verbal

**Range:** 30 feet

**Duration:** Instantaneous

You designate up to three friendly and willing creatures (one of which can be yourself) within range. Each target teleports to an unoccupied space of its choosing that it can see within 30 feet of itself.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the spell targets one additional creature for each slot level above 4th.

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COLOR SPRAY      LEVEL 1

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self, 15 feet

**Duration:** 1 Round

A dazzling array of flashing, colored light springs from your hand. Roll 6d10; the total is how many hit points of creatures this spell can effect. Creatures in a 15 foot cone originating from you are affected in ascending order of their current hit points (ignoring unconscious creatures and creatures that don't see).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next

lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

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COMMUNE WITH TEXTS      LEVEL 5

*Wizardry, Divination*

**Cast:** 1 Minute, verbal, somatic

**Range:** 30 feet

**Duration:** 1 hour

You quickly absorb the knowledge in the target, which can be any assortment of books, scrolls, or other texts. During the spell's duration, you can search the texts and immediately find the most relevant information regarding any topic the collection holds, potentially including singling out spell books or scrolls containing individual or particular types of spells. While the spell is active, you can attempt Knowledge checks related to the collection's topics (with advantage) as if you were trained in those skills, and you know whether the collection contains any information about which you failed a Knowledge check in the past 24 hours.

You may ask five questions of the books, and gain an in depth answer - as if the collective knowledge surrounding you were a living creature with a sum knowledge of the text contained within. You gain these answers without regard for if you know how to read the languages written within.

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COMPELLING FATE      LEVEL 3

*Wizardry, Divination*

**Cast:** 1 Bonus Action, verbal, focus

**Range:** Self (30 feet)

**Duration:** 1 round

You foresee the actions of a single creature you can see within 30 feet. If the target fails a Charisma saving throw, you can predict that creature's actions in real-time. This has the following effects:

- 1) You have advantage on attack rolls against the target
- 2) For every 5 feet the target moves, you can move 5 feet (up to your normal movement) on the target's turn when it has completed its movement. This is deducted from your next turn's movement.
- 3) As a reaction at the start of the target's turn, you can warn yourself and allies that can hear you of the target's offensive intentions; any creature attacked by the target gains +2 to its AC or saving throw for that attack

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the duration is extended by 1 round for each slot level above 3rd.

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**COMPREHEND LANGUAGES\***      **LEVEL 1**

*Wizardry, Divination, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. While you can comprehend the language, you can not speak or write it. Also, this spell does not decode secret messages in a text or a glyph, such as an arcane sigil or rune that isn't part of a written language.

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**CONJURE CARRIAGE**      **LEVEL 3**

*Wizardry, Conjunction, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 8 hours

You create a fine wooden carriage with whatever cosmetic embellishments you desire. It is well constructed, although not exceptionally ostentatious. The carriage can carry up to six Medium or Small passengers. When conjured, the carriage comes with a team of two quasi-real light horses, which are already harnessed to the carriage. At your command, an invisible coachman similar to an unseen servant can assume the role of driver and direct the carriage, although it can't perform any complex or dangerous driving, and fails any checks made to drive the carriage in such conditions. At the end of the spell's duration, the carriage, horses, and coachman disappear into nothingness, depositing everything on or in it on the ground in its space.

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**CONJURE DISPLACER BEAST**      **LEVEL 5**

*Wizardry, Summoning*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Concentration, up to 1 hour

You summon a monstrous predator that resembles a sleek great cat covered in blue-black fur. It has six legs and two tentacles sprouting from its shoulders that end in pads tipped with spiky protrusions. It disappears when it drops to 0 hit points or when the spell ends. The summoned beast is friendly to you and your companions. Roll initiative for the summoned beast, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it stands by your side and attacks nearby creatures that are hostile to you but otherwise takes no actions.

**Heightened (7th):** you summon two beasts

**Heightened (9th):** you summon three beasts

<b>CONTROL CONSTRUCT</b>	<b>LEVEL 7</b>	<b>COUNTERSPELL</b>	<b>LEVEL 3</b>
<i>Wizardry, Meta, Elvish</i>		<i>Wizardry, Meta</i>	
<b>Cast:</b> 1 Action, verbal, somatic		<b>Cast:</b> 1 Reaction (when you see a creature within 60 feet of you casting a spell), somatic	
<b>Range:</b> 30 feet		<b>Range:</b> 60 feet	
<b>Duration:</b> Concentration		<b>Duration:</b> Instantaneous	
You wrest the control of a construct from its master. For as long as you concentrate, you can control the construct as if you were its master. You must make an Arcana check each round to maintain control. The DC of the Arcana check is (10 + the construct's HD). If the construct's creator or master is present and trying to control the construct, you both must make opposed Arcana checks each round to control the construct.		You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spell casting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.	
<b>CONTROLLED ILLUSION</b>	<b>LEVEL 1</b>	<b>CREATE ARMAMENTS</b>	<b>LEVEL 4</b>
<i>Wizardry, Illusion</i>		<i>Wizardry, Transmutation</i>	
<b>Cast:</b> 1 Action, verbal, somatic, focus		<b>Cast:</b> 1 Minute, verbal, somatic, focus, material (the base materials needed for the arms)	
<b>Range:</b> 60 feet		<b>Range:</b> 10 feet	
<b>Duration:</b> Concentration, up to 1 minute		<b>Duration:</b> Instantaneous / Permanent	
You create the image of a creature or object that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it is not accompanied by sound, smell, or other sensory effects.  You can use your bonus action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.  Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses an action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.		You create one nonmagical weapon, shield, or set of armor from the raw materials needed to craft that item normally. To determine whether the item functions as intended, you must attempt an appropriate Craft check with the DC required to create the item normally. If you fail, the item is created with the broken condition.  <b>Material:</b> the base materials needed for the arms to be created	
<b>CREATE BONFIRE</b>		<b>CANTRIP</b>	
<i>Wizardry, Conjunction</i>			
<b>Cast:</b> 1 Action, verbal, somatic			
<b>Range:</b> 60 feet			
<b>Duration:</b> 1 Minute			

You create a bonfire on ground that you can see within range. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make a saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there. The bonfire creates actual magical heat, but only damages biological material. The spells damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

## CREATE DEMIPLANE

## LEVEL 5

*Wizardry, Traveling, Elvish*

**Cast:** 2 Hours / 1 Action, verbal, somatic, focus (a forked metal rod worth at least 50 gp)

**Range:** 0 feet

**Duration:** 1 day / Wizard level

You create a small, finite demiplane that is a 30 foot cube of space per Wizard level. When you cast the spell, you decide whether the demiplane is within a pocket of the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on. For example, you could use *move*

*earth* to create a hill or *wall of stone* to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as *astral projection*, *ethereality*, or *plane shift*. You are considered "very familiar" with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Wisdom saving throw. An ejected creature lands at the point you originally cast this spell, and must succeed a Dexterity saving throw or fall prone. When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using more powerful magic such as a Wish.

It requires two hours of casting to fabricate your demiplane. You must have a forked metal rod worth at least 50 gp that you use as your focus during the casting. This rod is unique to your demiplane, and acts as a key. If you are within the demiplane, you can add to its area by casting the spell again in the same 2 hour fashion.

If you have an existing demiplane, you may cast this spell as an action to return to it using the forked rod that was used to creature space. This creates an entrance of shimmering light 5 feet wide and 10 feet tall.

**Material:** an arcane focus that is a forked rod worth at least 50 gp

**Heightened (8th):** when cast as an 8th level spell, you may elect to make the demiplane (or a section of the demiplane) to have a variety of additional features:

- **Ecology** - thriving with natural ecology, with streams, pods, waterfalls, and plants. It can provide enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one

Medium creature for every 10 foot cube of the demiplane. There are no animals unless you transport them there, but the ecology can sustain itself.

- Gravity - you can elect to make the plane's gravity heavy, light, none, or objectively directionless.
- Seasonal - you elect to have a seasonal weather and light cycle customizable as you see fit.
- Shape/Structure - by default the plane has a fixed shape and borders. You may make your plane self-contained such that it loops upon itself when a creature reaches one edge; or change the general shape of the plane. This is useful for creating rooms or physical structures.

**Heightened (9th):** when you cast as a 9th level spell, you may elect to make the demiplane (or a section of the demiplane) to have a variety of additional features:

- Magic - you can force the plane to change its affinity towards magic such as dead magic, enhancement magic, or wild magic.
- Morphic - you may move the earth, stone and natural elements as a bonus action up to a 10 foot cube.
- Time - by selecting this feature, you may make time on your plane flow at differing speeds such as half or double time compared to The Material Plane.

## CREATE WATER

## LEVEL 1

*Wizardry, Conjunction, Merrow*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

As you cup your hands, water begins to flow forth from them. You create 2 gallons of water. If no one drinks it, it evaporates after 1 day.

## CREATION\*

## LEVEL 4

*Wizardry, Conjunction, Elvish, Ritual, Material*

**Cast:** 1 Minute, verbal, somatic, focus, material (a tiny piece of matter of the same type you plan to create)

**Range:** 30 feet

**Duration:** Special

You pull wisps of mana to create a non living inanimate object of vegetable matter within range: soft goods, rope, wood, or something similar. The object must be no larger than a 5-foot cube, and the object must be of a form and material that you have a small sample of. The sample is destroyed as part of the casting. Vegetable matter conjured in this fashion lasts for 24 hours before disintegrating back into the original material components.

**Heightened (5th):** when you cast this spell using a spell slot of 5th level or higher, you may also create objects of stone or crystal. Duration for this material is 12 hours.

**Heightened (6th):** when you cast this spell using a spell slot of 6th or higher, you may also create objects of metal or gem. Duration for this material is 1 hour.

**Heightened (+):** for each additional spell slot used to cast this spell, the cube increases by 5 feet.

## CRIER'S BOON\*

## LEVEL 1

*Wizardry, Illusion, Amoni, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 10 minutes

The target gains two distinct benefits. First, they can make the sound of a trumpet blast simply by miming the action of playing one. Second, the target can speak in a booming voice that carries easily over great distances (up to 500 feet). This spell is particularly useful when speaking to large crowds of people or by battlefield commanders

and champions who wish to make themselves clearly heard. Your voice carries over ambient noise that would otherwise block sound, but does not make your voice jarring, painful or distracting. This spell does not increase the range of your sonic based spells or abilities, and physical barriers such as walls still muffle your voice as normal.

**Heightened (5th):** your voice can be heard 1,200 feet away.

**Heightened (7th):** your voice can be heard up to 1 mile away

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### CRUSHING BRAND\*

LEVEL 1

*Wizardry, Runic, Ritual, Material*

**Cast:** 1 Short Rest, verbal, somatic, material (crushed stone, bludgeoning weapon)

**Range:** Touch

**Duration:** 24 hours

Over the course of a short rest, you inscribe this rune using crushed stone and imbue one bludgeoning weapon. The weapon gains a ghostly brown aura, is considered a magic weapon, and bludgeoning damage dealt by this weapon ignores resistance and immunity. If you roll the max on the weapon's damage die or dice, the target of your attack is knocked prone. This ability ends in 24 hours, or until this weapon is imbued with this rune again.

**Material:** crushed stone and a bludgeoning weapon

**Heightened (3rd):** when casting using a spell slot of 3, you also grant the weapon a +1 to damage

**Heightened (6th):** when casting using a spell slot of 6, you also grant the weapon a +2 to damage

**Heightened (9th):** when casting using a spell slot of 9, you also grant the weapon a +3 to damage

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### CRYSTALLINE DOOM

LEVEL 3

*Wizardry, Transmutation, Crystal*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self (5 foot radius)

**Duration:** Concentration, up to 3 rounds

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

As with normal concentration spells, you can end the field at any time (no action required). If you are turned to crystal, the spell ends after all affected creatures make their saving throws. Restrained and paralyzed creatures recover immediately when the spell ends, but petrification is permanent.

Creatures encased within crystal can see and hear (at disadvantage due to the distortion of the crystal). They can still take turns, but can not speak or move. They will run out of air and die inside the crystal in  $1 + \text{their Constitution modifier}$  minutes. If *Shatter* is cast on a crystal creature, they must succeed on a Constitution saving throw against the caster's spell save DC or be killed. The crystal is destroyed and the creature is freed with *Dispel Magic*, *Greater Restoration*, or comparable magic.

The crystal can be chipped away and destroyed, it has an AC 13 and 25 hitpoints. Any damage above 25 is transferred to the creature trapped inside.

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### CURSE OF THE MAGI

LEVEL 5

*Wizardry, Meta*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You make a touch attack against an arcane spell caster, rendering them unable to cast spells

without suffering for it. If you hit, the caster must succeed on an Intelligence saving throw. If they succeed, the spell ends. If they fail, they must succeed on an Intelligence saving throw before casting any arcane spell. Failure deals 1d4 points of Constitution damage (they can not be taken below 1 this way). This ability drain lasts until they complete a long rest or are somehow magically cured through a greater restoration or remove curse.

This spell does not affect divine, primal or occult spellcasting - but does affect bardic spells.

### DAGGERHAWK

### LEVEL 2

*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, material (a dagger)

**Range:** Touch

**Duration:** 1 minute

You enchant a dagger with a ghostly glow, causing it to fly into the air and make a ranged melee attack against one creature you select within 60 feet, using your spell attack modifier and dealing piercing damage equal to the dagger's damage (1d4 for non-magical daggers) plus your Intelligence modifier on a hit. On your subsequent turns, you can use an action to cause the *Daggerhawk* to attack the same or another target within 60 feet of the dagger. The *Daggerhawk* has AC 14 and, although invulnerable to damage, a successful attack against it sends it tumbling, so it can't attack again until after your next turn.

**Material:** a dagger

### DAMNATION OF MEMORY\*

### LEVEL 6

*Wizardry, Glamour, Ritual*

**Cast:** 1 Hour, verbal, somatic, focus, material (a massive, flawless gemstone worth 500 gp)

**Range:** 1 mile

**Duration:** Permanent

You name one creature and purge all memory of that creature from targets within the spell's range. The targets either forget who exactly performed the named creature's deeds or assume some other individual performed them. Alternatively, you can name either one event lasting no more than 10 minutes per Wizard level or a single topic (defined at the GM's discretion) such as a shameful secret, and erase all recollection of that subject from the minds of all creatures within the area. Memory of facts and topics that are common knowledge (information with a Knowledge check DC of 10 or less) cannot be forgotten with this spell.

The lost memories are stored within the gemstone (which grows dull inside and cannot be used as a focus or material component for any other spell, including another casting of this spell), and the gem becomes worthless. The targets emanate no magic but the gem does. Destroying the gem returns the memories to the affected creatures.

Individuals may resist the casting of this spell with a Wisdom saving throw.

**Material:** a massive, flawless gemstone worth 500 gp

### DANCING LANTERN

### LEVEL 1

*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (a lantern)

**Range:** Touch

**Duration:** 1 hour

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it, the lantern always acts as if in your possession even when not directly on your person.

**Material:** a lantern

**Heightened (+):** When you cast this spell with a higher spell slot, you extend the duration by 1 hour for each additional slot.

### DANCING LIGHTS

### CANTRIP

*Wizardry, Cygimancy, Cantrip*

**Cast:** 1 bonus action, verbal, focus

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one lowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this spell, and a light winks out if it exceeds the spell's range.

### DARKNESS

### LEVEL 2

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** 1 minute

You create a shroud of darkness with a 15' radius that prevents light from penetrating or emanating within the area. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the darkness. This also suppresses magical light of your darkness spell's level or lower. Light can't pass through, so creatures in the area can't see outside. From outside, it appears as a globe of pure darkness.

**Heightened (3rd):** even creatures with Darkvision (but not Truesight) can not see through the darkness.

### DARTING DUPLICATE

### LEVEL 1

*Wizardry, Illusion*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** 5 feet

**Duration:** Instantaneous

You create an illusory duplicate of yourself that steps clumsily into an adjacent square, presenting a tempting target before winking out of existence. Any creature that threatens that square must succeed at a Wisdom saving throw or make an attack of opportunity against the image. The images AC is equal to  $10 + 1/2$  your caster level, but as a figment, the image is unaffected by any attack.

### DAZE

### CANTRIP

*Wizardry, Glamour, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** 1 round

You cloud the target's mind and daze it with a mental jolt. The target must make a Wisdom Saving Throw or be at disadvantage on Intelligence or Wisdom based skill checks: persuasion / deception / perception.

### DEADMAN'S CONTINGENCY

### LEVEL 4

*Wizardry, Evocation*

**Cast:** 10 Minutes, verbal, somatic, focus, material (an ivory statue of you worth 150 gold)

**Range:** Self

**Duration:** 1 hour / wizard level

You place another spell upon your person so that it comes into effect after your death. The companion spell triggers 1d6 rounds after your

death. All decisions made involving the companion spell must be made when casting *Deadman's Contingency* (including targets). Both *Deadman's Contingency* and the companion spell are cast at the same time. The 10-minute casting time is the minimum total for both casting; if the companion spell has a longer casting time, use that instead. You must pay any costs associated with the companion spell during the casting of *Deadman's Contingency*. Valid targets for the companion spell include yourself, anyone present at the time of casting, and anyone you are intimately familiar with. Concentration spells last for 1d6 rounds.

## DECASTAVE

## LEVEL 2

*Wizardry, Conjuration*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute

You conjure into existence a quarterstaff of force, approximately 8 feet long and 2 inches in diameter. Your arcane focus transforms into this staff as long as you keep it in hand; if you give it to another character or drop it, it reverts back to your arcane focus.

You can use a decastave in combat to strike with a melee attack, dealing 1d6 points of damage per hit or 1d8 if wielded with two hands. On a critical hit, the decastave does an additional 1d8 points of thunder damage; with a loud thunderous boom audible out to 300 feet; pushing an opponent back 5 feet. Opponents critically hit must succeed on a Constitution saving throw against your spell save DC or be deafened for 1 minute.

**Heightened (+):** for each additional spell slot above 2nd level, the staff does an addition 1d6 or 1d8 points of damage depending on if it is wielded with 1 or 2 hands. Thunder damage also increases by 1d8 per spell slot.

## DEFLECTION

## LEVEL 7

*Wizardry, Abjuration, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 minute

You surround yourself in a whirling barrier of force that sends any attack that misses you hurling back towards its source. This applies to any melee or ranges attack directed against you as long as it uses an attack roll to determine whether or not it strikes you. If an attack misses you, the attacker must make a second attack roll against its own Armor Class, using all of the applicable modifiers of the original attack and if it hits, the attacker takes the attack's damage and suffers all the other consequences of getting struck with that attack. You cannot deflect attacks that miss you for any reason besides a failed attack roll (such as concealment). Similarly, you cannot deflect attacks that actually do strike you but fail to do any harm.

## DELAY POTION

## LEVEL 2

*Wizardry, Alkemancy, Material*

**Cast:** 1 Action, verbal, somatic, material (a potion)

**Range:** Self

**Duration:** 1 hour (see below)

You cast this spell while drinking a potion within the next round, delaying its effects for up to 1 hour. At any point during the spell's duration, you can use a bonus action to cause the potion to go into effect. When the potion is activated, it works as if you had just drunk it. While the potion is delayed, it has no effect at all and you can consume and benefit from other potions normally. You can delay only one potion at a time. If you try to delay the effect of a second potion, both this and the new spell fails; the first potion has no effect, and the second potion's effects occur immediately upon drinking it.

**Material:** a potion

<b>DELUSIONAL PRIDE</b>	<b>LEVEL 1</b>	You immediately become aware of any attempt to observe you or anything within a 40 ft radius of you by means of divination (scrying) spell of effect. You know the location of every magical sensor within the spell's area of effect. For any sensor within the spell's area, you may make an opposed level check (1d20 + caster level). If you at least match the scorer's result, you get a visual image of the scarier and an accurate sense of their direction and distance from you.
<i>Wizardry, Glamour</i>		
<b>Cast:</b> 1 Action, verbal, somatic		
<b>Range:</b> 30 ft		
<b>Duration:</b> 1 minute		
The target is so distracted by an overblown sense of its worth that it takes a -2 penalty on attacks and skill checks. However, this feeling also gives the target a +2 bonus on saves against charm and compulsion effects. At the casting of this spell, and the start of the creatures turn, they may make a Wisdom saving throw to negate the effect.		
<b>DETECT MAGIC*</b>	<b>LEVEL 1</b>	
<i>Wizardry, Meta, Ritual</i>		
<b>Cast:</b> 1 Action, verbal, somatic		
<b>Range:</b> Self		
<b>Duration:</b> Concentration, up to 10 minutes		
For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.		
<b>Heightened (+)</b> When you cast this spell with a higher spell slot, you extend the range of your vision by 30 feet for every slot above 1st.		
<b>DETECT SCRYING</b>	<b>LEVEL 4</b>	
<i>Wizardry, Divination</i>		
<b>Cast:</b> 1 Action, verbal, somatic, focus		
<b>Range:</b> Self / 40 ft radius		
<b>Duration:</b> Concentration, up to 1 hour		
<b>DIAMOND BODY</b>	<b>LEVEL 9</b>	
<i>Wizardry, Transmutation, Orcish</i>		
<b>Cast:</b> 1 Action, verbal, somatic, focus		
<b>Range:</b> Self		
<b>Duration:</b> Concentration, up to 1 minute		

You transform your body into a living diamond, which grants you several powerful abilities and resistances. You become resistant to bludgeoning, slashing, acid, cold, and fire damage. You become immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, polymorphing, stunning, and all spells or attacks that affect your physiology or respiration while this spell is in effect.

However, you also become vulnerable to all special attacks that affect constructs. You gain a +8 enhancement bonus to your Strength score and a +6 enhancement bonus to your Constitution, but you take a -4 penalty to your Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to three-quarters normal. You cannot eat or drink (and thus cannot use potions), nor can you play wind instruments. Your unarmed attacks strike as if you were wielding a mace appropriate to your size (1d6 for Small characters and 1d8 for Medium characters), and you are considered armed when making unarmed attacks. Your weight increases by a factor of five, causing you to sink in water like a stone. However, you could survive a crushing pressure and lack of air at the bottom of the ocean—at least until the spell duration expires.

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#### DIMENSIONAL ANCHOR LEVEL 4

*Wizardry, Traveling*

**Cast:** 1 Action, verbal, somatic

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

A green ray springs from your hand. You must make a ranged spell attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra dimensional travel. Forms of movement barred by a dimensional anchor include *Astral Projection*, *Blink*, *Dimension Door*, *Ethereal Jaunt*, *Etherealness*, *Gate*, *Maze*, *Plane Shift*, *Shadow Walk*, *Teleport*, and similar spell-

like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

This spell does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra dimensional perception or attack forms. Also, Dimensional Anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

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#### DIMENSIONAL LOCK

LEVEL 7

*Wizardry, Traveling*

**Cast:** 1 Action, verbal, somatic

**Range:** 100 feet

**Duration:** 1 day / Wizard level

You create a shimmering emerald barrier that completely blocks extra-dimensional travel in a 20 foot radius centered on a point in space you can see within range. Forms of movement barred include astral projection, blink, dimension door, ethereality, plane shift, and teleport. Once a dimensional lock is in place, magical travel in and out of the area is not possible.

The spell does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of the Summoning spell.

**Augmented (15th):** instead of blocking travel, you can redirect them to a teleportation circle known to you

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#### DISARM

LEVEL 2

*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 ft

**Duration:** Instantaneous

You choose a creature within range that you can see and is carrying an object in their hand. It must make a Strength saving throw or the object is thrown 10 feet in a random direction.

### DISGUISE SELF

### LEVEL 1

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 hour

You make yourself (including your clothing, armor, weapons, and other belongings on your person), look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

### DISPEL MAGIC

### LEVEL 3

*Wizardry, Meta*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher

on the target, make a dispel check ( $1d20 + \text{your Wizard level}$ ) and compare it against a DC equal to  $11 + \text{the spell caster's level}$ . On a successful check, the spell ends.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

### DISJOIN\*

### LEVEL 2

*Wizardry, Meta, Elvish*

**Cast:** 1 Minute, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 2 rounds

You choose a creature, object, or magical effect within range. Any magic effecting the target is separated into its individual components. This suppresses spells and spell-like effects for the duration, and allows specific spells to be targeted to be Dispersed.

### DIVE

### LEVEL 2

*Wizardry, Transmutation, Merrow*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 round per level

You cause a target to sink to the bottom of a body of water at the rate of 60 feet per round unless they make a Strength saving throw. No amount of swimming or struggling will stop the victim's descent. However, a rope or other secured object that can hold the weight of the victim will stop the sinking.

The target will sink for a number of rounds equal to your Wizard level. If they touchdown at the bottom of the water before the spell duration expires, they will simply be unable to leave the ground until the spell wears off. When this spell is cast in the elemental plane of water, the victim

will sink in whatever direction their feet were facing at the time of casting.

### DJINN FLIGHT

LEVEL 3

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 10 Minutes

You touch a willing creature, granting it a flying speed of 60 feet for the duration. Their lower half is transformed into a cloud whose color matches the temperament of the core of the Arcane Focus that cast the spell. When flying, a contrail 150 feet long can be seen. When landed, legs reappear and are outlined in wisps of smoke as they move.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot above 3rd.

### DOG CALL

LEVEL 1

*Wizardry, Glamour, Elvish*

**Cast:** 1 Action, verbal, somatic

**Range:** 15 feet

**Duration:** Concentration, up to 1 minute

You hum or whistle softly, holding a hand out with fore finger and pinky extended, targeting one beast. The target rolls a Wisdom savings throw, or is soothed by you. If they were hostile, they stop attacking - if they were aggressive, they become calm.

Alternatively, you can use this spell to dull one beast's senses. If they fail a Wisdom savings throw, they receive disadvantage on Perception checks.

**Heightened (+)** You may target 1 additional beast for each spell slot above 1st level.

### DOMINATE MONSTER

LEVEL 8

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as 'Attack that creature', 'Run over there', or 'Fetch that object'. If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take a total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**Heightened (+):** When you cast this spell using a spell slot of 9th level, the duration extends to concentration / 8 hours.

### DOOM OF THE PIT

LEVEL 4

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 minute

You create a ripple of dark energy that opens into a pit. A 10-foot radius, 10-foot deep, cylindrical extra dimension hole appears at your feet centered around you; you remain on a raised 1 1/2 foot wide pillar at the center of the pit. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest.

The pit's radius expands by 10 feet at the start of your turn each round for the duration. Any creature standing in the original conjured space, or on a space taken up by the pit as it grows, must succeed on a Dexterity saving throw to avoid falling in.. Any creature adjacent to the pit when it expands must likewise succeed on a Dexterity saving throw to avoid falling in.

Creature subjected to a successful pushing effect may not make this saving throw. Creatures that fall into the pit take fall damage as normal.

The walls of the pit are slick and slimy, requiring a DC 15 Strength (Athletics) check to climb.

Creature and objects that remain in the pit take 1d6 necrotic damage at the start of each of their turns. If you fall into your own pit, you take damage; then the spell ends and you are incapacitated for 2 rounds. When the spell ends, the floor of the pit rises, bringing creatures in the pit back up to the original surface. Each creature in the pit must then make a Constitution saving throw. On a failed save, the creature is stunned for 2 rounds after the spell ends.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you can increase the depth of the pit by 10 feet for each slot level above 4th.

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## DOWSE LEVEL 2

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*Wizardry, Divination*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self / 1,000 feet

**Duration:** 10 minutes

You describe an object or material that is familiar to you. You sense the direction to the object or material's location, as long as it is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close - within 30 feet - at least once. Alternatively, the spell can locate the nearest object or material of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, weapon, or mineral.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you can increase the range by 1,000 feet for each slot level above 2nd.

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## DRAGONS BANE LEVEL 3

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*Wizardry, Enchantment, Caldorian*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute

You cause a weapon to be imbued with the ability to inflict increased harm against any creature of the dragon type (including Dragonborn). The spell has three effects: First, the weapon has advantage on attacks as it more easily bypasses through a dragon's natural armor. Secondly, the amount of damage inflicted by the weapon on a critical hit is increased by one multiplier (e.g. x2 damage becomes x3). Thirdly, damage increases by 1d8 necrotic.

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## DREAD WINGS LEVEL 4

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*Wizardry, Cygimancy, Orcish*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

A swarm of flying, bat-like shapes swirl into existence in a 20-foot radius cloud around the point you target in range. Each round a creature begins its turn in the swarm, it takes 4d8 slashing damage and must succeed on a Wisdom saving throw or being frightened for 1d4 rounds. Creatures that are immune to the damage do not suffer the fear effect. You can use an action on your turn to move the swarm up to 40 feet in any direction.

### DRENCH

### CANTRIP

*Wizardry, Conjunction, Cantrip, Merrow*

**Cast:** 1 Action, verbal, somatic

**Range:** 10 feet

**Duration:** 1 round

Water is pulled and condensed from the air, causing the target to be soaked as if in a sudden downpour. This effect continues to occur for 1 round. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell. Water breathing creatures are able to take a breath.

### DRUNKARD'S BREATH

### LEVEL 2

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self / 30 feet cone

**Duration:** Concentration, up to 1 minute

You emanate from your mouth a 30 foot cone of noxious gas. The effect is barely visible and does not obscure vision. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature feels the effect of extreme nausea similar to a hangover and spends its action that turn retching and reeling. Creatures that don't

need to breathe or are immune to poison automatically succeed on this saving throw. A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

### DUNGEONSIGHT\*

### LEVEL 5

*Wizardry, Divination, Ritual, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 500 feet radius emanation

**Duration:** Instantaneous

You receive a clear and memorable view of the layout of chambers, barriers, and connecting passages within the area of effect. This spell does not reveal the contents or inhabitants of any of these locations, only the basic architecture of the space. For example, a staircase leading up to a pair of doors would be apparent, but the iron golems guarding the doors would not. This spell does identify the locations of secret doors and hidden passages but gives no clue as to the means of opening or accessing them.

### DUPLICATE FOE

### LEVEL 7

*Wizardry, Cygmancy, Illusion*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Until destroyed

You create a temporary duplicate of a creature that you can see, to be your ally. You target one creature of CR 15 or lower. They make a Constitution saving throw; a critical success causes the spell to fail, a successful save causes the duration of the spell and the damage the duplicate can deal to be halved.

You can make the duplicate appear in an unoccupied space adjacent to the target. The duplicate has the target's attack modifier, AC, saving throw modifiers, Perception, and skill modifiers of the target; but only 70 hitpoints and

lacks the target's special abilities, Immunities, resistances, and weaknesses. It appears to have weapons and equipment of the target, but they are fused with the duplicate and unable to be removed from its form. It acts on your turn, but does not have reactions or bonus actions. Its strikes deal the target's normal damage but don't apply added effects, since it doesn't have special abilities. The spell ends when the duplicate reaches 0 hitpoints. The duplicate is unstable and each turn it loses 4d6 hitpoints. It is not a living creature, and cannot regain hitpoints in any way.

**Heightened (+):** the CR of the target increases by 2 and the duplicates hitpoints by 20 for each additional level spell slot used to cast the spell

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DUPLICITY	LEVEL 3
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*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 400 feet

**Duration:** 8 hours

You create an illusory duplicate of you and your allies (an illusion encompassing a 50 feet radius around yourself). This illusion is complete with visual images, sounds (including speech), smells, textures, and temperature; a Wisdom saving throw is permitted to determine how real it appears to onlookers. It mimics exactly what you and any of your allies within 50 feet of you do. If the terrain differs significantly between that of the illusion that of the characters, or if any character takes an action the illusion can't duplicate (for instance, climbing a tree if none are present for the illusory duplicate to mimic) onlookers automatically receive a saving throw. In addition, anyone who moves out of the spell's area disappears from the illusion.

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DUST WARD	LEVEL 6
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*Wizardry, Runic, Material*

**Cast:** 10 Minutes, verbal, somatic, material (a pinch of pumice)

**Range:** Touch

**Duration:** Permanent

You ward an item against other creatures who try to learn to use or copy it. When you cast the spell, you designate one creature type, subtype, or a specific individual. If the item is worn or carried for 1 continuous hour or more by a creature that doesn't match the designation, the item disintegrates into worthless grey dust. This destruction also occurs if the creature attempts to study the item in order to learn its properties or how to magically craft it. The destruction of the item doesn't harm the creature wearing or carrying the item. If the offending creature wears or carries the item for less than 1 hour and passes it to a different creature, the countdown to the items destruction starts over.

This spell cannot affect magic items with a caster level greater than half your caster level.

**Material:** a pinch of pumice

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EARSEND	LEVEL 4
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*Wizardry, Transmutation, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 10 minutes / wizard level

You cause one of your ears to tear itself free of your body and transform into a fly-like magical creature you control. It has a fly speed equal to your base speed and a bonus to Dexterity checks equal to your spell attack modifier. Your sense of hearing functions from your animated ear as if it were connected to your head, allowing you to hear as well as you normally could from your animated ear's vantage point.

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EARTHBIND	LEVEL 2
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*Wizardry, Transmutation*

**Cast:** 1 Action, verbal

**Range:** 300 ft  
**Duration:** 1 minute

Choose one creature that you can see within range. Yellow strips of magical energy loop around the creature. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell safely descends at 60 feet per round until it reaches the ground or the spell ends.

#### EARTH DELVING

#### CANTRIP

*Wizardry, Divination, Dwarvish, Material*

**Cast:** 1 Bonus Action, somatic, focus, material (a small sample of the metal or mineral you seek)

**Range:** Self

**Duration:** Concentration, up to 1 minute

You sense the approximate direction and distance of the nearest significant amount of any one type of earth, metal or stone deposit that you specify; as long as it is within 1,000 feet of you. Any known sources of that material may be excluded.

**Material:** a small sample of the metal or mineral you seek

#### EARTH VISION

#### CANTRIP

*Wizardry, Divination, Dwarvish, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You can see through natural stone and dirt to find caves, veins of ore, or buried treasure. Any earth or uncut stone up to 20 feet become transparent to you. Metal, wood, bricks, and stonework block your vision.

**Heightened (+)** You may see an additional 5 feet for each spell slot of 1st level or beyond.

#### EFFULGENT EPURATION

#### LEVEL 9

*Wizardry, Abjuration, Amoni, Crystal*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 10 feet radius protection / 120 feet

**Duration:** 1 turn / Wizard level

This powerful spell calls into being a number of floating crystals, up to as many spheres as you have Wizard levels. Each of these crystals has the ability to absorb a single spell, spell-like ability, or magical effect of any offensive type within a 10 foot radius of the sphere. You may cast spells freely without the spheres impeding you. After absorbing the spell the crystal fades away, taking the spell energy with it.

Offensive spells can generally be considered to be those which inflict damage on a target or place the target under a baneful or harmful influence. Those spells which have area effects in which a crystal exists (such as a Fireball) will simply not function - the magical energy will be sucked into the crystal before the damage is inflicted.

Spells which are already in effect when the crystals enter them are not affected by this spell. The crystals do not affect Enchanted magical items or weapons, or potentially lethal items that are not activated, such as runes / glyphs / symbols.

The crystals will naturally orbit around you as you move; however you can direct them as a bonus action to drift a maximum movement rate of 60 feet per turn as far as 120 feet away. The crystals will remain where you left them, even in the event of your death.

#### EMOTIONAL BREW\*

#### LEVEL 5

*Wizardry, Alkemancy, Caldorian, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** See Text

You infuse a gallon of any liquid, infusing it with emotional energy that affects anyone who drinks

it. The emotion that affects those who drink the liquid must be determined at the time of casting. The spell does not take effect until at least a full pint of liquid is consumed, at which point the creature may make a Wisdom saving throw to realize that the emotions are not merely a natural effect of the liquid. Typically the spell is cast upon alcohol, which makes creatures more susceptible to the mind-affecting aspects of the spell. There are currently six known types of emotional brew:

- **Belligerence:** The creature reacts more negatively towards others, becoming belligerent. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). The effects of the belligerence will last 1 hour per pint consumed (Wisdom negates).
- **Depression:** Affected creatures suffer a -2 penalty to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls for 1 hour per pint consumed (Wisdom halves). Each pint consumed stacks with previous effects, although each hour after the first reduces the effects by 2. (Thus, if 3 pints were consumed, then the creature suffers a -6 penalty the first hour, -4 the second hour and -2 the third hour).
- **Fear:** The creature becomes panicked, dropping everything it holds (including the brew) and fleeing at top speed away from the source of the fear, as well as away from any other dangers it encounters, along a random path. It cannot take any other actions. Additionally, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, the creature cowers and does not attack, typically using the total defense action in combat. The fear lasts for 1 minute per level of the spellcaster (Wisdom negates).
- **Friendship:** The creature reacts more positively towards others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures will react normally in combat, however. The effects of the

friendship will last 1 hour per pint consumed (Wisdom negates).

- **Hope:** The creature gains a +2 morale bonus to saving throws, ability checks, skill checks, and weapon damage rolls, which lasts about 1 hour per pint consumed (Wisdom negates). Unlike depression, the effects do not stack.
- **Rage:** The enchanted creature gains a +2 morale bonus to Strength and Constitution scores, a +1 morale bonus on Wisdom saves, and a -1 penalty to AC. They are compelled to fight heedless of danger. The effects last for 1 minute per level of the spellcaster (Will negates).

Regardless of the type of effect of the emotional brew, once the effects wear off (if the first saving throw is failed) at the end of the duration, the affected creature must make a Constitution saving throw. Success on the saving throw means that the creature is dazzled (-1 penalty to attack rolls) for 1 minute per level of the spellcaster. Failure means that the creature is having one heck of a hangover, suffering the effects of being sickened (-2 penalty on attack rolls, saving throws, skill checks, and ability checks) for 10 minutes per level of the spellcaster.

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#### ENCRYPT/DECRYPT

#### CANTRIP

*Wizardry, Enchantment, Elvish, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

By touching a page of written information, you can encode its contents. All creatures that try to read the information when its contents are encoded see the markings on the page as nothing but gibberish. This effect ends when either this spell is used to Decrypt the contents, or the effect is Dispelled.

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#### ENDOW ATTRIBUTE

#### LEVEL 4

*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, material (a ring worth at least 20 gold)

**Range:** Touch

**Duration:** Concentration, up to 1 hour

You touch a creature with a ring that has been etched with symbols representing a particular ability (Strength, Dexterity, and so forth). The creature must make a successful Constitution saving throw or lose one-fifth (rounded down) of its points from the ability score. Those points are absorbed into the ring and stored there for the spell's duration. If you then use an action to touch the ring to another creature on a later turn, the absorbed ability score points transfer to that creature. Once the points are transferred to another creature, you don't need to maintain concentration on the spell; the recipient creature retains the transferred ability score points for the remainder of the hour.

The spell ends if you lose concentration before the transfer takes place, if either the target or the recipient dies, or if either the target or the recipient is affected by a successful *Dispel Magic* spell. When the spell ends, the ability score points return to the original owner. Before then, the creature can't regain the stolen attribute points, even with *Greater Restoration* or comparable magic.

After the ring absorbs an attribute, it can't do so again for another 1d6 days.

**Material:** a ring worth at least 20 gold, etched with symbols representing a particular ability

## ENHANCE FAMILIAR\*

LEVEL 2

*Wizardry, Cygimancy, Ritual, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (a wizard's familiar)

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

You temporarily imbue your familiar with power, making it larger, tougher, and more vicious. While the spell lasts, your familiar transforms into a beast of CR 1 or lower. This allows them to

attack as an ally, granting them their own initiative and their own turn. They retain all of their special abilities from the *Find Familiar* spell.

If your familiar drops to 0 hit points in this new form - it is killed. If you dismiss your familiar, the spell ends, and your familiar is returned to its normal form when you next summon it.

**Material:** a wizard's familiar

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you may choose add an addition 1 to the CR of the beast chosen for each additional spell slot..

## ENLARGE TAIL

LEVEL 1

*Wizardry, Transmutation, Caldorian*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** 1 hour

Your tail grows longer and thicker, allowing for you to attack with your tail as an action. You are considered proficient with your tail, and gain a +2 to attack and damage rolls. You deal 1d6 bludgeoning damage.

## ENTER IMAGE

LEVEL 3

*Wizardry, Divination*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 50 feet / Wizard Level

**Duration:** Concentration

You gain a dim impression of the activities around any object bearing your face or form and can also project your consciousness into one such object at a time, allowing you to observe or even interact with nearby creatures. This spell allows you to leave your body and subconsciously monitor the immediate area around any depiction of your image whether one, hundreds, or even thousands. Each such image has the full range of your normal senses (sight, hearing, smell, etc.) and you can make a Perception check to notice

anything occurring nearby. The DC of this check is always 10 greater than what it would be if you were actually present at that location, so even if you would normally notice something automatically (such as talking, normally a DC of 0), you would need to make a DC 10 Perception check to notice it.

You may, at any time, choose to fill one specific image within range with your consciousness. While inside an image you lose the ability to monitor any other images within range but remain fully aware of your own body's surroundings. Your body is defenseless and helpless (always failing any saving throw) while your consciousness is filling an image, but you can return to it at any time as an immediate action.

When you fill an image with your consciousness it gains a limited form of animation. Statues and similar three-dimensional representations can move their heads, make gestures, and talk, but cannot attack or leave their square without assistance. Portraits or similar two-dimensional representations bearing your likeness can also talk and your image can move anywhere within the picture or even temporarily alter it (such as by picking a flower in the painting). You cannot use any spells or other abilities while within an image. You may leave the image at any time, returning you to your body. Once your consciousness departs from an object bearing your likeness, it immediately reverts to the appearance it had before you entered it. If someone destroys or damages the image you return to your body unharmed. The spell lasts until you cease concentrating, or until it is terminated by some outside means, such as a *dispel magic* cast upon either the image or your body, or if your body is killed.

## ENTOMB IN ICE

## LEVEL 2

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You trap a Large or smaller creature in a thick coating of ice. The target must succeed on a Dexterity saving throw or be restrained for the duration. At the beginning of the trapped creature's turn, it takes 2d4 cold damage. On its turn, an entombed creature (or an ally) can take an action to make a Strength check against your spell save DC. On a success, the entombed creature is freed. The icy tomb is also susceptible to damage and vulnerable to fire. It has an AC of 13, and damage equal to your spell save DC will destroy the tomb and free the target.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

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## ENUMERATE

## CANTRIP

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*Wizardry, Divination, Amoni*

**Cast:** 1 Action, verbal

**Range:** 30 feet

**Duration:** Instantaneous

You are able to divine the exact amount of a number of like objects in a 10-foot-cube centered on a point within range. You can be general ("How many coins in this chest?") or specific ("How many silver coins in this chest?") but can receive only one number as a response from the casting of this spell. If, for example, you want to know the number of coins of each denomination in a chest, you must cast the spell anew for each type of coin to be counted (copper, silver, gold, and so forth).

The type of object or distinguishing feature you name (e.g. "dented copper coins") must be obvious and discernible at a glance, and the spell is automatically fooled by objects disguised as other objects. For instance, the spell would register copper coins plated in gold as gold coins, not copper coins.

<b>ERASE</b>	<b>LEVEL 1</b>	with magical essence. The water becomes three times more thirst-quenching than ordinary water, can extinguish magical fire (in the same proportions as ordinary water), and delivers three times more oxygen to creatures that breathe underwater.
<i>Wizardry, Transmutation, Amoni</i>		
<b>Cast:</b> 1 Action, verbal, somatic, focus		
<b>Range:</b> Touch		
<b>Duration:</b> Instantaneous		
Remove writings of mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces.		
<b>ESSENTIAL EARTH*</b>	<b>CANTRIP</b>	
<i>Wizardry, Transmutation, Dwarvish, Cantrip, Ritual</i>		
<b>Cast:</b> 1 Minute, verbal, somatic, focus		
<b>Range:</b> Touch		
<b>Duration:</b> Instantaneous		
Choose a portion of dirt that you can touch and fits within a 5 foot cube to enrich with magical essence. The dirt becomes three times more fertile; plants grow three times faster and grow three times bigger or taller. In addition, if this earth is further transformed to stone it will be three times tougher and more durable than normal stone.		You encase a corpse within a nearly indestructible shell of amber, preventing the body from decomposing and protecting it from harm. The corpse is protected as if under a temporal stasis spell. No effect or force can harm the body within the amber coffin, nor can the body be affected by any magical spell. The body is unaffected by the ravages of time, untouched by decay or rot. As long as the body remains within the amber coffin, it cannot be raised, resurrected, or contacted. The amber coffin is translucent and extremely resistant to damage. The coffin is 1 inch thick per level of the caster, stretching out from the body in the center of the coffin. The coffin has 30 hit points per inch of thickness, with a hardness of 15 (absorbing/ignoring 15 hit points of damage each round). If the coffin is destroyed, the body within is released from the spell, decay and decomposition setting in as normal, from that point onwards. A freedom spell cast upon the amber coffin will dispel the coffin, as will the application of a limited wish, miracle, or wish spell.
<b>Heightened (2nd):</b> When cast as a Level 2 spell or higher, the earth and stone becomes densely packed. Burrowing creatures (including those using magic to glide through stone) treat the area as difficult terrain. Any creature that begins its turn burrowing in the affected area becomes entangled for 1 round. When reinforcing rock or stone, its hit points double and it become resistant to all damage.		
<b>ESSENTIAL WATER*</b>	<b>CANTRIP</b>	
<i>Wizardry, Alkemancy, Merrow, Cantrip, Ritual</i>		
<b>Cast:</b> 1 Minute, verbal, somatic, focus		
<b>Range:</b> Touch		
<b>Duration:</b> Instantaneous		
Choose a portion of water that you can touch and fits within a 5 foot cube. You enrich the water		
<b>ETERNAL REPOSE*</b>	<b>LEVEL 5</b>	
<i>Wizardry, Transmutation, Dwarvish, Ritual</i>		
<b>Cast:</b> 1 Action, verbal, somatic, focus		
<b>Range:</b> Touch		
<b>Duration:</b> Permanent		
<b>EUPHORIC TRANQUILITY</b>	<b>LEVEL 8</b>	
<i>Wizardry, Glamour, Amoni</i>		
<b>Cast:</b> 1 Action, verbal, somatic, focus		
<b>Range:</b> Touch		
<b>Duration:</b> 1 round / Wizard level		

A creature under the effect of this glamour enters a state of euphoria. If the target fails a Wisdom saving throw, they treat all creatures as dear friends and abhor violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Wisdom saving throw. If the saving throw succeeds, the creature may act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful, though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

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### EXPEDITIOUS RETREAT LEVEL 1

*Wizardry, Transmutation*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

This spell allows you to move at an incredible pace. When this spell is active, you may use a bonus action on each of your turns to take the Dash action.

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### FALLING FEATHERS LEVEL 2

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** Instantaneous

You create a mass of feathers that fall from the sky, creating a massive pile on the ground. Within moments, the feathers fill a contiguous 5 foot square (5 foot wide, 5 foot deep) per level of the spellcaster.

The feathers are harmless, and don't noticeably impede movement; however vision is obscured in the area for 1 round (disadvantage on Perception checks) and the feathers create a safe place for falling creatures. Each 5 feet of depth will reduce the effective distance fallen by 10 feet when calculating damage. For Large creatures, a pile must be 10 foot wide and 10 foot deep to reduce the fall distance equally; with an additional 5 feet (both wide and deep) needed for creatures above Large. Tiny creatures reduce fall distance by 20 feet for each 5 foot cube of feathers.

**Heightened (+):** for each additional spell level, create an additional 5x5 foot cube of feathers

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### FALSE FUTURE LEVEL 4

*Wizardry, Divination*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 8 hours

You interfere with attempts to predict the target's future by preventing divinations from revealing what the target will do and what will befall the target while under the spell's effects. Instead of the target's true actions or experiences, divinations resolve as if the target will experience some different future you describe as you cast the spell. The target can attempt a Wisdom saving throw to avoid this spell, and creatures using divinations get a Wisdom save to disbelieve the illusions. This spell doesn't prevent divinations cast after the duration's end from determining what the subject actually did during the time you obscured using false future.

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### FAR SIGHT\* LEVEL 1

*Wizardry, Transmutation, Elvish, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 hour

Your sight is increased to be able to see five times farther, like a telescope. You have control over this, and can change magnification as an action. When zoomed in like this, you are at disadvantage to notice anything close; and are at disadvantage for any tasks requiring sight within 60 ft of you.

After the spell is cancelled, you are disoriented for 1 round.

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**FASTIDIOUSNESS** LEVEL 1

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*Wizardry, Enchantment*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 24 hours

While protected by this enchantment. Your person and your clothing stay clean and dry. Dust and moisture slough off immediately; even when you are completely soiled, your appearance prevents to a pristine state over the course of 1 minute. While this spell offers no protection against most attacks, staying constantly sanitary grants you an extra 1d4 on Constitution saving throws against inhaled and ingested diseases.

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**FEARSOME DUPLICATE** LEVEL 3

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*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 10 minutes

You cause a creature to appear larger and more menacing. You may choose the theme of the new appearance, growing up to two size categories larger; however this version plays retains some vestiges of the creatures actual appearance. Creatures who already knew the target gain advantage on saving throws made to disbelief or resist this spell. The new version has no actual substance, it is a simple illusion that can not attack or otherwise harm creatures it

encounters. The target has advantage on Intimidation checks.

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**FEY GATEWAY\***

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**LEVEL 5**

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 minutes, verbal, somatic, material (a piece of green chalk)

**Range:** Touch

**Duration:** Concentration, up to 1 minute

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

This rune only works on The Prime Material Plane, The Shadowfell, or The Feywild; the three twinned planes of existence of Asha. You can not target the location you will arrive, instead you arrive in the location that is relative to the one you cast the spell in within the other plane.

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**FINAL SACRIFICE**

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**LEVEL 3**

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

You disrupt the conjuring energies within a summoned creature, causing it to violently explode. If the target fails a Constitution saving throw, it is immediately slain and all creatures within 20 feet of the target take 1d4 points of damage per spell level of the Cygimancy spell that conjured the target. This damage is fire

damage unless the target creature has a cold or water subtype, in which case it's cold damage. Creatures caught in this explosion take half damage if they succeed at a Dexterity saving throw against your spell save DC. This spell can detonate a Wizard's Eidolon Familiar, however the Eidolon receives an advantage on their saving throw to resist this spell. If an Eidolon is destroyed, the damage delivered is equal to 1d4 + wizard level of the master.

### FIND WATER

### LEVEL 1

*Wizardry, Divination, Orcish*

**Cast:** 1 Action, somatic, focus

**Range:** Self

**Duration:** 1 hour

Your focus provides a tug in the direction of the nearest source of water within a 1 mile radius. You can specify the minimum amount and type of water to seek, and ignore known bodies of water or restrict the depth at which they seek.

### FIREBALL

### LEVEL 3

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 150 feet

**Duration:** Instantaneous

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

**Heightened (+):** 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.

### FIRE BOLT

### CANTRIP

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

**Augmented (5th):** damage increases to 2d10

**Augmented (11th):** damage increases to 3d10

**Augmented (17th):** damage increases to 4d10

### FIRE SNEEZE

### LEVEL 2

*Wizardry, Evocation, Caldorian*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1d4 rounds

You sneeze gouts of fire that can not only set creatures ablaze but also drop them flat on their backs. Once you cast this spell, you must sneeze each round as a standard action - you can take no other action as long as this spell is in effect. Each time you sneeze, you produce a 10-foot-long cone of fire and wind. All creatures caught in this cone take 2d6 points of fire damage - a successful Dexterity save halves this damage. Any creature that fails to resist this spell with a Dexterity save must immediately make a DC 12 Strength save or be knocked prone by the blast of the wind associated with the sneeze.

**Heightened (+):** When cast as a level 3 spell of higher, you deal an additional 1d6 points of damage for each additional spell slot used.

### FLAME WAVE

### LEVEL 4

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self, 40 foot cone

**Duration:** Instantaneous

A rushing burst of fire rips out from you in a rolling wave, filling a 40-foot cone. Each creature in the area must make a Dexterity saving throw. A creature takes 6d8 fire damage and is pushed 20 feet away from you on a failed save; on a successful save, the creature takes hold as much damage and isn't pushed.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 3rd.

#### FLEETING MEMORY

LEVEL 4

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, focus

**Range:** 10 feet

**Duration:** 1 round / level

The target rolls a Wisdom saving throw. On a failure, you create a gap in the target's memory, preventing them from remembering anything that happens from the moment you cast the spell until the moment its complete duration ends. Their memories are intact until the end of the spell's duration, so the target can remember preceding rounds until the spell ends. If the spell ends prematurely, either because you dismiss it or because it was dispelled, it dispersed without affecting its target's memory.

**Augmented (+):** the spells duration is equal to one round for each of your Wizard levels

#### FOG CLOUD\*

LEVEL 1

*Wizardry, Conjunction, Ritual*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 ft

**Duration:** Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

#### FORCED QUIET

LEVEL 1

*Wizardry, Illusion*

**Cast:** 1 Action, somatic, focus

**Range:** 120 feet

**Duration:** 1 round / level

With a gesture, you muffle the sound around a target, making it unable to yell or otherwise make loud noises if they fail a Wisdom saving throw. The target can still use sonic effects, but the DC decreases by 2. The target also gains an advantage on saving throws against sonic effects, and advantage on stealth checks.

#### FORGERY

LEVEL 1

*Wizardry, Transmutation, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (sample handwriting)

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You are able to perfectly duplicate any style of handwriting where you have a suitable sample size. The forgery is good enough to fool even the closest scrutiny, although it does radiate faint magic.

You only need the handwriting sample available at the time of casting, then during the duration you can choose to physically write in the other format.

**Material:** a sample of handwriting you are trying to copy or forge

### FLESH TO PAPER

LEVEL 3

*Wizardry, Transmutation, Amoni*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 hour

A willing creature you touch becomes as thin as a sheet of paper until the spell ends. Anything the target is wearing or carrying is also flattened. The target can't cast spells or attack, and attack rolls against it are made with disadvantage. It has advantage on Dexterity (Stealth) checks while next to a wall or similar flat surface. The target can move through a space as narrow as 1 inch without squeezing. If it occupies the same space as an object or a creature when the spell ends, the creature is shunted to the nearest unoccupied space and takes force damage equal to twice the number of feet it was moved.

When in this form, the creature is vulnerable to slashing and piercing damage.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

### FLOATING DISK\*

LEVEL 1

*Wizardry, Conjunction, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 hour

You create a circular, horizontal plane of force with a polished mirrored surface. It is 3 feet in diameter and 1 inch thick, floating 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell

ends, and everything on the disk falls to the ground.

The disk is immobile when you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like; but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot deep pit, nor could it leave such a pit if it was created at the bottom.

If you move more than 100 feet away from the disk (typically because it can't move around an obstacle to follow you), the spell ends.

As a bonus action you can begin concentrating on the disk, moving it 5 feet per round. In this manner, you may slip an empty disk under an inanimate object and lift it, provided it meets the weight limit. As it moves very slowly, you may not lift an unwilling creature. If you can make a DC 11 concentration check, you may flip it vertical and use the surface as a mirror.

**Heightened (3rd)** Using a 3rd level spell slot you have the ability to ride the disk at a speed of 30 feet per round.

### FREEZE BLOOD

LEVEL 3

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

Make a successful melee spell attack against a living creature with a circulatory system. The creature's blood freezes, and for the spell's duration the creature's speed is halted and it takes 2d6 cold damage at the start of its turn. If the creature takes bludgeoning damage from a critical hit, the attack's damage dice are rolled three times instead of twice. At the end of each of its turns, the creature can make a Constitution saving throw, ending the effect on a success.

## FREEZE POTION

LEVEL 1

*Wizardry, Alkemancy*

**Cast:** 1 Reaction, verbal, focus

**Range:** 25 feet

**Duration:** Instantaneous

You use a reaction when you see a creature within range about to consume a liquid. A blue spark flies from your focus and strikes the liquid, instantly freezing the contents. The substance melts normally thereafter and is not otherwise harmed, but it can't be consumed while it's frozen.

**Heightened (+)** When you cast this spell using a spell slot of 2nd level or higher, the range increases by 5 feet for each slot level above 1st.

## FRIGID STRIKE

LEVEL 2

*Wizardry, Conjunction*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You weave together any type of simple melee weapon out of ice and frost. The weapon forms in your hand, and lasts until the spell ends. It counts as a weapon of that type, and you are proficient. In addition to the damage of the weapon, it is considered magical and deals an additional 1d8 cold damage. On a successful hit, a creature's speed is reduced by 10 (this effect does not stack with other reductions of speed due to cold).

If you drop the weapon or throw it, it dissipates at the end of that turn. While the spell persists, you can use a bonus action to create a new weapon of ice or reform the weapon into a different type.

**Heightened (+):** When you cast this spell using a 3rd or 4th level spell slot, additional damage increases to 2d8. When you cast it using a 5th or 6th level spell slot, the damage increases to 3d8.

When you cast it using a spell slot of 7th level or higher, damage increases to 5d8.

## FRIGID TOUCH

LEVEL 2

*Wizardry, Evocation*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

Your hand glows with a pale blue radiance. Your melee touch attack deals 4d6 points of cold damage and targets your size or smaller are staggered (they must take either an action or a move but not both) for 1 round if they fail a Constitution saving throw. If the attack is a critical hit, the target is staggered for 1 minute instead.

## FROST FALL

LEVEL 2

*Wizardry, Evocation*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1d4 rounds

You cause a 5 foot radial area to be covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed a Constitution save or become staggered for 1 round (they may either take an action or a move but not both). The area remains chilled for the spell's duration. Any creature that starts their turn in the spell's area takes 1d6 points of cold damage, but does not become staggered.

## FROSTBITE

CANTRIP

*Wizardry, Evocation, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 ft

**Duration:** Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and its disadvantage on the next weapon attack roll it makes before the end of its next turn.

**Augmented (5th)** damage increases to 2d6

**Augmented (11th)** damage increases to 3d6

**Augmented (17th)** damage increases to 4d6

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### FROZEN RAZORS

LEVEL 3

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 90 feet

**Duration:** Concentration, up to 1 minute

Razor-sharp blades of ice erupt from the ground or other surface, filling a 20-foot cube centered on a point you can see within range. For the duration, the area is lightly obscured and is difficult terrain. A creature that moves more than 5 feet into or inside the area on a turn takes 2d6 slashing damage and 3d6 cold damage, or half as much on a successful Dexterity saving throw. A creature that takes cold damage from this spell is reduced to half speed until the start of their next turn.

**Heightened (+):** 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.

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### FROSTBITTEN FINGERS

LEVEL 3

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

You fire a ray of intense cold that instantly induces frostbite. With a successful ranged spell attack, this spell causes one of the target's hands to lose sensation. When the spell is cast, the

target must make a successful Dexterity saving throw to maintain its grip on any object with the affected hand. The saving throw must be repeated every time the target tries to manipulate, wield, or pick up an item with the affected hand. Additionally, the target has disadvantage on Dexterity checks or Strength checks that require the use of both hands. After every 10 minutes of being affected by this spell, the target must make a successful Constitution saving throw or take 1d6 cold damage and lose one of the fingers on the affected hand, beginning with the pinkie.

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### FUSILLADE OF ICE

LEVEL 4

*Wizardry, Evocation*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self (30 foot cone)

**Duration:** Instantaneous

You unleash a spray of razor-sharp ice shards. Each creature in the 30-foot cone takes 4d6 cold damage and 3d6 piercing damage, or half as much damage with a successful Dexterity saving throw.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the damage increases by your choice of 1d6 cold damage or 1d6 piercing damage for each slot level above 4th. You can make a different choice (cold or piercing) for each slot level above 4th. Casting this spell with a slot level of 6th level or higher increases the range to a 60-foot cone.

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### GAZE REFLECTION

LEVEL 1

*Wizardry, Abjuration, Caldorian, Reaction*

**Cast:** 1 Reaction, somatic, focus

**Range:** Self

**Duration:** 1 round

When you are the subject of a gaze attack, you defend by locking eyes with your enemy and

reflecting their attack back on them. Such creatures receive a saving throw vs their own gaze effect. The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a Medusa). Only active gaze attacks are blocked by this spell.

If the gaze attack takes more than one round, you may concentrate and continue the effect assuming the attacker continues to fail the appropriate savings throws.

### GEMJUMP

### LEVEL 6

*Wizardry, Enchantment, Dwarvish, Crystal, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (a gem or crystal worth 50 gold)

**Range:** Unlimited

**Duration:** Until Triggered, Instantaneous

You mutter an incantation over an iridescent, faceted gem or crystal. It twinkles in response, and you feel a strong link between you and the stone. When you speak a command word, the two of you are reunited; teleporting you to the location of the specially prepared gem.

You initially cast Gemjump upon the gem focus, which you must touch. After you prepare the stone and when you cast this spell again (uttering a command word), you instantly teleport to the location of the gem, provided you and the stone are on the same plane of existence.

The teleport is always on target. If the area containing the gem is too small for you, you appear in the nearest sufficiently large space. You can transport, in addition to yourself, one Medium or smaller creature per three caster levels, and can bring along objects as long as their weight does not exceed your maximum load.

An unwilling creature can't be teleported by Gemjump. Likewise, a creature's Wisdom save (or spell resistance) prevents items in its possession from being teleported. Unattended, nonmagical objects receive no saving throw.

After you make this teleport, the prepared gem returns to an inert gem and requires preparation to be used again (as mentioned above).

**Material:** a gem or crystal worth 50 gold

### GETAWAY\*

### LEVEL 6

*Wizardry, Runic, Traveling, Ritual, Material*

**Cast:** 1 Minute, verbal, material (chalk infused with gem dust worth 5gp)

**Range:** Touch

**Duration:** 8 hours

You prepare and draw a 30 foot rune that you and up to nine creatures within 30 feet of you can later return to. At any time before the spell's duration expires, you may trigger the spell as a bonus action. At this time, you may choose up to nine willing creatures within 30 feet of you (or their remains and their gear) to the location where you first cast the spell. The original rune must still be intact or the spell fails.

Creatures who do not wish to travel with you at that time can simply choose not to go.

**Material:** chalk infused with gem dust worth 5gp

### GHOUL GLYPH\*

### LEVEL 2

*Wizardry, Runic, Ritual, Material*

**Cast:** 1 Minute, verbal, somatic, material (earth from a ghoul's lair)

**Range:** Touch (5 feet)

**Duration:** Permanent until discharged

You inscribe a rune, approximately 5 feet across, that paralyzes any living creature of Large or smaller size that enters the glyph. You can scribe the glyph to be visible as faintly glowing lines, or invisible. You can inscribe a *Ghoul Glyph* on a portable object, but if that object is moved more than 5 feet, the glyph fades.

Conditions for triggering a *Ghoul Glyph* are stringent. It takes effect on any creature except yourself that moves into the glyph. It affects invisible creatures normally but is not triggered by

those that travel past it ethereally. Only a single *Ghoul Glyph* can be inscribed in a 5 foot square. The glyph cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. *Mislead* and *Nondetection* can fool a *Ghoul Glyph*.

When the rune is activated, the target is paralyzed for 1d6+2 rounds. Additionally, if the target fails a Constitution save, the paralyzed subject exudes a carrion stench that causes distress in all creatures within a 10-foot radius. Those in the radius, including the target must make a Constitution saving throw or be at disadvantage on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks until the paralysis effect wears off.

**Material:** earth from a Ghoul's lair

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#### GIANT FORM

LEVEL 4

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*Wizardry, Transmutation, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 minute / Wizard level

You assume the form of a Large humanoid creature of the giant subtype. Once you assume your new form, you gain a +6 to Strength, -2 to Dexterity, +4 to Constitution, +4 to natural armor class, and low-light vision. You gain the ability of that creature type, such as the ability to throw rocks at a range of 60 feet for 2d6 damage.

**Heightened (8th):** you can assume a Huge form with +8 to Strength, -2 to Dexterity, +6 to Constitution, +6 to Armor Class, low-light vision, and a +10 enhancement to your speed.

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#### GIANT'S JEST

LEVEL 4

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*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic

**Range:** 25 feet

**Duration:** 1 minute

You enlarge a weapon or other object that you can see within range, temporarily making it sized for a Gargantuan creature. The object is twelve times heavier than its original weight and in most circumstances cannot be used effectively by Huge or smaller creatures. The object retains its usual qualities (including magical powers and effects) and returns to normal size when the spell ends. If the object is being held by a creature, it may choose to make a Wisdom saving throw to prevent the transformation.

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#### GIRD ALLY

LEVEL 4

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*Wizardry, Cygimancy, Uskardeen*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round / caster level

You create a magical field around a summoned creature you control that is able to deflect attack made against them. They can add a +1 to their Armor Class for every 6 caster levels you possess (maximum +4 bonus at 18th level).

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#### GLACIAL CASCADE

LEVEL 8

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*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self / 30 feet radius sphere

**Duration:** Instantaneous

By harnessing the power of ice and frost, you emanate pure cold, filling a 30 foot radius sphere. Creatures other than you in the sphere take 10d8 cold damage, or half as much damage with a successful Constitution saving throw. A creature killed by this spell is transformed into ice, leaving behind no trace of its original body.

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#### GLASSEE

LEVEL 6

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*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 Minute

You make a section of metal, stone, or wood transparent as glass. You can target 4 inches of metal, 6 inches of stone, and 20 inches of wood in a section 3 feet by 2 feet. You may make the window transparent only to yourself, or to anyone. The window still retains the strength and properties of the original material.

**Heightened (+):** for each additional spell slot, the viewing area increases by 3x2 feet and thickness by 4, 6, or 20 inches depending on the material.

**GLIMPSE****CANTRIP**

*Wizardry, Divination, Cantrip*

**Cast:** 1 Bonus Action, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

By touching your thumb to your index finger, you create a magical lens through which your vision sharpens and extends. You can see up to 1 mile away with perfect clarity, discerning fine details as though observing something no more than 100 feet from you.

**Heightened (2nd):** By casting with a 2nd level spell slot, and forming the lens with your thumb and middle finger, you also create a Darkvision effect. You can see normally in non-magical darkness to a distance of 120 feet.

**Heightened (3rd):** By casting with a 3rd level spell slot, and forming the lens with your thumb and ring finger, you also gain spectral sight out of 120 feet as if affected by the See Invisibility spell. Heightened (5th): By casting with a 5th level spell slot, and forming the lens with your thumb and little finger, you also gain magical sight out of 120 feet. Observing an object or person will reveal if it is affected by magic and if that magic was created by a Wizardry spell, you learn the spell's school of magic. If you spend the entire duration looking at a magical item or at a person affected

by magic, you learn details about them as if you had cast the Identify spell.

**GLOBULAR HOARD****LEVEL 5**

*Wizardry, Transmutation, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 day / Wizard level

You bond all unattended items that are touching one another within a 5 foot cube per wizard level. This hoard is considered one item, with a total weight equal to the combined weight of every effected item. A singular item at the surface of the pile can be wrenches free with a DC 32 Strength check. If removed in this fashion, it is no longer affected by this spell.

**GLOWGLORY****LEVEL 3**

*Wizardry, Enchantment, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 8 hours

You cause normal stone (a surface area of up to 1 square foot) to radiate light equivalent to a small campfire, and heat enough to warm chilled beings to prevent frostbite, death from exposure, and ensure comfortable sleeping and activity in exposed or icy-cold conditions.

If instead you cast this spell upon a held piece of Blaskskarb (Dwarvish for "Glowstone"), the effect is completely different. Ignore the above effects. The duration is a single round, in which a 100 foot / 5 foot wide beam of power is directed from the glowstone towards a target (make a ranged spell attack). It rends flesh and stone alike in a cutting beam. It can be used to quarry stone or open passages in solid rock. It deals 8d6 points of cutting damage, and has the siege property in that it does double damage against structural objects.

## GLUEY GLOBULE

LEVEL 3

*Wizardry, Alkemancy, Caldorian*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 minute

You make a ranged spell attack to hurl a large globule of sticky, magical glue at a creature within 120 feet. If the attack hits, the target creature is restrained. A restrained creature can break free by using an action to make a successful Strength saving throw. When the creature breaks free, it takes 2d6 slashing damage from the glue tearing its skin. If your ranged spell attack roll was a critical hit or exceeded the target's AC by 5 or more, the Strength saving throw is made with disadvantage. The target can also be freed by causing 20 points of acid or slashing damage to the glue. Any additional damage is transferred to the restrained target. The glue dissolved when the creature breaks free or at the end of 1 minute.

## GLYPH OF OBSTRUCTION\*

LEVEL 4

*Wizardry, Runic, Material, Ritual*

**Cast:** 10 Minutes, verbal, somatic, material (chalk infused with powdered emerald worth 50gp)

**Range:** Touch (20 feet radius)

**Duration:** Special

You inscribe a rune on a solid surface, which blocks all but beasts and humanoids from approaching. Each creature within 30 feet of the rune must succeed a Wisdom saving throw or become frightened for 1 minute. Additionally, non-corporeal creatures that failed this save become corporeal. While frightened, a creature must take the Dash action and move away from the glyph by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the rune, the creature may make a Wisdom saving throw - on a successful save, the spell ends for that creature.

Creatures immune to fear are barred from entering the glyph's radius if they have failed their Wisdom saving throw, and they must wait until their next turn to try again. The Glyph will remain until 4 creatures have breached its outer shell and entered inside, at which case the glyph fades and the spell ends.

**Material:** chalk infused with powdered emerald worth 50gp

**Heightened (+):** for each additional spell slot above 4th, the glyph will hold against 1 additional creature successfully breaching its outer shell

## GLYPH OF WARDING\*

LEVEL 3

*Wizardry, Runic, Material, Ritual*

**Cast:** 1 Hour, verbal, somatic, material (oil infused with powdered diamond worth 20gp)

**Range:** Touch

**Duration:** Until dispelled or triggered

When you cast this spell, you inscribe a glyph that stores spell energy on a surface (such as a table or a section of floor or wall), or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. The glyph can be no larger than 10 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken and the spell ends without being triggered. The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. You decide what triggers the glyph when casting the spell. Most typical triggers involve touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance, or manipulating the object on which the glyph is inscribed. Once the glyph is triggered, the spell ends.

You can further refine the trigger to activate only under certain conditions or circumstances such as the physical characteristics of those that

trigger it (e.g. height, weight or race), or the utterance of a word or phrase. You may store a spell of 3rd level or lower in the glyph that is triggered, which is cast at the same time as this rune and stored. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell requires concentration, it lasts until the end of its full duration.

Alternatively, you may have this rune release harmful energy when triggered. Choose acid, cold, fire, lightning, or thunder damage when inscribing your rune - causing an eruption of energy 20 feet in diameter centered on the creature that triggered the glyph. All creatures within the area of effect must succeed a Dexterity saving throw or take 5d8 damage of the defined type, half damage on a successful save.

**Material:** oil infused with powdered diamond dust worth 20gp

**Heightened (+):** when you cast this spell using a spell slot of 4th level or higher, the damage of the glyph increases by 1d8 for each slot level above 3rd. When creating a spell glyph, you can store any spell of up to the same level as the slot you use to make this glyph.

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## GOZREH'S TRIDENT LEVEL 2

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*Wizardry, Conjunction, Merrow*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

A 4 foot long, blazing, forked bolt of electricity spring forth from your hand. You wield this spear-like bolt as if it were a trident (you are considered proficient with the bolt). Attacks with Gozreh's Trident are melee touch attacks. The bolt deals 1d8 of electricity damage. Since the bolt is immaterial, your Strength modifier does

not apply to the damage. The bolt can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

**Heightened (+):** 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.

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## GRAPPLING SCARF LEVEL 1

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*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, material (a scarf)

**Range:** Touch

**Duration:** 1 minute / Wizard Level

A scarf you are wearing frays at the end into hook-like shapes and can extend to incredible lengths. Although your scarf retains its weight, its frayed ends function as a grappling hook that can be thrown with a range increment of 20 feet. Your scarf elongates to 100 feet the first time it is thrown during the spell duration. Regardless of its apparent material, the scarf is as strong and easy to climb as a knitted silk rope. At the end of the duration, the scarf detaches and returns to its former shape, fluttering down from its position if you haven't already retrieved it.

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## GREEN-FLAME BLADE CANTRIP

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*Wizardry, Evocation, Cantrip, Amoni, Material*

**Cast:** 1 Action, somatic, material (a melee weapon)

**Range:** Touch (5 foot radius)

**Duration:** Instantaneous

You brandish the weapon used in the spell's casting and are a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and you can cause green fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spell casting ability modifier.

**Material:** a melee weapon

**Augmented (5th):** the melee attack deals an extra 1d8 fire damage, and the fire damage to the second creature increases to 1d8 + your spell attack modifier

**Augmented (11th):** both damage rolls increase to 2d8 and 2d8 + spell attack modifier

**Augmented (17th):** both damage rolls increase to 3d8 and 3d8 + spell attack modifier

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### GUARDIAN ARMOR

LEVEL 1

*Wizardry, Enchantment*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

This spell enchants a suit of armor, causing it to animate and don itself on a target within range. The target must be the same size and general shape for the armor for it to be properly donned. The target is granted the immediate benefit of its protection. If the target was already wearing armor, the spell fails.

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### GUIDING BEACON

LEVEL 3

*Wizardry, Divination*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** Self

**Duration:** 1 day / level

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of *teleport* or similar spells, and can be used as an anchor in place of a Teleportation Circle if you are on the same plane. You can only attune yourself to one location at a time. If you

cast the spell at another spot you lose the ability to locate your original area.

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### GUST OF WIND

LEVEL 2

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self (60 foot line)

**Duration:** Concentration, up to 1 minute

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the spell's duration. Each creature that starts its turn in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line.

Any creatures in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you.

The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them also.

As a bonus action on each of your turns before the spell ends, you can change the direction in which the line blasts from you.

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### HARDENING

LEVEL 6

*Wizardry, Transmutation, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You increase the hardness of materials. Paper becomes harder to tear, glass becomes harder to break, wood becomes more resilient, and so on. For every two wizard levels, increase the hardness (the amount of damage the object can absorb each round) by 1. This hardness increase improves only the material's resistance to damage. Nothing else is modified by the improvement. For example, a longsword (base

hardness 10) affected by a hardening spell cast by a 12th-level caster would have a new hardness of 16 for purposes of ignoring damage caused by someone using the sunder action. The swords hit points, attack and damage modifiers, and other characteristics are not affected. The hardening spell does not in any way affect resistance to other forms of transformation. Ice still melts, paper and wood still burn, rock still becomes transmutable to mud with the proper spell, and so on. This spell affects up to 10 cubic feet per level of the spellcaster. If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

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**HASTE** LEVEL 3

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

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**HASTY PERUSAL** LEVEL 1

*Wizardry, Divination*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You gain a brief but incomplete understanding of one book's contents, equivalent to having skimmed its pages for 1 minute. This insight is not sufficient to translate unknown languages,

decipher codes, or memorize text, but it does allow you to learn what topics the book discusses - invaluable to one who must make a snap decision when performing research or deciding whether or not to abscond with a volume.

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**HIDE OBJECT** LEVEL 1

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 hour

You cause one object less than the size of your arm to meld into your flesh, accompanied by a disgusting sucking sound. The object disappears completely inside of your arm, and thereafter for the duration of the spell, you can remove and replace the object as a move action.

The object must be able to fit inside of your arm, and you retain the use of your hand. The outline of the object can be seen as slightly raised flesh; but those searching you have a DC 25 Perception check to notice.

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**HIDDEN SYMBOL\*** LEVEL 1

*Wizardry, Illusion, Ritual*

**Cast:** 1 Bonus Action, somatic, focus

**Range:** Touch

**Duration:** 10 months

You emblazon a non-living surface with an invisible symbol or glyph of your design that can only be seen when using a *Detect Magic* or *Truesight* spell or ability. The Grand Fellowship Of Mages use these symbols to warn of danger, or pronounce a claim to hospitality.

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**HIDDEN KNOWLEDGE\*** LEVEL 2

*Wizardry, Runic, Ritual, Material*

**Cast:** 1 Minute, somatic, material (ink infused with copper)

**Range:** Touch  
**Duration:** Permanent

You safeguard important knowledge - even from yourself. While casting this spell, you recite one piece of knowledge (up to a maximum of 50 words). Upon completion of the spell's casting, you transfer the knowledge from your mind to your skin in the form of an intricate, runic tattoo placed anywhere you choose on your body. The knowledge disappears utterly from your mind, and you might not realize you forgot something. The magic of the spell patches over gaps in your memory with recollections from the past.

If this rune is dispelled, the knowledge is lost forever. A *Rune Trace* will allow the information to be learned once again.

**Material:** ink infused with copper worth 1 cp

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**HISTORY** **LEVEL 1**

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*Wizardry, Divination, Elvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You tune in to the impressions of an object, and can divine more of the essence of the item. You learn if it has any secret compartment, and can get a feint sense for if it was touched within the last 24 hours.

**Augmented (5th)** you also learn the objects age, and a general sense of an appraisal of its worth

**Augmented (11th)** if the object was ever owned, you see an image of its last owner

**Augmented (17th)** you gain an understanding of all of the item's prior owners

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**HOARFROST** **LEVEL 3**

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*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Instantaneous

You strike your palm on the ground, causing five streaks of icy frost crackle across the ground to attack 5 enemies you can see within 60 feet. The ice then climbs up their bodies causing damage. Each creature must make a Dexterity savings throw or take  $8d6$  cold damage, half damage on a successful save. The frost extinguishes any flames on the targets.

You can cause all five streams to attack a single target instead, doing  $10d6$  damage.

**Heightened (+)** Each spell slot above level 3 adds 1d6 cold damage.

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**HOUND** **LEVEL 1**

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*Wizardry, Cygimancy, Uskardeen*

**Cast:** 1 Action, verbal, semantic, focus

**Range:** 30 ft

**Duration:** 8 hours

You conjure a spectral hound in an unoccupied space you can see within range, where it remains for the duration, until you dismiss it as an action, or until you move more than 100 feet away from it.

When you present the hound with a scent, it can track that scent like a bloodhound with advantage on hearing and smell. Its perception bonus is equal to your spell attack modifier. It has AC 12 and 1 hit point. When it takes damage, it disappears and the spell is ended.

**Heightened (3rd):** When you cast this spell with a 3rd level spell slot or higher, the hound has the statistics of a Mastiff and rolls initiative and can participate in combat. It is 2 feet high and weighs 200 pounds.

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**HYPNOTIC MISSIVE** **LEVEL 2**

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*Wizardry, Runic, Material*

**Cast:** 1 minute, verbal, somatic, material (ink made from powdered amber worth 5gp)

**Range:** Touch

**Duration:** 14 days

You write on parchment, paper, or some other writing material and imbue it with a powerful rune that lasts for the duration. What is actually written is unimportant; as long as they are punctuated with the Hypnotic Rune. When a creature reads the message a glamour is laid upon the reader that there is some importance to the message that must be discovered. A creature that reads the message must succeed on a Wisdom saving throw or be compelled to continue reading and rereading the writing, attempting to glean its meaning and importance. During combat, a creature so enthralled can take no actions or reactions on its turn, but can move if it chooses or needs to do so (to remove itself from danger, for example). A creature under the influence of the hypnotic missive can make a new saving throw every turn to end the effect. For creatures in nonthreatening conditions, they can make a new saving throw against the effects every hour.

Once a creature has made a successful save, it recognizes the magical compulsion that has affected it. This does not provide immunity from the spell, however, and if the creature reads the words again, it must make another save or fall under the spell's effects once more.

## HYPNOTISM

LEVEL 1

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 2d4 rounds

Your gestures and droning incantation fascinates nearby creatures, causing them to stop and stare blankly at your arcane focus if they fail a Wisdom saving throw. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many

total HD of creatures you can affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. Creatures in combat have advantage on the saving throw. When the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. When the effect ends, the creature rolls a final Wisdom saving throw. On a failure, the creature retains its new attitude toward you, but only with respect to that particular request. On a success, the creature realizes a fuzziness in their memory; and on a critical success they remember everything.

**Heightened (+):** you may choose to upcast this spell and instead of rolling 2d4 you may target 2 Hit Die of creatures per spell slot level you use.

## HYPOTHERMIA

LEVEL 4

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** self, 20 foot radius

**Duration:** Concentration, up to 5 rounds

The area around you within a 20 foot radius suddenly drops to a deadly temperature, as you absorb the heat from the surrounding area.

Creatures within this area (including you) must make a Constitution saving throw when the spell is cast and again at the start of each of your turns while the spell is in effect.

When you fail your saving throw, you take 1d6 fire damage, and when creatures fail within the area, they take 3d8 cold damage (half on a successful save). The magic causes them to lose body heat faster than they can produce it.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you deal an

additional 1d8 damage per level; you take an additional 1d6 damage.

### ICE BURN

### LEVEL 3

*Wizardry, Evocation*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You instill a deep cold into the body of a creature within range, damaging it and impairing joints and muscles. The target takes 3d10 cold damage and has disadvantage on all Dexterity checks and Dexterity saving throws until this damage is healed.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature within range for each slot level above 3rd. Each additional target must be within 30 feet of at least one other target.

### IDENTIFY DWEOMER\*

### LEVEL 1

*Wizardry, Meta, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You choose one object that you must touch throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them (e.g. whether it requires attunement to use, how many charges it has). You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

**Heightened (6th):** When you cast this spell using a 6th level spell slot, the duration extends to 1

minute. You can observe magical auras. Each round, you may example a single creature or object that you can see as a free action. In the case of a magic item, you learn its function (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, and its effect - if the spell is of a lower level than 6th.

An attended object may attempt a Wisdom save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by this spell for another 24 hours.

### IGNI RUNE\*

### CANTRIP

*Wizardry, Rune, Ritual, Material*

**Cast:** 1 Minute, verbal, somatic, material (ash)

**Range:** Touch

**Duration:** 1 Minute

You trace a rune up to 5 feet in diameter on a surface in ash, causing it to ignite in flame.

Creatures and objects inside of the rune take 1d6 points of fire damage per round, and catch fire.

### ILLUSION OF CALM

### LEVEL 1

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, focus

**Range:** Self

**Duration:** 1 minute

You create an illusory double that takes the same space as you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you move or cast spells. This effect ends if you make a hostile action or move more than 10 feet from the illusion.

## ILLUSORY CROWD

LEVEL 1

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 100 ft

**Duration:** 1 minute / wizard level

You create the illusion of a stationary group of people milling about. They can be of any humanoid race or ethnicity you are familiar with, and they speak a language of your choice that you know. To anyone not paying close attention, their conversations sound perfectly normal but are in fact repetitive and essentially meaningless.

The crowd appears to be a group of typical citizens, and cannot duplicate any specific group, guild, or military squad.

The crowd affects movement and provides cover like a real crowd, but anyone who disbelieves the illusion can move and attack through the crowd without impediment. Each round a creature enters or makes an attack through a crowd-filled square, it can attempt to save to disbelieve the illusion. Similarly, any creature that spends a round listening to or talking to the crowd can attempt to save to disbelieve the illusion.

## ILLUSORY TRAP\*

LEVEL 3

*Wizardry, Illusion, Ritual*

**Cast:** 1 Action, verbal, focus, focus

**Range:** Touch

**Duration:** 24 hours

You create the illusion of a trap upon an object you touch, such as a door, a chest, or a 5-foot square area of floor. A creature specifically looking for traps that examines the object must make a Wisdom saving throw. On a successful save, the creature takes 1d10 psychic damage, the spell ends, and the creature realizes that the trap was not real.

On a failed save, the creature believes the object contains a trap. If the creature then tries to disarm or otherwise interact with the trap in order to set it off, it must make a Dexterity check

against your spell save DC. On a successful check, the creature takes 1d10 psychic damage and realizes the trap is not real. On a failed check, the creature takes 3d10 psychic damage and is stunned for 1 round, believing that it accidentally set off the trap and was injured by it.

## ILLUSORY WALL

LEVEL 4

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 24 hours

You create a 10x10x1 foot illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. The spell can be used to hide pits, traps, or normal doors. Touch or probing reveals the true nature of the surface, though such measures do not cause the illusion to disappear. A Wisdom saving throw when interacting with the illusion assists in understanding its true nature.

## IMBUE FAMILIAR

LEVEL 6

*Wizardry, Cygnimancy*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 hour/ Wizard Level

You transfer a number of your spells and the ability to cast them into your Familiar. This permits your familiar to cast these spells, subject to the restrictions below. You can imbue any spell you have currently prepared. You may imbue one spell per three Wizard levels you possess, with a maximum spell level of one-third your caster level, rounded down (maximum 5th level). Multiple castings of this spell have no effect on these limits, and overwrite previous castings.

The transferred spell's variable characteristics (range, duration, area, and so on) function

according to your level. Once you cast this spell on your Familiar, both the spell slot from which you cast the spell and the spell slots of the transferred spells remain unavailable for the preparation or casting of new spells until the Familiar uses the transferred spells or this spell expires.

The spell can be dispelled, if this happens, the spells transferred are lost as if the Familiar had cast them. In an anti magic field, the Familiar loses the ability to cast the imbued spells, but regains it again if it leaves the field (as long as this spell's duration hasn't expired).

If any transferred spell requires a focus or material components, you must have it on your person when the spells are cast (components are consumed as normal without requiring you to bring them to hand). Any XP costs from a transferred spell are deducted from your total when the Familiar casts the spell.

### IMPART MIND

LEVEL 6

*Wizardry, Enchantment, Elvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 hour / Wizard level

You temporarily infuse your intelligence into an item by siphoning off a tiny portion of your own mind. Items with an existing intelligence cannot be affected.

When you cast this spell on an item, it gains an Intelligence, Wisdom, and Charisma Of 10 and gains your base personality. You have no special control over the item once it becomes intelligent, although it being an extension of you will be cooperative.

The object can communicate via speech and has normal senses up to a range of 60 feet. It speaks and reads one language that you know.

### IMPENDING ALLY

LEVEL 3

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 40 feet

**Duration:** Concentration, up to 2 rounds

You summon a duplicate of yourself as an ally who appears in an unoccupied space you can see within range. You control this ally, whose turn comes immediately after yours. When you or the ally use a class feature, spell slot, or other expendable resource, it's considered expended for both of you. When the spell ends, or if you are killed, the ally disappears immediately.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the duration is extended by 1 round for every two slot levels above 3rd.

### INHIBITING PILLARS

LEVEL 4

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 100 feet

**Duration:** Concentration, 1 round / level

You create a vibrant pillar of translucent kaleidoscopic color that rises out from the ground. The pillar has a 10 foot radius and is 40 feet high. A creature attempting to move through the pillar must succeed a Wisdom saving throw, otherwise they can't move through and can't take any additional turns that round. Once a creature succeeds at the saving throw, they are immune to the effects of this spell.

A creature standing inside the pillar is dazzled with over stimulation of the eyes and is at disadvantage on Attack and Perception checks (no save) while they remain inside. A ranged attack through the pillar is made at disadvantage.

**Augment (6th):** you create two pillars

**Augmented (9th):** you create three pillars

**Augmented (12th):** you create four pillars

**Augmented (15th):** you create five pillars

<b>INNOCUOUS ASPECT</b>	<b>LEVEL 3</b>	<b>Range:</b> Touch <b>Duration:</b> Instantaneous
<i>Wizardry, Illusion</i>		
<b>Cast:</b> 1 Action, verbal, somatic, focus <b>Range:</b> Self (20 foot radius) <b>Duration:</b> Concentration, up to 10 minutes		You touch a surface and produce the equivalent of a monochrome painted portrait of either yourself or a creature you can see. This is done using the surrounding mana rather than paint, which is as less durable than normal paint as it never dries and can be removed by mundane means such as rubbing it off. The detail of the painting is poor, but otherwise accurate enough to recognize the subject. The portrait reflects your perception of the creature depicted, including any disguises, magical or mundane that the subject is wearing at the time of the painting's creation.
An area of false vision encompasses all creatures within 20-feet of you. You and each creature in the area that you choose to affect take on the appearance of a harmless creature or object, chosen by you. Each image is identical, and only appearance is affected. Sound, movement, or physical inspection can reveal the ruse. A creature that uses its action to study the image visually can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what its sees, that creature sees through the image.		
<b>INSTANT AEROSOL</b>	<b>LEVEL 2</b>	<b>INSTANT SEARCH</b>
<i>Wizardry, Alkemancy, Material</i>		<b>LEVEL 1</b>
<b>Cast:</b> 1 Action, verbal, somatic, focus, material (a potion) <b>Range:</b> Touch (5 feet) <b>Duration:</b> Instantaneous		<b>Cast:</b> 1 Bonus Action, verbal, focus <b>Range:</b> Self <b>Duration:</b> 1 round
You place your wand beneath an open potion as you cast this spell. The potion is vaporized into a cloud that extends out five feet from you in all directions. All creatures in range, including yourself, that breathe in the magical vapors can benefit from the effects of the potion. The duration is divided equally among those partaking, rounding down any fractions. If the spell is used with a <i>Potion Of Healing</i> , all creatures in the area receive the average number of hit points that would be healed by a potion of that type.		By pointing your focus at a nearby small area nearby and whistling briefly, you release the power of the spell, granting you knowledge of the area you indicated.
<b>INSTANT PORTRAIT</b>	<b>LEVEL 1</b>	<b>INTELLECT FORTRESS</b>
<i>Wizardry, Conjuration</i>		<b>LEVEL 3</b>
<b>Cast:</b> 1 Action, verbal, somatic, focus		<b>Cast:</b> 1 Action, verbal <b>Range:</b> 30 feet <b>Duration:</b> Concentration, up to 1 hour
		For the duration, you or one willing creature you can see within range has resistance to psychic damage, as well as advantage on Intelligence, Wisdom and Charisma saving throws.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

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INVISIBILITY SPHERE	LEVEL 3
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*Wizardry, Illusion*

**Cast:** 1 Action, somatic, focus

**Range:** Self (10 foot-sphere)

**Duration:** 10 minute

You and all targets within a 10 foot radius are rendered invisible except to each other as long as you remain within the spell's area. A creature leaving the radius becomes visible, and those that enter become invisible. If any creature made invisible by this spell makes a hostile action, the spell ends after the hostile action is completed.

**Heightened (5th):** The duration increases to 1 hour

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IRON BODY	LEVEL 8
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*Wizardry, Transmutation, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 minute

You transform your body into living iron, which grants you several powerful resistances and abilities. You gain damage reduction 15 (absorbing 15 points of damage each round). You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire. However, you also become vulnerable to all special attacks that affect iron golems.

You gain a +6 enhancement bonus to your Strength score, but you take a -6 penalty to Dexterity as well (to a minimum Dexterity score of 1), and your speed is reduced to half normal. You have disadvantage on spell casting requiring somatic components. Your armor class becomes 18, just as if you were clad in full plate armor. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

Your weight increases by a factor of 10, causing you to sink in water like a stone. However, you could survive the lack of air at the bottom of the ocean—at least until the spell duration expires

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ITCH	CANTRIP
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*Wizardry, Glamour, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 20 feet

**Duration:** Concentration, up to 1 minute

The target makes a Constitution savings throw, or you cause it to itch fiercely in the spot of your choosing. The subject is at disadvantage for all Dexterity based skills, checks and saves for the duration. The target can take a turn to scratch the spot to stop the effect.

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ITEM FAÇADE	LEVEL 1
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*Wizardry, Illusion*

**Cast:** 1 Action, verbal, focus

**Range:** Touch

**Duration:** 1 hour

You make the target object look and feel as though it were in much better or worse physical condition. When you cast this spell, decide whether you want to make the object look decrepit or perfect. An item made to look

decrepit appears broken and shoddy. An intact item made to look better appears as though it's brand new and highly polished or well maintained. A broken item appears to be intact and functional. Destroyed items can't be affected by this spell. A creature that interacts with the item can attempt to disbelieve the illusion.

**Heightened (+)** Using a 2nd level spell slot increases the duration to 24 hours, and a 4th level spell slot makes it permanent

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**JUMP\*** LEVEL 1

*Wizardry, Transmutation, Cantrip, Ritual, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

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**KEYHOLE** LEVEL 1

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, focus

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You cause a single door or gate to have a keyhole where none existed before, or double the size of an existing keyhole. A conjured keyhole allows you to peer through the door, though the limited perspective imposes a -10 penalty on Perception checks. Enlarging an existing keyhole allows viewers to peer through to whatever lays beyond, even if the preexisting keyhole did not allow it, and reduces the DC to pick the lock by 5.

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**KNOCK** LEVEL 2

*Wizardry, Enchantment*

**Cast:** 1 Action, verbal, focus

**Range:** 60 feet

**Duration:** Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is struck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

When you cast the spell, a loud knock, audible from as far away as 300 feet emulates from the target object.

**Heightened (3rd)** when you cast this spell using a spell slot of 3rd level or higher, you can target objects held shut with the *Arcane Lock* spell (assuming the spell slot you upcast this with beast the level the lock was cast with). If successful, the lock is suppressed for 10 minutes, during which time the target can be opened and shut normally.

**Heightened (6th):** when you cast this spell using a spell slot of 6th level or higher, the spell not only gains the effects as if it was cast as a 3rd level (above), but also a number of objects equal to your Wizard level.

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**KNOW THE SIZE OF THE HIDDEN\*** LEVEL 1

*Wizardry, Divination, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You touch an object that is partially buried or obscured, such as a mineral deposit or an iceberg. You gain a mental image of its general size and shape if it is a continuous substance or artifact. If the sheer size of the target touched is greater than 2 miles per Wizard level along any axis, or if the object is extradimensionally active, then you must succeed on an Intelligence saving throw with a DC of 20 or fall unconscious for 1d10 minutes.

This spell gives the impression of the outline and shape of the object, and is not precise enough to provide a “map” of any internal layouts.

51-75	Deal 1d8 + star mod damage to self with item in hand
76-100	Attack nearest creature

## LACERATE LEVEL 2

*Wizardry, Evocation, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Instantaneous

You make a swift cutting motion through the air with your arcane focus to lacerate a creature you can see within range. The target must make a Constitution saving throw. It takes 4d8 slashing damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the wound erupts with a violent spray of blood, and the target gains one level of exhaustion.

**Heightened (3rd):** 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.

## LESSER CONFUSION LEVEL 1

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 round

You cause a single creature to become confused for 1 round. If they fail a Wisdom saving throw, they are unable to determine their own actions until your next turn. Instead of taking their turn, they roll on the following table to see what they do:

d%	Behavior
01-25	Act Normally
26-50	Do nothing but babble incoherently

## LIGHTEN OBJECT LEVEL 1

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, focus

**Range:** 30 feet

**Duration:** 10 minutes

The target’s weight decreases by half. If the spell is cast on armor, the armor’s armor shifts its category (heavy -> medium, medium -> light, light -> none). Creatures resist with a Wisdom saving throw.

**Heightened (3rd):** duration increases to 1 hour

**Heightened (6th):** duration increases to 24 hours

## LIGHTNING BOLT LEVEL 3

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self, 100-foot-line

**Duration:** Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in that line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren’t being worn or carried.

**Heightened (4th):** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot above 3rd.

## LIGHTNING LURE CANTRIP

*Wizardry, Evocation, Cantrip, Merrow*

**Cast:** 1 Action, somatic

**Range:** 15 ft

**Duration:** Instantaneous

You create a lash of lightning energy that strikes one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line towards you and then take 1d8 lightning damage if it is within 5 feet of you.

**Augmented (5th)** damage increases to 2d8

**Augmented (11th)** damage increases to 3d8

**Augmented (17th)** damage increases to 4d8

## LIPSTITCH

## LEVEL 2

*Wizardry, Conjuration*

**Cast:** 1 Action, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

If a target fails a Constitution saving throw, you sew the target's lips tightly together with a string made from magic. The target takes 1d6 points of damage as the stitches weave through flesh, and they can not make clear speech, bite attacks, cast spells with verbal components, or use verbal command words. The victim can still make enough noise to be heard at a distance with a DC 10 Perception check.

The thread can be burst with a Strength check equal to your spell casting modifier; or can be sliced open with a piercing or slashing weapon (wielded by the target or an ally). Both of these count as a single standard action and deal an additional 1d6 points of damage. Optionally, the thread can be removed more carefully with no harm over the course of a minute with a DC 20 Medicine check.

Creatures without mouths are unaffected by this spell. Creatures with multiple mouths lose the use of only one mouth per casting - the particular mouth is chosen by the caster.

## LIQUIFY

## LEVEL 4

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 round / wizard level

You target an object weighing up to 1 pound / wizard level. It becomes a liquid version of itself and drips or runs like a thin oil until it pools on any flat surface. If the item has magical or alchemical properties, they become inert of the duration of the spell. If you are holding the item when you cast this spell, you can drain it into a bottle. Items with hit point damage or the broken condition regain 5 hit points if drained into a bottle in this way. The duration of any temporary effects (such as poison applied to a blade) pass normally and may expire while the object is in liquid form. The liquid is clearly unsafe to drink, but it, for some reason, a creature does drink the liquid and the spell ends; the creature takes 3d6 points of damage, and brings up the solid version of the item as a standard action in a coughing fit. Any spell, effect or action that would disperse or dilute an object affected by liquify forces the object to attempt a Constitution save (using the effect's DC, or DC 15 for effects with no saving throw of their own, such as pouring a liquified object into a stream). A failed save causes the object to gain the broken condition. If the item is already broken, it is instead destroyed on a failed save. Liquify has no effect on artifacts, constructs, or intelligent magical items.

## LIVING HISTORY

## LEVEL 5

*Wizardry, Divination*

**Cast:** 10 minutes, verbal, somatic, focus, material (a moon opal worth at least 25 gp)

**Range:** Self, 30 feet radius

**Duration:** Concentration, up to 10 minutes

You create realistic illusions of an event in history. Shimmering pale blue illusions reenact a historic

event; producing sound. You must state or describe an event using 25 words or less. The more specific the words, the more specific the illusions. The spell forms itself around the land where you cast this spell in a 30 foot radius, recreating the illusory echoes in that location. The more significant the event, the easier it is to target if searching for a specific event. This spell only works at finding events before your lifetime. When searching for a specific event, the GM may require you to roll a History check.

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**LOCATE PORTAL** LEVEL 1

*Wizardry, Traveling*

**Cast:** 1 Action, verbal, somatic

**Range:** 1 mile / level

**Duration:** Concentration, up to 10 minutes

You cast this spell and feel a mental pull in the direction of any active or operable portal leading to another plane within range of the spell. If multiple portals are present, you are pulled only to the nearest one. If moving causes you to become closer to a different portal, you become drawn to that one instead. The spell gives you the direction of the portal only, not a route. Once you are within 10 feet of the portal, you no longer feel the pull, only the portal's presence. The spell does not pinpoint or otherwise reveal hidden portals, nor does it do anything to aid in opening or operating them.

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**LOCKSIGHT** LEVEL 1

*Wizardry, Divination*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 hour

The target may use an action to observe a lock that they are aware of (or object that includes a lock, such as a chest or door) that is within 60 feet. They automatically determine whether it is open, closed, or jammed. If the target creature is

trained and proficient with Thieves Tools, they may concentrate for 3 rounds to determine the quality of the lock (simple, average, good, or superior). This spell does not enable the target to see hidden locks, such as those on secret doors.

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**LONG ARM** LEVEL 1

*Wizardry, Transmutation, Orcish*

**Cast:** 1 Action, verbal, somatic

**Range:** touch

**Duration:** 1 Minute

You cause the target's arms to temporarily grow in length, increasing their reach with those limbs by an additional 5 feet. Those not wishing this to occur can resist with a Constitution saving throw.

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**LOSE THE TRAIL** LEVEL 1

*Wizardry, Conjunction, Uskard*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous / Permanent

Obscure tracks in a 15 foot x 15 foot cube. This increases the DC of any Survival check to track in that area by +2.

**Heightened (+):** when you cast this spell using a spell slot of 2nd level or higher, you can increase the DC of the Survival check by an additional +2 for each additional slot.

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**MAD MONKEYS** LEVEL 3

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 minute

You conjure a swarm of screeching, mischievous monkeys. The swarm understands and obeys your commands and has the statistics of a monkey swarm. The monkeys attempt one

disarm maneuver each turn as a free action against any creature that begins its turn in the swarm, using your spell attack bonus for the attack. The item is lost in the swarm of tiny monkey hands. Recovering an item requires a successful disarm attack against the swarm. An object stolen by the monkeys takes swarm damage each round the swarm is in possession of the object

### MONKEY SWARM

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

**Armor Class:** 13

**Hit Points:** 64 (12d8)

**Speed:** 30 ft, 30 ft climb

**Skills:** Acrobatics +7

**Damage Resistance:** Bludgeoning, Piercing, Slashing

**Senses:** Passive Perception 11

**Agility:** The swarm has advantage on all Athletics and Acrobatics checks.

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

**Swarm Attack:** Melee Weapon Attack. +7 to hit, reach 0ft, hits all targets in the swarm's space (10 ft cube). Hit 3d6 bludgeoning damage..

### MAGE ARMOR

LEVEL 1

*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 8 hours

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

**Heightened (4th)** when cast as a 4th level spell, the target gains an armor class of 18

### MAGE HAND

CANTRIP

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 minute

A spectral floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast the spell again.

You can use your action to control the hand as if it were your own. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds. It has a Strength of 1.

### MAGE WING

LEVEL 3

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 10 minutes

You touch a willing creature. The target's arms transform into large feathered wings, and gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

**Heightened (+)** when you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

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MAGE'S DISJUNCTION LEVEL 9

*Wizardry, Enchantment, Elvish*

**Cast:** 1 Action, verbal, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You cause all magical effects and magic items within a 40 foot radius, except for those that you carry or touch, to be disjoined. That is, spells and spell-like effects are unraveled and destroyed completely (ending the effect as a *dispel magic* spell does), and each permanent magic item must make a successful Wisdom save or be turned into a normal item for the duration of this spell. An item in a creature's possession uses its own Wisdom save bonus or its possessor's Wisdom save bonus, whichever is higher. If an item's saving throw results in a natural 1 on the die, the item is destroyed instead of being suppressed.

You also have a 1% chance per caster level of destroying an *antimagic field*. If the *antimagic field* survives the *disjunction*, no items within it are disjoined.

You can also use this spell to target a single item. The item gets a Wisdom save at a -5 penalty to avoid being permanently destroyed. Even artifacts are subject to *mage's disjunction*, though there is only a 1% chance per caster level of actually affecting such powerful items. If successful, the artifact's power unravels, and it is destroyed (with no save). If an artifact is destroyed, you must make a DC 25 Wisdom save or permanently lose all spellcasting abilities.

These abilities cannot be recovered by mortal magic, not even *miracle* or *wish*. Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

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MAGE'S LUCUBRATION

LEVEL 6

*Wizardry, Meta, Merrow*

**Cast:** 1 Bonus Action, verbal, focus

**Range:** Self

**Duration:** Instantaneous

You instantly prepare any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The chosen spell is stored in your mind as though prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

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MAGIC AURA\* LEVEL 1

*Wizardry, Meta, Ritual*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** Touch

**Duration:** until the next time you make your daily preparations

You alter the appearance of an item's magic aura that becomes visible with detection magic. You can choose to have the aura appear as that of a common magic item of twice the value of the spell slot used to cast this spell; or have it register as being under the effects of a spell of your choice lower than the value of the spell slot. If the target is magical, you can instead choose to have it appear as entirely non-magical.

Alternatively, you can mask the target item from divination magic that would locate, seek or scry it.

**Heightened (+)** Cast with a 2nd level spell slot, you can target a creature instead of an object. When you do, you can either conceal the auras of all magic items it has or have that creature's aura be masked or appear as if it were under the effect of a spell you know.

**MAGIC EYE****LEVEL 2**

*Wizardry, Abjuration, Elvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** 1 hour

You creature an invisible “third eye that remains stationary in a location within range. As a bonus action, you can shift your sight either into and out of the eye - seeing through it. While this is occurring you lose visual sense from your body; but retain your other senses. The eye sees as well as you see naturally, and can not be magically augmented (e.g. see invisibility). Even when not looking through the eye, you are always passively aware and alerted of motion that occurs in front of the eye, but not what causes it.

**MAGIC CIRCLE\*****LEVEL 3**

*Wizardry, Runic, Ritual, Material*

**Cast:** 1 Minute, verbal, somatic, material  
(powdered silver and iron worth 10sp)

**Range:** Touch

**Duration:** 1 hour

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways: The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interlunar travel to do so, it must first succeed on a Charisma saving throw. The creature has disadvantage on attack rolls against targets within the cylinder. Targets within the cylinder can't be charmed, frightened, or possessed by the creature. When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

**Material:** powdered silver and iron worth 10gp

**Heightened (+):** when you cast this spell using a spell slot of 4th or higher, the duration increases by 1 hour for each slot above 3rd.

**MAGIC MISSILE****LEVEL 1**

*Wizardry, Evocation*

**Cast:** 1 action, verbal

**Range:** 120 feet

**Duration:** Instantaneous

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

**Heightened (+):** When you cast this spell using a spell slot of 2nd or higher, the spell creates one more dart for each slot level above 1st.

**MAGIC MOUTH\*****LEVEL 2**

*Wizardry, Illusion, Ritual*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** 30 feet

**Duration:** until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstances that will trigger the spell to deliver the message. When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that

the words appear to come from the object's mouth. When you cast the spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstances can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

**Heightened (3rd):** When you cast this spell using a spell slot of 3rd level, you cause the mouth to remain for 10 minutes after the triggering condition and be able to answer questions. Each answer can be no more than 10 words long, and the spell ends forever after a second question is answered. You choose what of your own knowledge you grant the mouth at time of casting.

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MAGNETIZE	LEVEL 5
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*Wizardry, Transmutation, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 10 minutes

You magnetize a large piece of metal or stone (such as a door, a stone pillar, or a 5 foot square section of floor) in range, giving it a powerful attraction to ferrous metal. Any iron objects within 50 feet of the target that are not fastened down or being held or worn are pulled toward it, moving against or up to the target and remaining there. Any creature located between such an object and the magnet might be struck; roll a ranged spell attack against the target's AC. On a hit, the target takes 2d10 damage of the appropriate type (bludgeoning for a hammer, slashing or piercing for a sword, and so forth). Objects held by or in the possession of a creature are also attracted. The creature must succeed on a Strength saving throw to retain a grip on any

held or worn objects. On a successful save, the creature retains possession of the object, but is dragged 5 feet closer to the magnet. A creature can voluntarily release a metal object in its possession and forgo a save.

Creatures garbed in mostly metal armor, or made of metal, are also attracted to the magnet, and have disadvantage on their saving throws to avoid being pulled toward it. If such a creature succeeds on its saving throw, it can move away from the magnet on its turn, but the area within 50 feet of the magnet is considered difficult terrain. If the creature is still in this area at the start of its next turn, it must make another successful saving throw to avoid being drawn towards the magnet. A creature that comes into contact with the magnet is restrained. It can negate this condition by using an action and succeeding on a Strength check against your spell save DC to remove itself from the magnet.

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MASK DWEOMER	LEVEL 1
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*Wizardry, Meta*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 day

You mask and manipulate a spell's magic aura to make it harder to detect. Select one spell effect on a target creature or object. You must have either cast this spell yourself or have perceived it by means such as *Detect Magic*. Both the desired spell and this one are hidden from the *Detect Magic* spell, although more powerful spells (such as *Arcane Sight*) pierce the deception if the caster succeeds on a Wisdom saving throw against your spell save DC.

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MASSACRE	LEVEL 9
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*Wizardry, Evocation, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** Instantaneous

You unleash a wave of necrotic energy that snuffs out the life force of those in its path. This wave pulses out from you in a line 5 feet wide and 30 feet long. The wave visibly rips the souls from the bodies of those it passes through, which manifest as screaming, transparent versions of the affected creatures. The wave kills every living creature of 17 or fewer HD in the line, starting with the creature closest to you, to a maximum of 1d4 HD of creatures per caster level. No creature of 18 or more HD can be affected. If a creature succeeds at a Constitution saving throw or has too many HD, it doesn't count against the HD the spell can kill. The wave continues to affect creatures as it rolls away from you until you either run out of HD to affect or reach the limit of the spell's area. If the spell does not kill any creatures, the unreleased necrotic energy violently explodes in the final square of the 60-foot line, dealing  $10d6$  points of damage + 1 point per caster level to any creature in that square with no saving throw. If several creatures occupy the same square, roll randomly to determine which is affected.

#### MASTER'S ESCAPE

LEVEL 4

*Wizardry, Cygimancy*

**Cast:** 1 bonus action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You switch places with one of your summoned creatures. You teleport to your summoned creature's space, causing your summoned creature to teleport to your former space.

#### MELIGER'S CHAT BUBBLES

LEVEL 2

*Wizardry, Illusion*

**Cast:** 1 Action, somatic, focus

**Range:** 120 feet

**Duration:** 10 minutes

For the duration, a bubble appears over the heads of anyone within the area of effect who speaks. The bubble will contain the words spoken in the language they were spoken in and dissipates a few moments later. If they leave the area of effect the bubble disappears and a new bubble appears over anyone who enters the area. The bubbles appear and show words spoken even if the target or area is under the effects of silence. Simply mouthing words without sound also cause the bubbles to display your words.

#### MELIGER'S DEATH FEIGN

LEVEL 2

*Wizardry, Illusion*

**Cast:** 1 reaction, somatic

**Range:** Self

**Duration:** 2 rounds

Upon receiving damage you may use your reaction to become invisible. At the same time, an illusory double of yours appears where you are. The illusory double acts as if it received a lethal blow from the damage you just received, realistically mimicking all death effects (such as fire necrosis, etc) including sensory effects such as heat.

The attacker and all bystanders must make an investigation saving throw (equal to your spell save DC) to determine the illusion to be false. Otherwise they are legitimately convinced that the death is genuine. Physical inspection reveals the dead (or dying) image to be an illusion, because objects pass through it. Creatures who failed the check would generally not check, however.

The invisibility acts as the level 2 spell of the same name, except that it lasts for only 2 rounds (it ends upon attacking or casting a spell). The illusory double remains for the duration of the invisibility. At the end of the duration, the illusory double seeps into the closest surface and the invisibility ends.

## MELIGER'S ECLIPSE

LEVEL 4

*Wizardry, Illusion*

**Cast:** 1 Hour, verbal, somatic, focus

**Range:** 500 feet

**Duration:** 1 hour

You create an illusory eclipse of the visible moon or sun (or multiple simultaneous eclipses if there are more than one visible stellar body) in the mind of creatures within range. Targets within range that can see the heavenly bodies see them progressively darken, and the visible world becomes (for the targets) gradually shrouded in darkness. The illusory effects depend on the outside environment.

Creatures with dark vision see the illusory darkness as dim light within their range (as usual). Creatures without dark vision or a means of illumination are effectively blinded in the illusory darkness. A source of light illuminates the darkness in a way that appears natural to the targets.

The eclipse is illusory. There are no actual illumination changes. For example, the spell doesn't prevent sunshine from affecting creatures that have sunlight sensitivity.

## MELIGER'S PHANTOM LIMB

LEVEL 1

*Wizardry, Illusion*

**Cast:** 1 Hour, verbal, focus

**Range:** Touch

**Duration:** 1 hour

You grow a spectral limb on your body. It can be moved with the same amount of precision and functionality as a limb you would otherwise have. Any damage the limb receives creates feedback that damages the owner proportionately; however the owner can use a reaction (if available) to reject the feedback, negating the damage, but causing the spell to end.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, the number of

limbs that can be created increases by 1 for each level above 1st. A target may not own more than double the number of limbs they naturally possess.

## MELIGER'S RUNEFINGER

CANTRIP

*Wizardry, Illusion, Cantrip*

**Cast:** 1 Action, somatic, focus

**Range:** Self

**Duration:** Special

Your arcane focus appears to flicker with a dull glow of a color of your choosing. For the next minute, you can use the spell to trace glowing patterns in the air or on a surface. These patterns remain in place for up to 8 hours (you choose the duration as you trace them). You can choose for a pattern to remain stationary despite changing conditions around it or move with the movement of an object it's traced upon. A pattern appears to produce a small amount of light, but provides no significant illumination. You may draw arrows, spell out messages, or simply take notes. The patterns are clearly illusions to any that witness them.

**Heightened (3rd):** When you cast this spell at 3rd level, you may choose for your patterns to be permanent.

## MELIGER'S SEEN SERVANT

LEVEL 2

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 ft

**Duration:** 4 hours

You create a stupid but obedient servitor that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has an AC 10, 3 hit points, and all attributes are a 5. It can't attack, and if it drops to 0 hit points,

the spell ends. You can set the servant's appearance.

On each of your turns as a bonus action, you can speak with your servant to move up to 15 feet and interact with an object or perform simple tasks. It can perform tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. However it cannot fight or handle confusing situations; it has *no* skills. Faced with danger, it will whimper, flee, or simply vanish. If questioned, it knows only who its master is and what its orders are - which it speaks in broken words or gestures.

Once you give it a command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command.

**Heightened (+)** When you cast this spell using a spell slot of 3rd level or higher, the servant remains for an additional 2 hours for each additional spell slot.

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#### MEMORY LAPSE

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#### LEVEL 1

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

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#### MENDING\*

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#### CANTRIP

*Wizardry, Transmutation, Cantrip, Ritual, Material*

**Cast:** 1 minute, verbal, focus, material

**Range:** Touch

**Duration:** Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, and all of the original pieces are there, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

You can also use this spell to polish or remove rust from an object.

**Material:** you must have the original parts of the object in order to mend it, or similar approximations.

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#### MENTAL NOTE PAD

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#### LEVEL 1

*Wizardry, Glamour, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** Permanent

You can store information in your brain for later recall. The information thus stored will be available for complete recall as if you were reading the information from a parchment in your hands, or seeing a picture.

You may only have one "page" of content stored at a time - with a limitation of information that would reasonably fit on a single page of parchment.

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#### MEPHATIC CROAK

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#### LEVEL 2

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self (15 foot cone)

**Duration:** Instantaneous

You release an intensely loud burp of acidic gas in a 15-foot cone. Creatures in the area take 2d6 acid damage plus 2d6 thunder damage, or half as much on a successful Dexterity saving throw. A creature who's Dexterity saving throw fails must

also make a Constitution saving throw or be stunned and poisoned until the start of your next turn.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, both acid and thunder damage increases by 1d6 for each slot level above 2nd.

#### MERGE WITH FAMILIAR

#### LEVEL 2

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic

**Range:** 5 feet

**Duration:** 1 hour

You merge your body and equipment harmlessly into your familiar. You gain full control over your familiar's movements. If your familiar is reduced to 0 hit points, your familiar dies and you revert to your true form. Any excess damage carries over to you.

#### MESSAGE

#### CANTRIP

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 round

You point your focus towards a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear.

You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. Magical silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell doesn't have to follow a straight line and can travel freely around corners or through openings.

#### METAL ARM

#### LEVEL 1

*Wizardry, Abjuration, Transmutation, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 minute

You turn your forearm into metal, granting you +1 to your armor class. You can wield this arm like a club, dealing 1d4 bludgeoning damage. You are considered proficient, adding both your strength bonus and proficiency to the damage.

#### METICULOUS MATCH\*

#### LEVEL 4

*Wizardry, Divination, Ritual*

**Cast:** 10 Minutes, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You compare two similar items and know if they are identical or related to one another in some ways. This spell can indicate an identical match, or a categorical match, or no match. For instance, blood samples are identical if they are from the same creature, and categorical if they are from the same species.

Alternatively, you can compare dissimilar items and know if they have a potential relationship.

For instance, you can compare a creature's tooth against a bite mark and know if that creature could have caused the bite mark.

The spell is not infallible - an identical match might result from comparing items or creatures that are duplicates (such as twins or magical clones).

#### MIND SWAP

#### LEVEL 6

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 hour / Wizard Level

You select a target that you can see within range. They must succeed on a Wisdom saving throw, or your mind enters their body and you control it; and they enter and control yours.

Both of your minds return to your original bodies regardless of range, so long as it remains on the same plane. If the body you inhabit is slain while you are in it, you make death saving throws as normal and your soul departs (you are dead). If your original body is slain when the spell ends and you return to it, you begin making death saving throws as your soul struggles to gain a foothold within the corpse.

Creatures who have no physical body are immune to this spell.

#### MINOR ILLUSION

#### CANTRIP

*Wizardry, Illusion, Cantrip*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 minute

You create a sound or an image of a static object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

For sounds, the volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. You choose and program the sound at time of casting.

Alternatively, you can create the image of an object - such as a chair, muddy footprints, or a small chest. It must be no larger than a 5-foot cube. The image can't create sound, light, smell or any other sensory effects. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

A performance check may be required for more advanced or fantastical or specific creations in which mimicry is critical. Creatures examining the illusion roll an Investigation check against your spell save DC. If they determine it to be an

illusion, it becomes a faint image they can see through.

#### MIRROR BLADES

#### LEVEL 3

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 hour

You create 1d4 illusory copies of your weapon that float in the air 5 feet from you. These images move with you, spinning, shifting, and mimicking your attacks. When you are hit by a melee attack but the attack roll exceeded your Armor Class by 3 or less, one illusory weapon parries the attack; you take no damage and the illusory weapon is destroyed. When you are hit by a melee attack that an illusory weapon can't parry (the attack roll exceeds your AC by 4 or more), you take only half as much damage from the attack, and an illusory weapon is destroyed. Spells and effects that affect an area or don't require an attack roll affect you normally and don't destroy any illusory weapons.

If you make a melee attack that scores a critical hit while this spell is active, all your illusory weapons also strike the target and deal 1d8 bludgeoning, piercing, or slashing damage (your choice) each.

The spell ends when its duration expires or when all your illusory weapons are destroyed or expended.

An attacker must be able to see the illusory weapons to be affected. The spell has no effect if you are invisible or in total darkness or if the attacker is blinded.

#### MIRROR IMAGE

#### LEVEL 2

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

Three illusionary duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting positions so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals  $10 + \text{your Dexterity modifier}$ . If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

### MIRROR POLISH\*

LEVEL 1

*Wizardry, Transmutation, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** touch

**Duration:** Instantaneous

You polish a metal item until it is reflective enough to be used as a mirror. This does not prevent the item from later damage or corrosion that would ruin the mirrored surface. The spell can be cast only on a metal item with a fairly smooth and contiguous surface, such as a breastplate, a helm, a shield, or a sword; but not a mace, chainmail, or scale mail.

### MISDIRECTION\*

LEVEL 2

*Wizardry, Meta, Uskard, Ritual*

**Cast:** 1 minute, verbal, somatic

**Range:** 30 feet

**Duration:** until your next long rest

You reshape the magic aura of one creature or object to resemble that of another. You designate one target as the primary target and the other as the secondary target. Effects that would detect auras on the primary target instead detect the same types of auras from the secondary target. A creature reading the aura can attempt to disbelieve the illusion. You can Dismiss the spell from up to a mile away as a bonus action.

### MISLEAD

LEVEL 6

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration up to 1 minute

You turn yourself invisible and create an illusory duplicate of yourself. When you sustain this spell, you can mentally dictate a course of action for your duplicate to follow that round. Your duplicate acts as though it had your full number of actions, though it can't actually affect anything in the environment. Both the duplicate and your invisibility persist for the spell's duration.

Performing a hostile action doesn't end your invisibility. A creature that determines the duplicate is an illusion doesn't necessarily know you're invisible, and one that can see your invisible form doesn't necessarily know your duplicate is an illusion.

If you cast a spell, attack, or otherwise interact with another creature; as part of that action you can attempt a Deception check against the observers' Perception DCs to convince them your duplicate used that action. This doesn't fool anyone who's aware your duplicate is an illusion, nor does it work if the attack obviously couldn't have come from the duplicate. For instance, if you fired a ray, you could make it look like it came from the duplicate as long as the duplicate was positioned appropriately, but if you attacked

with a sword and your duplicate was across the room from the target, your Deception would automatically fail.

### MISTSHACKLES\*

### LEVEL 2

*Wizardry, Conjunction, Dwarvish, Ritual*

**Cast:** 1 Minute, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 minute / Wizard level

You cause a target to make a successful Strength or Dexterity saving throw, else dense, heavy grey whips of mist arise from the ground and ensnare their arms, legs, mouth, or both (your choice). As a bonus action, you can direct the mist to release or bind their wrists, ankles, or other body parts (such as a gag) as if they were shackled with manacles. Shackled legs or ankles reduce speed by half.

After each minute or change you make to the mist, the target can make a successful Dexterity or Strength check to break free.

### MISTY STEP

### LEVEL 2

*Wizardry, Traveling*

**Cast:** 1 Bonus Action, verbal

**Range:** 30 ft

**Duration:** Instantaneous

Briefly surrounded by a silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

### MNEMONIC ENHANCER

### LEVEL 4

*Wizardry, Meta, Material*

**Cast:** 10 Minutes, verbal, somatic, focus, material (ivory worth 5 gold)

**Range:** Self

**Duration:** Instantaneous / 24 hours

You are suddenly able to prepare an additional number spells equal to three spell levels in total.

Cantrip count as 1/2 level for this purpose. You prepare and cast these spells normally.

The material component for this spell is ivory, often incorporated into a Wizard's wand for those who use this spell often.

You may only be affected by one instance of this spell at a time. The extra spells fade from your memory in 24 hours or after a long rest.

**Material:** an amount of ivory worth 5 gold

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you can memorize an additional level of spell slot.

### MNEMONIC SIPHON\*

### LEVEL 4

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 Minutes, verbal, somatic, material (ink made from a leech that has fed from you)

**Range:** Touch

**Duration:** 1 day / wizard level

You allow a leech to feed from you (or another target that would then gain the benefits from the spells effects) and then make an ink from the creature. You use this ink to inscribe a rune on a target object. The Rune remains dormant until the object finds its way into the hands of a spellcaster, at which point the Rune steals one of that creature's prepared arcane spells and passes the knowledge back to you. The stolen spell is selected randomly. An object inscribed with this Rune is affected such that it is not detected with a Detect Magic spell. Additionally, if a creature is in possession of the object and casts an arcane spell that you know, there is a 10% chance that the Rune absorbs the spell. This causes the spell to appear in your mind as if you had prepared it. When you steal or absorb spells in either of these fashions, you may cast the spell if you have the appropriate spell slot or use the knowledge to write the spell into your spell book. Knowledge of these spells remains until you take a long rest, after which time it is lost. The Rune is capable of absorbing up to 1 spell per 2 caster levels you have before being discharged.

## MODIFY MEMORY

## LEVEL 5

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated (can take no actions) and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *Remove Curse* or *Greater Restoration* spell cast on the target restores the creature's true memory.

**Heightened (6th):** alter the target's memories of an event that took place up to 7 days ago

**Heightened (7th):** alter the target's memories of an event that took place up to 30 days ago

**Heightened (8th):** alter the target's memories of an event that took place up to 1 year ago

**Heightened (9th):** alter the target's memories of any event that took place in the creature's past

## MURDEROUS CROW

## LEVEL 1

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 ft

**Duration:** 1 round / Wizard Level

You conjure a supernaturally vicious and clever crow to watch over you on the battlefield. In addition to its normal abilities, the crow does not provoke attacks of opportunity and gains a +2 bonus make to steal items from a foe. It also gains two attacks a round where it can use its claws (+4 to hit, reach 5ft, damage 1 piercing). If both of its claws hit the same living foe in a single round, that foe must succeed on a DC 13 Dexterity save or be blinded as the bird scratches and tears at the foe's eyes. The blindness lasts for 1d4 days or until healed by other means. If your focus leaves your possession, the crow vanishes and the spell ends.

## MYDRIATIC SPONTANEITY

## LEVEL 4

*Wizardry, Glamour, Dwarvish*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 3 rounds

You overstimulate a target's mind causing their pupils to rapidly dilate or contract. The target must succeed on a Wisdom saving throw or be racked with splitting headaches and be unable to

see clearly. They are at disadvantage to attack, concentrate, or perform skill checks. Each round the targets pupils randomly dilate or contract. When dilated it is blinded if exposed to bright light and at a -10 to perception checks using vision when exposed to normal light. When their pupils are contracted, they are blinded in darkness and at -10 to perception in dim light. In addition, any creature can attempt a Stealth check to avoid detection from the target, even if the creature lacks cover or concealment.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you may target an additional creature for each additional spell slot.

### NEGATE AROMA

LEVEL 1

*Wizardry, Transmutation, Caldorian*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 hour

The target loses its odor, preventing creatures from passively noticing its presence via smell alone, even if the creatures have precise or imprecise scent. A creature attempting a Perception check to perceive with scent and other senses might notice the lack of natural scent. If the target has any abilities that result from its smell, such as an overpowering scent, those abilities are also negated.

If unwilling, the target must be hit with a spell attack; and fail a Constitution saving throw in order to experience these effects.

**Heightened (+):** for every additional spell slot, you may target one additional creature within 30 feet

### OBSCURING MIST

LEVEL 1

*Wizardry, Conjunction*

**Cast:** 1 Bonus Action, verbal, focus

**Range:** Self / 20 ft radius

**Duration:** 1 minute

A misty vapor arises around you, it is stationary. The vapor obscures all sight, including Darkvision, beyond 5 feet. A creature 5 feet away is considered to have Half Cover, while creatures further away have Full Cover.

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. Heat and fire cause the fog to disperse areas it deals damage (e.g. fireball). This spell does not function underwater.

### OUTFLANKING BOON

LEVEL 3

*Wizardry, Illusion*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You target one enemy, which must make a Wisdom saving throw. On a failed save, an illusory ally of your appears in a space from which it threatens to make a melee attack against the target. Your allies gain advantage on attacks against the target for the duration because of the distracting effect of the illusion. An affected target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the spell targets one additional enemy for each slot level above 3rd.

### PARTICULATE FORM

LEVEL 7

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

The target's physical form undergoes a bizarre transformation in which they look and function normally, but are composed of countless

particles that separate and reconnect to remain whole. Target heals 5 hit points per round and is immune to bleeding damage, critical hits, sneak attacks, and other forms of precision damage.

#### PENUMBRA

#### CANTRIP

*Wizardry, Illusion, Cantrip, Caldorian*

**Cast:** 1 action, verbal, focus

**Range:** Touch

**Duration:** 10 minutes, Concentration

You touch one object that is no longer than 10 feet in any direction. Until the spell ends, the object sheds darkness such that it is slightly obscured in shadow.

#### PASS WEAVE

#### CANTRIP

*Wizardry, Meta, Cantrip*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You transfer a spell that you are currently concentrating on to another willing person. If that person is a spellcaster, this happens automatically. If the target has no spellcasting ability, they must succeed at a Concentration check (DC 10) with a bonus equal to your spell attack modifier minus the level of the spell you are attempting to transfer. For non-spellcasters, the duration they can concentrate is halved (rounded up).

#### PEST FORM

#### LEVEL 1

*Wizardry, Transmutation, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You transform into a tiny non-lethal benign insect. You have 1 HP, an AC of 12 and all attributes are a 1 with a -5 penalty. Your Stealth skill is +4 due

to your size. You either crawl or fly at a speed of 20 ft. While in this form you are susceptible to damage; if you take damage in this form, you take an additional 1d10 points of damage.

#### PHANTASMAL ASPHYXIATION

#### LEVEL 4

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 100 feet

**Duration:** 1 round

You target a creature, who must succeed a Wisdom saving throw or believe it can no longer breathe. An affected target must attempt a Constitution saving throw each round at the beginning of its turn. The first time it fails the save, it is staggered (can choose to move or take an action, but not both) until the next time it attempts a save against the spell. If the target fails a second save in a row, it falls unconscious for the spells duration. The target breathes normally while unconscious, but is shaken (disadvantage on attack rolls) for 1 minute upon waking. If the target succeeds two Constitution saving throws in a row, it shakes off the spells effect entirely.

#### PHANTOM CHARIOT\*

#### LEVEL 4

*Wizardry, Illusion, Ritual*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 8 hours

A quasi-real, heavy chariot with four horselike creatures in a team appears on the ground in an unoccupied space of your choice within range. You decide the description and appearance, but it has the normal qualities of a heavy chariot with metal scythes. The chariot and team are a single entity. For the duration, you or a creature you choose can drive the chariot; which may carry up to six passengers (including the driver).

The team and chariot make no sound and the team does not fight.

The chariot has an AC of 19 and 10 hitpoints + 2 per wizard level. If the entity loses all of its hitpoints, it vanishes in a puff of smoke. It has a speed of 60 feet, and the team does not tire and can keep their pace indefinitely.

In the final minute of the spell, the chariot gradually fades. When you cast this spell a second time, the previous chariot vanishes or is renewed for another 8 hours; your choice.

**Augmented (8th):** when you reach 8th level, the chariot can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

**Augmented (10th):** the chariot can walk on water as if it was solid ground at will.

**Augmented (12th):** the chariot can walk on air as if it was solid ground for up to 1 round at a time, every minute.

### PHANTOM DRAGON

LEVEL 3

*Wizardry, Illusion, Caldorian*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 1 hour

You tap an ally and make them appear as a draconic beast. The target of the spell appears to be a dragon of size Large or smaller. When seeing this illusion, observers make a Wisdom saving throw to see through it.

You can use an action to make the illusory dragon seem ferocious. All creatures within 30 feet of the illusory dragon must make a Wisdom saving throw. If it fails, the creature is frightened. The creature remains frightened until it uses an action to make a successful Wisdom saving throw or the spell's duration expires.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, increase the

number of targets the illusion can affect by one for each slot level above 3rd.

### PHANTOM DRIVER\*

LEVEL 3

*Wizardry, Cygimancy, Ritual*

**Cast:** 1 Action, verbal, somatic

**Range:** 10 feet

**Duration:** 1 hour / wizard level

You summon a Small or Medium, quasi-real, humanlike creature (the exact physical features can be customized as you wish). This creation can drive any vehicle you command it to. This phantom creature does not fight, and while animals that power a muscle-propelled vehicle driven by the creature do respond to its commands, animals otherwise shun the creature and refuse to attack it.

The rider has an AC of 20 (+1 size, +4 natural armor, +5 Dex) if it is a Small creature or an AC of 19 (+4 natural armor, +5 Dexterity) if it is a Medium creature. It has 7 hit points + 1 hit point per caster level. If it loses all its hit points, the phantom driver disappears. A phantom driver has a land speed of 30 feet, and makes all driver skill checks (no matter what skills are needed to drive the vehicle) at your caster level + your Intelligence modifier.

### PHANTOM STEED\*

LEVEL 3

*Wizardry, Illusion, Ritual*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 8 hours

A Large quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, but it is equipped with a saddle, bit and bridle. Any of the equipment carried by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed.

For the duration, you or a creature you choose can ride the steed. The creature uses the statistics for a riding horse, except it has a speed of 100 feet and can travel 10 miles in an hour, or 13 miles at a fast pace. The steed does not tire and can keep on its fast pace indefinitely. In the final minute of the spell, the steed gradually fades. The spell ends if you use an action to dismiss it or if the steed takes any damage. When you cast this spell a second time, the previous steed vanishes or is renewed for another 8 hours; your choice.

**Augmented (8th):** when you reach 8th level, the mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

**Augmented (10th):** the mount can walk on water as if it was solid ground at will.

**Augmented (12th):** mount can walk on air as if it was solid ground for up to 1 round at a time, every minute.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you create an additional steed.

#### PHASIC CHALLENGE

#### LEVEL 8

*Wizardry, Transmutation, Caldorian*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 round / Wizard level

You select one enemy and one willing ally as targets. The enemy gains a new Wisdom saving throw at the beginning of each turn, and on a successful saving throw the spell ends. Both targets remain visible and audible, and can see and hear other creatures, but cannot physically interact with any creature save one another. Spells or weapon attacks from the affected creatures impact only each other, though spells might affect terrain or other factors not related to other creatures. If one of the creatures becomes

unconscious or dies, or if the effect is dispelled, the effect ends for both of them.

#### PITFALL

#### LEVEL 4

*Wizardry, Traveling*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** 1 minute

A pit opens under a Huge or smaller creature you can see within range that does not have a flying speed. This pit isn't a simple hole in the floor or ground, but a passage to an extra dimensional space. The target must succeed on a Dexterity saving throw or fall into the pit, which closes over it. At the end of your next turn, a new portal opens 20 feet above where the pit was located, and the creature falls out. It lands prone and takes 6d6 bludgeoning damage.

If the original target makes a successful saving throw, you can use a bonus action on your turn to reopen the pit in any location within range that you can see. The spell ends when a creature has fallen through the pit and taken damage, or when the duration expires.

#### PLAQUE BEARER

#### LEVEL 7

*Wizardry, Evocation, Orcish*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round / Wizard level

You make the target an asymptomatic carrier for a host of virulent diseases. Creatures that end their turn adjacent to the target must succeed at a Constitution save or suffer as if afflicted with a flesh rotting disease. This causes disadvantage on Charisma checks and vulnerability to all damage. The target itself does not become diseased, and suffers no ill effects from this spell. Once *plague bearer* ends, the target is no longer contagious, though any creature it infected remains diseased.

At the end of each of a diseased target's turn, they make make a Constitution saving throw. If they succeed on three of these saves, the disease is removed.

### PLAQUE OF RATS

### LEVEL 2

*Wizardry, Cygimancy, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 minute

You summon two swarms of rats, each of which attacks any creature occupying its space. You choose the squares each swarm occupies. The swarms act on your turn, and remain stationary unless you command them to move using a bonus action. If they leave the spells range or are reduced to zero hitpoints, the swarm fades.

**Heightened (+):** for each additional spell slot above 2nd, you can summon one additional swarm

### PLAQUE STORM

### LEVEL 7

*Wizardry, Evocation, Orcish*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a hideous gray cloud that occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must succeed on a Constitution save or contract a disease that begins to rot the flesh. This grants a disadvantage on Charisma checks and vulnerability to all damage. The disease is contracted immediately and is an instantaneous effect.

The *plague storm* moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is

10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

At the end of each of a diseased target's turn, they make make a Constitution saving throw. If they succeed on three of these saves, the disease is removed.

### PLANAR PROTECTION

### LEVEL 1

*Wizardry, Abjuration, Planar*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** touch

**Duration:** Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

### PLEASANT AROMA

### LEVEL 1

*Wizardry, Illusion*

**Cast:** 1 Action, somatic, focus

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create an intoxicating aroma that fills the area within 30 feet of a point you can see within range. Creatures in this area smell something they find so pleasing that it's distracting. Each creature in the area that makes an attack roll must first make a Wisdom saving throw; on a

failed save the attack is made with disadvantage. Only a creature's first attack in a round is affected this way; subsequent attacks are resolved normally. On a successful save, a creature becomes immune to the effect of this particular scent, but they can be affected again by a new casting of the spell.

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**POCKET PORTAL**

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**LEVEL 2**

*Wizardry, Traveling*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 minute

A fist sized portal appears in front of you, and you complete the incantation by placing your bare hand inside. Choose a 5-foot-square unoccupied space that you can see within range. You create a large portal in this space, and your enlarged (Large-Sized) hand emerges from it. At this size, your hand has a Strength of 25 (+7), and can extend up to 30 feet beyond the portal.

You may, when this spell is cast, or on previous round as an action perform a Grapple. The target must make a contested Strength saving throw against your hand's strength (+7). On a failed save, the target takes 2d6 bludgeoning damage and is restrained. To break out, they may use an action to make another contested Strength check.

You may not move from your position. If you do by your own will or are forced, your hand is removed from the portal and the spell ends. The larger hand is yours, and can take damage. It is resistant to all non-magical damage; and does not take area effect damage that already includes your body (e.g. a Fireball that damages you, and your large hand).

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**POCKETFUL OF VIPERS**

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**LEVEL 3**

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 day / or until discharged

You set a magical ward upon the object touched, which must be a container such as a pouch, bag, backpack, or pocket. If any creature opens the container without first speaking a command word, 1d3 summoned venomous snakes appear, slithering out of the container and attacking that creature for 1 round/wizard level before disappearing. They attack other creatures only if they themselves are attacked.

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**POLYMORPH FAMILIAR**

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**LEVEL 3**

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 10 minutes

You can turn your familiar into a beast of CR 1. Your familiar retains all of its special abilities and continues to grant you abilities as normal.

**Heightened (7th):** you may shift your familiar into a beast of CR 3

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**POLYMORPHUS UNIVERSALIS**

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**LEVEL 8**

*Wizardry, Transmutation, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** See description

You change one object or creature into another. Creatures must succeed on a Constitution saving throw or suffer the effects. You can use this spell to transform all manner of objects and creatures into new forms—you aren't limited to transforming a living creature into another living form. The duration of the spell depends on how radical a change is made from the original state to its transmuted state. The duration is determined by using the following guidelines:

Changed Subject Is...	Duration Factor
Same kingdom (animal, vegetable, mineral)	+5
Same class (mammals, fungi, metals, etc)	+2
Same size	+2
Related (twig is to tree, wolf fur is to wolf, etc)	+2
Same or lower Intelligence	+2
*Add all that apply. Look up the total on the next table.	

Duration Factor	Duration	Example
0	20 minutes	Pebble to Human
2	1 hour	Puppet to Human
4	3 hours	Human to Puppet
5	12 hours	Lizard to Manticore
6	2 days	Sheep to wool coat
7	1 week	Shrew to Manticore

### PORTAL JAUNT\*

LEVEL 3

*Wizardry, Traveling, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 300 feet

**Duration:** 1 round

You touch your focus to a door or gate, turning it into a one-way portal to another such door within range. This spell works with any crafted door, doorway, archway, or any other artificial opening, but not natural or accidental openings such as cave entrances or cracks in walls. You must be

aware of your destination or be able to see it from where you cast the spell.

On completing the spell, the touched door is replaced with a shimmering vision, revealing the location beyond the destination door. You can move through the door, emerging instantly out of the destination door. You can also allow one other willing creature to pass through the portal instead. Anything you carry moves through the door with you, including other creatures, willing or unwilling.

For the purposes of this spell, any locks, bars are ineffectual for the spells duration - however magical locks such as *Arcane Lock* cause this spell to fail. You can travel only to a side of the door you can see or have physically visited in the past (divinations such as *Clairvoyance* count as seeing). Once you or a willing creature passes through, both portals shut, ending the spell. If you or another creature does not move through the portal within 1 round, the spell ends.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the range increase by 100 feet and the duration increases by 1 round for each slot level above 3rd. Each round added to the duration allows one additional creature to move through the portal before the spell ends.

### POWER WORD BLIND

LEVEL 7

*Wizardry, Eldermancy*

**Cast:** 1 Action, verbal

**Range:** 30 feet

**Duration:** See Below

You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected.

Hit Points	Duration
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50 or less	Permanent
51 - 100	1d4 + 1 minutes
101 - 200	1d4 +1 rounds

## PREHENSILE FEET

LEVEL 2

*Wizardry, Transmutation, Caldorian*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 hour

You alter one creature's feet so that they are able to grasp as well as their hands. The target must not be wearing shoes, or 1d3 points of damage will be taken due to the lengthening of the feet in a cramped space (soft leather boots must save or rip apart). The recipient must be a humanoid for the spell to take effect, and unwilling victims are allowed a Constitution saving throw.

When a creature has prehensile feet, they perform climbing tasks with advantage. Their legs become limber enough to reach and grab items off of tables, and even attack (with disadvantage) with a weapon if they so chose. Somatic components of spells of third level or lower may be performed with prehensile feet.

## PRESTIDIGITATION

CANTRIP

*Wizardry, Transmutation, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** 10 feet

**Duration:** Up to 1 hour

This spell is a minor magical trick that novice spell casters use for practice. You create one of the following magical effects within range:

- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## PRIVATE SANCTUM

LEVEL 4

*Wizardry, Runic, Material*

**Cast:** 10 minutes, verbal, somatic, focus, material (powdered chrysolite)

**Range:** 120 feet

**Duration:** 24 Hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it. You choose as many of the following properties for the spell:

- sound can not pass through the barrier at the edge of the warded area
- the edge of the barrier appears dark and foggy, preventing vision (including dark vision)
- sensors created by Divination spells can't appear inside the protected area, or pass through the barrier
- creatures or objects inside the area can't be targeted by Divination spells
- scent can not pass through the edge of the barrier

Casting this spell on the same spot every day for one year makes this effect permanent.

Material: powdered chrysolite

**Heightened (+):** for each spell slot above 5th you can extend the size of the cube by 100 feet

## PROMPT

LEVEL 1

*Wizardry, Glamour, Elvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 6 weeks

You send a short message to your future self within the next six weeks. The message must be twenty-five words or less, which you speak during the casting. At the intended time in the future, you (and only you) hear your voice deliver the message.

**Augmented (5th)** duration increases to 6 months

**Augmented (11th)** duration increases to 6 years

**Augmented (17th)** duration becomes unlimited

#### PROTECTION FROM ARROWS

LEVEL 2

*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 hour

A targeted creature is able to more easily dodge ranged attacks. This spell allows the target to ignore the first cumulative  $1d10 +$  spell casting modifier points of damage received from any ranged attack.

**Heightened (+):** for each spell slot above 3rd, add an additional 10 points to the pool (maximum 100).

#### QUICKSILVER MANTLE

LEVEL 4

*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (a cloak)

**Range:** Touch

**Duration:** 1 Hour

You transform an ordinary cloak into a highly reflective, silvery garment. This mantle increases your AC by 2 and grants advantage on saving throws against gaze attacks. In addition, whenever you are struck by a ray attack, roll  $1d4$ .

On a result of 4, the cloak deflects the ray, which instead strikes a randomly selected target within 10 feet of you. The cloak deflects only the first ray that strikes it each round; rays after the first affect you as normal.

#### QUINTESSENCE MASTERY

LEVEL 8

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic, focus (a focus crafted from the chosen plane of existence)

**Range:** 500 feet

**Duration:** Concentration, up to 10 minutes

You are granted limited control over the quintessence of an Outer Plane - siphoning its power to suit your will. You may change reality itself, bending it to your imagination. You can rewrite the laws of physics and change them back in an instant. Each round, you have the ability to perform one of the following actions:

- Alter The Elements - you may shape and sculpt any natural element (e.g. water, earth, fire, stone, metal). You may shape a 20 foot cube in one round moving it up to 10 feet. You may also transform in the same area one element into another: wood to metal, earth to air, and so forth.
- Reverse Constants - you may flip universal constants. Up becomes down, water flows uphill, the air is made of noxious fog or poison, the temperature changes, stone becomes soft like mud, or the weather drastically changes. These constants change within the spell's range.
- Reposition The Universe - you may shift any 20 foot cube to another location within range as if teleporting.

Any changes made last for 1 year, where unnatural features will slowly begin to return to their natural state.

Casting this spell takes a toll on you, each minute you use the spell you must roll a DC 10 Constitution saving throw, a failure has you lose one level due to the strain of channeling cosmic energy.

## RAIN OF ARROWS

LEVEL 8

*Wizardry, Conjunction, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 400 feet

**Duration:** Instantaneous

You point your arcane focus and conjure a 15 foot radius cloud of magical arrows that rain down on any creatures and objects in the indicated area. You must have line of sight to the intended area. The arrows deal 1d6 points of piercing damage per Wizard level (maximum 20d6) to each creature and object in a 15 foot radius.

## RAY OF ALCHEMICAL NEGATION

LEVEL 4

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Instantaneous

You launch a ray of blazing, polychromatic energy from your arcane focus. Make a ranged spell attack against an alchemical item or a trap that uses alchemy to achieve its ends, such as a trap that sprays acid, releases poisonous gas, or triggers an explosion of alchemist's fire. A hit destroys the alchemical reagents, rendering them harmless. The attack is made against the most suitable object Armor Class.

This spell can also be used against a creature within range that is wholly or partially composed of acidic, poisonous, or alchemical components such as an alchemical golem or an ochre jelly. In that case, a hit deals 6d6 force damage, and the target must make a successful Constitution saving throw or it deals only half as much damage with its acidic, poisonous, or alchemical attacks for 1 minute. A creature whose damage is halved can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the spell can target an additional item, object, or creature within range for each additional spell slot.

## RAY OF FROST

CANTRIP

*Wizardry, Evocation, Cantrip*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Instantaneous

A frigid beam of blue-white light streaks towards a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage and its speed is reduced by 10 feet until the start of your next turn.

**Augmented (5th)** damage increases to 2d8

**Augmented (11th)** damage increases to 3d8

**Augmented (17th)** damage increases to 4d8

## RELOADING HANDS

LEVEL 2

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 round / Wizard Level

You touch a creature and cause spectral arms to grow from them. Once per round, these phantom hands load a single ranged weapon they possess with conjured ammunition. This ammunition counts as magical for overcoming damage reduction and attacking incorporeal creatures, but is the standard for its type. Conjured ammunition ceases to exist 1 round after it is removed from the weapon, or at the end of the duration, whichever comes first.

## REPLAY TRACKS

LEVEL 5

*Wizardry, Divination, Illusion*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour / Wizard level

You reconstruct past events that occurred in your current location based on the tracks and other signs left behind. The spell reveals events that occurred while the tracks that serve as the focus for the spell were being left, revealing events in the order they happened in real time or in reverse depending on whether you are following the tracks forward or backward, although the image isn't clear enough to make out details (such as a creature's exact identity). You can attempt Survival checks to follow tracks as part of concentrating on the spell, but only events connected to the tracks used as the focus of the spell are revealed by the spell. Elements that left no tract detectable by you, such as creatures benefiting from Pass Without A Trace, are absent from the events you visualize.

### RESTFUL CLOAK

LEVEL 2

*Wizardry, Enchantment, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 8 hours

You transform a cloak into a tent large enough to hold four Medium creatures, firmly pitched in a flat area adjacent to you. If there is no such area, the spell fails. Creatures gain 1 hitpoints for every hour they spend within the tent resting. Additionally, 1 hour of rest removes 1 level of exhaustion. If the tent is moved, or you choose to end the spell, the spell, the tent reverts back into a cloak.

### RETURNING WEAPON

LEVEL 1

*Wizardry, Enchantment*

**Cast:** 1 Action, verbal, focus

**Range:** 30 ft

**Duration:** 1 minute

Fo the duration of this spell, the target weapon magically returns to its wielder. It returns to its thrower just before the target's next turn.

Catching a returning weapon is a free action. If the target can't catch it (no free hands), or if the target has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

### REVENANT ARMOR

LEVEL 4

*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, material (a full suit of armor)

**Range:** 30 feet

**Duration:** 1 day

You endow a full suit of armor with a singular purpose realized only after its wearer goes unconscious or is killed; whenever the wearer of the armor is brought below 0 hit points or otherwise rendered unconscious (but not paralyzed or held) in combat, the armor is immediately brought to life as a Medium animated object. This animated suit of armor still contains the unconscious (or dead) body of its former wearer and moves with a shambling gait at a speed of 25 feet. This animated armor has the general stats of the Animated Armor creature (33 hit points) with AC of the original wearer. Its stats are STR 14 (+2), DEX 11 (+0), CON 13 (+1), INT 1 (-5), WIS 3 (-4), CHR 1 (-5) and it is immune to Poison and Psychic damage, and the Blinded, Charmed, Deafened, Exhausted, Frightened, Paralyzed, Petrified, or Poisoned conditions. It gets two melee attacks +4 with (1d6 +2) bludgeoning damage. An ally within 25 feet of the armor can direct it to move. If the armor's wearer is reduced to dust, made conscious, or removed from the armor, the spell ends.

**Material:** a full suit of armor

### REVERSE DEATH

LEVEL 9

*Wizardry, Eldermancy, Material*

**Cast:** 1 Minute, verbal, somatic, material (a corpse, and a black pearl worth 100gp for each day the body has been dead)

**Range:** Touch

**Duration:** Permanent

This potent spell enables you to return the soul of a dead creature back to its body; although it comes at a great cost. You can resurrect a dead being, causing it to make a Wisdom saving throw. If they fail, their soul is ripped from whatever reality it exists within and bound to their corporeal body. This spell does not heal the damage of the body, and the creature begins making death saving throws. If the creature dies once again, it becomes one of the restless dead (either in spirit or in physical form). In all but a few rare cases, the spirit becomes malevolent and seeks to destroy you for causing it torment and pain.

**Material:** a corpse and a black pearl worth 100gp for each day the corpse has been dead

### RIPTIDE

### LEVEL 3

*Wizardry, Conjunction, Merrow*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** 1 round

With a sweeping gesture, you cause water to swell up into a 20 foot tall, 20 foot radius cylinder centered on a point on the ground that you can see. Each creature in the cylinder must make a Strength saving throw. On a failed save, the creature is restrained and suspended in the cylinder; on a successful save, the creature moves to just outside the nearest edge of the cylinder.

At the start of your next turn, you can direct the current of the well as it dissipates. Choose one of the following options:

**Riptide:** The water in the cylinder flows in a direction you choose, sweeping along each creature in the cylinder. An affected creature

takes 3d8 bludgeoning damage and is pushed 40 feet in the chosen direction, landing prone.

**Undertow:** The water rushes downward, pulling each creature in the cylinder into an unoccupied space at the center. Each creature is knocked prone and must make a successful Constitution saving throw or be stunned until the start of your next turn.

### ROPEWEAVE\*

### LEVEL 2

*Wizardry, Enchantment, Material, Ritual*

**Cast:** 1 minute, verbal, somatic, focus, material (a rope)

**Range:** Touch

**Duration:** 1 hour / Wizard Level

You cause the target rope to grow in length and weave itself into one of several forms, each of which can support up to 1,000 pounds, plus 200 pounds per caster level (maximum 3,000 pounds at 10th level). Only one type of construction can be created with each casting of the spell, and the creation remains stationary unless destroyed.

Each 5-foot section of the object created by this spell has a break DC of 23, AC 11, and 1 hit point per caster level (maximum 10 hp), but all sections of the creation are magically supported and need not be anchored to a solid surface or any other portion of the effect. Destroying one part of it does not cause the remainder of the structure to collapse, though each 5 foot section destroyed reduces the maximum weight the creation can support by 200 pounds. During any round in which the rope is overloaded, every remaining section takes 1d4 points of damage.

You can create one of the following structures:

**Rope Bridge.** The rope forms a 5-foot-wide bridge that spans up to 10 feet horizontally per caster level (maximum 100 feet). Creatures can cross the bridge at half speed with a successful DC 5 Acrobatics check or at full speed with a successful DC 10 Acrobatics check. The DC assumes a creature is using both hands to assist navigating the rope bridge; the DC increases by 5 if a creature uses only one hand to steady itself

and by 10 if the creature does not use its hands. A failed Acrobatics check results in failure to progress across the rope bridge; creatures that fail by 5 or more fall.

**Rope Hammock.** The rope knits itself into a stationary hammock suspended in midair. The hammock can be suspended at a height of 5 feet plus 5 feet per 2 caster levels you have (maximum 30 feet), with a rope ladder (see below) leading up to a platform of 1 5 foot square per caster level, and at least one such square must be adjacent to the square containing the vertical rope ladder. As a move action, the caster can command the rope ladder to withdraw into the hammock. When the ladder is withdrawn, the hammock provides a +2 AC against attacks from beneath it.

**Rope Ladder.** The rope knots itself and hangs suspended in midair, perpendicular to the ground, stretching up to 10 feet vertically per caster level you have (maximum 100 feet). Climbing the rope ladder requires a successful DC 5 Climb check, or DC 0 if there is a wall adjacent to it you can brace it against.

**Trip Line.** The rope stretches into a tangles mass that fills one 5 foot square per caster level you have (maximum 10 squares), all of which must be contiguous (including diagonally). Any creature entering a square with this trip line must succeed at an Acrobatics check (DC = 10 if moving at half speed, DC = 15 if moving at full speed, and DC = 20 if running or charging). On a failed check, the creature's movement stops when it enters the square; a creature that fails by 5 or more falls prone. A creature larger than Medium gains a +2 bonus on its Acrobatics check for every size category larger than Medium.

**Material:** a rope

#### RUNE OF BONDING

LEVEL 1

*Wizardry, Runic, Material*

**Cast:** 10 hours, verbal, somatic, material (cobalt and copper infused inks worth 100 gp)

**Range:** Touch

**Duration:** Permanent

You create a special, permanent bond between yourself and the target. This bond is manifested physically as a tattoo each of you share of an intricate Rune. Traditionally, only willing subjects are selected, as the bond can be as intimate as a marriage; however unwilling targets have the ability to make a Wisdom saving throw to resist the bond. The connection between the two individuals has the following special properties:

**Connection:** the two of you share a deep personal connection. You each gain a sense of direction, rough distance, and emotional and physical state of the other. Each knows when the other is asleep, awake, injured, or in pain. Awareness of the other's state dims with distance.

**Energy:** you both share, to a limited extent, your life energy. As a bonus action, you can voluntarily give a pool of hit points to your bonded pair; given they are within 300 feet of you. They can not be forced upon the borrower, and they may refuse them at will.

This bond ends only with the death of either party. This death inflicts great pain on their surviving partner, who receives 1d6 points of damage per level of the deceased.

**Material:** cobalt and copper infused ink worth 100 gp

#### RUNE OF DURABILITY\*

LEVEL 3

*Wizardry, Runic, Ritual, Material*

**Cast:** 1 Short Rest, verbal, somatic, material (iron filings)

**Range:** Touch

**Duration:** 1d6 days

You inscribe an angular rune upon the surface of an inanimate object, such as a weapon, increasing its hit points. Placing more than one rune of this type on an object has no effect

**Material:** iron filings

## RUNE OF INSANITY LEVEL 8

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*Wizardry, Runic, Material*

**Cast:** 10 minutes, verbal, somatic, material (powdered black opal worth 500 gp)

**Range:** Touch

**Duration:** 10 minutes per caster level

You inscribe a potent rune of power upon a surface. It becomes triggered when a creature does one or more of the following, as you select at time of the casting: reads the rune, touches the rune, passes over the rune, or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from the symbol can't trigger it even if it meets one or more of the triggering conditions. Creatures who trigger the symbol must make a Wisdom saving throw or be rendered permanently insane.

**Material:** powdered black Opel worth 500 gp

## RUNE OF LIGHT\* CANTRIP

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*Wizardry, Runic, Cantrip, Ritual, Material*

**Cast:** 1 Action, somatic, material (1cp worth of phosphorous)

**Range:** Touch

**Duration:** 10 minutes

You draw a rune that sheds light in a 20-foot radius like a torch, with an additional 20 feet of dim light beyond that. The run can be drawn on a movable object.

**Material:** 1cp worth of phosphorous

## RUNE OF RESTRAINT\* LEVEL 1

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*Wizardry, Runic, Ritual, Material*

**Cast:** 1 hour, somatic, material (henna dye)

**Range:** Touch

**Duration:** 1 minute / Wizard level

You use the dye to draw intricate runes upon the forehead, limbs and body of a creature, causing them to be unable to cast arcane spells for the

duration. This effect can be removed if the runes can be removed or disrupted in some way.

**Material:** henna dye

**Heightened (3rd):** when cast as a third level spell, duration extends to 1 days / Wizard level

## RUNE OF RESTRICTION\* LEVEL 4

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*Wizardry, Runic, Ritual, Material*

**Cast:** 10 minutes, verbal, somatic, material (chalk infused with gem dust worth 5gp)

**Range:** Touch

**Duration:** 24 hours

You secure an area from magical intrusion by means of teleportation, gates, or dimension doors. The rune is inscribed with chalk in a 5 foot wide area, and extends in a 10 yard radius in all three dimensions; this protection is not impeded by walls, doors, or other surfaces.

When in operation, the spell makes it much more difficult to use magic that allows for travel.

Attempts to use these spells to either enter or leave the affected area require an Arcana roll at disadvantage against your spell save DC.

**Material:** chalk infused with gem dust worth at least 5gp

**Heightened (+):** for each spell slot above 4th used to create this rune, add 10 yards to the affected area radius.

## RUNE OF RULE LEVEL 2

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*Wizardry, Runic, Material*

**Cast:** 1 minute, verbal, somatic, material (ochre paint)

**Range:** Touch

**Duration:** 1 day or until activated (see description)

You paint a rune upon another creature that can then be used to aid it at a later time. You determine the spell's effect at the time of casting

by using your finger to paint a specific rune on the recipient's body with a dose of ochre paint. The inscribed rune lasts for 24 hours or until the rune is activated by the creature. Unless otherwise noted, the creature upon which the *rune of rule* has been inscribed can activate it at any time as a bonus action. If the spell effect isn't used, all markings associated with the rune disappear and the effect fades. You can never place the spell upon yourself—it must be bestowed on someone else. The seven runes of rule, along with their specific effects when the user activates them, are listed below. A creature can bear only one *rune of rule* at a time.

**Charity:** A creature bearing this mark gains a +5 insight bonus on a single attack roll or skill check attempted at the request of another creature, provided the creature bearing this mark does not gain any immediate benefit or reward for making the roll or attempting the check.

**Generosity:** A creature bearing the rune of generosity can activate it as an immediate action, but it must do so as another creature within 30 feet activates a consumable magic item such as a potion or scroll that was given to it at some point within the last 24 hours by the creature bearing the rune. When the rune is activated, any dice rolled for the consumable item may be re-rolled a total of 4 times..

**Humility:** When a creature activates the rune of humility, it does not provoke attacks of opportunity for 1 round.

**Temperance:** A creature bearing the rune of temperance can activate it as an immediate action immediately upon failing a saving throw against a poison, disease, drug, or similar effect. The creature can immediately attempt a second saving throw against the effect and can use the result of that second saving throw as the actual result.

**Zeal:** A creature that activates the rune of zeal gains a +3 bonus on Wisdom saves.

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#### RUNE OF THE ARCANUM\*

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LEVEL 8

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 minutes, verbal, somatic, material (ink made from lead dust worth 50 gp)

**Range:** Touch

**Duration:** Permanent until destroyed

You inscribe a complex circular rune on a surface. Within a 40 feet radius, magic is incapable of working. Spell effects do not function, and spell casters within the range are treated as if by counterspell. This effect is permanent, but can easily removed with a bonus action by anyone scuffing the edge of the rune.

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#### RUNE OF TRANSCRIPTION\*

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LEVEL 4

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 minutes, verbal, somatic, material (powdered copper worth 5 cp)

**Range:** Touch/60 feet radius

**Duration:** 1 hour

You inscribe a rune upon a surface which then begins recording events within a 60 foot radius. All movement within the sphere around the rune can be replayed as illusions at your command as a bonus action. After the rune has recorded, it will remain dormant permanently until activated - in which case it will replay events and then become inert.

When the rune replays, pale ghostly illusions are seen and heard reenact event as they transpired.

**Material:** powdered copper worth 5 cp

**Heightened (5th):** when you cast this spell using a spell slot of 5th level or higher, the casting time becomes 1 round (an action, bonus action, and movement).

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#### RUNE OF TRUE FORM\*

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LEVEL 4

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 minutes, verbal, somatic, material (mercury, phosphorus, and powdered opal worth 100gp)

**Range:** Touch (60 feet)

**Duration:** 24 hours

You inscribe a potent rune of power upon a surface. Creatures within 60 feet who are concealing their identity through spells such as *Invisibility*, *Disguise Self*, and *Polymorph* - or natural abilities that have caused them to change their shape are outlined by a pale light that lasts for 10 minutes; allowing them to be clearly seen (similar to *Faerie Fire* spell). This does not reveal their true form, only that their true identity is hidden.

**Material:** mercury, phosphorus, and powdered open worth 100gp

**RUNE TRACE\*****LEVEL 1**

*Wizardry, Runic, Ritual*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You immerse yourself fully in the intricacies of a carved or written rune of any kind, you can divine the elements of that rune's nature. While casting *rune trace*, you must run your fingers (which cannot be gloved at the time) over the rune, glyph, symbol, or other marking you want to examine (hereafter referred to as the "rune"). This does not trigger any effects that touching the rune would normally trigger. Runes, symbols, and other effects that trigger when read still trigger as normal if you do so— but note that this spell does not require you to view and read the rune that you're targeting. When the spell's casting time ends, you instantly receive flashes of insight regarding the rune's nature, history, and purpose, including the following information.

**Age:** You learn if the rune was placed within the last 24 hours, within the last month, within the last year, within the last decade, within the last century, or prior to the last century.

**Insight:** If you have cast *rune trace* on a magical rune, you gain a +5 bonus on all skill rolls and checks to dispel, disable, or otherwise tamper with the rune.

**Language:** You learn what language the character of the rune is taken from, or in the case of a rune that has no language, you learn that it is a unique image.

**Purpose:** You learn the general purpose of the rune (such as whether it's a decoration, information, a magical defense, or a warning)

**RUNIC BARRIER\*****LEVEL 6**

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 minutes, verbal, somatic, focus, material (crushed ruby worth 50gp)

**Range:** Touch

**Duration:** Permanent

You inscribe a complex rune on the floor, which can be used to seal an open space (such as a corridor or an archway). Magical force repels any creature attempting to pass within 5 feet. A Strength check of DC 25 is required to push through the effect of the rune.

**Material:** 50gp of crushed ruby

**SACRIFICIAL HEALING****LEVEL 4**

*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You heal another creature's wounds by taking them upon yourself or transferring them to another willing creature within range. Roll 4d8. The number rolled is the amount of damage transferred. As wounds from one creature close and similar wounds appear on the body of the willing target of this spell.

**SAND SHIP\*****LEVEL 4**

*Wizardry, Transmutation, Uskardeen, Ritual, Material*

**Cast:** 1 Minute, verbal, somatic, material (a boat, or ship)

**Range:** 30 feet  
**Duration:** 24 hours

Casting this spell upon a water vessel up to the size of a small sailing ship transforms it into a vessel capable of sailing on sand as easily as water. The vessel still needs a trained crew and relies on wind or oars for propulsion, but it moves at its normal speed across sand instead of water for the duration of the spell. It can sail only over sand, not soil or solid rock. For the duration of the spell, the vessel doesn't float; it must be beached or resting on the bottom of a body of water (partially drawn up onto a beach, for example) when the spell is cast, or it sinks into the water.

**Heightened (6th):** When you cast this spell using a spell slot of 6th level, you can target a water vessel of medium or large size.

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**SAND TABLE\*** LEVEL 4

*Wizardry, Divination, Dwarvish, Material, Ritual*

**Cast:** 10 minutes, verbal, somatic, material (a handful of sand)

**Range:** Touch / 1 mile radius

**Duration:** 1 hour / wizard level

You create a scale model of the battlefield surrounding 1 mile of your position, showing the number of troops, their relative positions, and their movement as if you were observing them from a great height overhead (1,000 feet up). You cast sand upon a flat surface and cause the model to appear upon a 5x5 foot section of that surface. It reflects accurate topography, though doesn't identify fine features or concealed or hidden topography. While it depicts small or larger creatures within the area of effect, it doesn't provide identifying characteristics; each creature appearing as an indistinct form roughly 1 millimeter in each dimension.

The spell does not reveal invisible or incorporeal creatures, nor creatures that are underground, submerged below the surface of water, or

concealed in tree cover. Likewise, creatures flying above 1,000 feet are above the sensor's reach. It may be possible to detect creatures that are using common stealth to hide, but observers of the table are at -10 to perceive due to the size of the models.

Once this spell is cast, anything that moves or shakes the surface the sand is on causes the spell to end instantly.

**Material:** a handful of sand

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**SARCOPHAGUS OF STONE** LEVEL 3

*Wizardry, Conjunction, Dwarvish*

**Cast:** 1 Action, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 3 rounds

The ground quakes as native stone erupts from the ground. This sharply rising stone takes the form of a sarcophagus.

This spell creates an airtight stone coffin that forms around you. The stone is 1 inch thick, has an AC of 18, and requires 15 points of damage to break through. A DC 26 strength check will cause the stone to crush or break.

This coffin is sealed upon formation and completely impervious to air and gas. You have 1 hour worth of air, and after that time must hold your breath or begin to suffocate.

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**SECLUDED GRIMOIRE** LEVEL 1

*Wizardry, Traveling*

**Cast:** 1 minute, verbal, focus

**Range:** Touch

**Duration:** Instantaneous

You send a spellbook into a random but safe location on the Ethereal Plane, where it remains indefinitely. When you cast this spell again, the target spellbook dissolves into quickly fading lines of energy and runes that reflect all of the spells stored within. Thereafter, you can retrieve the spellbook by concentrating as a standard

action, causing it to reappear in your hands. You cannot cast this spell on another spellbook if you currently have a spellbook in The Ethereal Plane. No other creatures or objects accompany the spellbook you send away, and the duration of any spells currently affecting the spellbook continue normally.

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**SECRET CHEST**

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**LEVEL 4**

*Wizardry, Enchantment, Elvish, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (an exquisite chest 3x2x2 worth at least 50 gold, and a replica made from the same materials worth 5 gold)

**Range:** Touch

**Duration:** Permanent

You hide a chest, and all of its contents in a pocket dimension. You must touch the chest and the miniature replica that serves as a material component for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet x 2 feet x 2 feet).

While the chest remains in the pocket dimension, you can use an action to speak a word and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the pocket dimension by using an action and touching both the chest and the replica.

After 60 days, there is a cumulative 5 percent chance per day that the spell's effect ends. This effect ends if you cast this spell again on the same chest, or if the smaller replica chest is destroyed. Casting dispel magic on the replica ends the enchantment. If the spell ends and the larger chest is within the pocket dimension, it is irretrievably lost.

**Material:** an exquisite chest worth 50 gold, and a replica worth 5 gold. The chest can be no larger than 3 feet x 2 feet x 2 feet.

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**SECRET PAGE\***

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**LEVEL 3**

*Wizardry, Enchantment, Ritual, Material*

**Cast:** 1 Minute, verbal, somatic, material (a page of text)

**Range:** Touch

**Duration:** permanent

You change the target's text to different text entirely. If the text is a spell book or a scroll, you can change it to show a spell you know of the spell slot you cast this spell with or lower. The replacement spell cannot be cast or used to prepare a spell. You can also transform the text into some other text you have written or have access to. You can specify a password that allows a creature touching the page to change the text back and forth. You must choose the replacement text and the password, if any, when you cast this spell.

**Material:** a page of text

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**SERREN'S SWIFT GIRDING**

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**LEVEL 1**

*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, focus, material (the armor to be worn)

**Range:** 30 ft

**Duration:** Instantaneous

You make a large sweep of your hands, and select a number of targets and the same number of suits of armor. The target's of this spell are immediately clad in the armor that you choose. The subjects must be capable of wearing the chosen armor, cannot be already wearing armor, and must be able to properly fit into the chosen armor. The chosen armor must be empty and cannot be currently worn by another creature. Creatures armored with this spell are considered to have donned the armor properly.

**Material:** the armor to be donned

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**SCALE ROT**

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**LEVEL 4**

*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

One creature of your choice within range that has natural armor must make a Constitution saving throw. If it fails, attacks against that creature's Armor Class are made with advantage, and the creature can't regain hit points through any means while the spell remains in effect. An affected creature can end the spell by making a successful Constitution saving throw, which also makes the creature immune to further castings of this spell for 24 hours.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the number of affected targets increases by one for each slot level above 4th.

**SCALE WEAKENING**

**LEVEL 2**

*Wizardry, Illusion, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 minute

You must succeed on a ranged spell attack. The subject's natural armor class is reduced by 1 point. This spell can't reduce a creature's natural armor class to less than 0, nor does it have any effect on an enchantment bonus to natural armor (such as that granted by the *Barkskin* spell). It also has no effect on worn armor.

**Augmented (5th)** natural AC is reduced by 2

**Augmented (11th)** natural AC is reduced by 3

**Augmented (17th)** natural AC is reduced by 5

**SCORCHING RAY**

**LEVEL 2**

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

**SCREAMING RAY**

**LEVEL 1**

*Wizardry, Evocation, Merrow*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You create a ray of psychic energy to attack your enemies. Make a ranged spell attack against a creature. On a hit, the target takes 1d4 psychic damage and is deafened until the end of your next turn. If the target succeeds on a Constitution saving throw, it is not deafened.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you creature one additional ray for each slot level above 1st. You can direct the rays at one target or several.

**SCRIBE'S BINDING**

**LEVEL 9**

*Wizardry, Enchantment, Caldorian, Material*

**Cast:** 10 minutes, verbal, somatic, focus, material (a book bound in precious metals worth 100 gp)

**Range:** Touch

**Duration:** Permanent

You bind a single creature into a prepared book, sustaining it in suspended animation and filling the book with its experience and knowledge. The creature may make a Constitution saving throw to avoid the process. The tome weighs 10 pounds and has one page for every day of the subject's life. The cover and binding transform to reflect the subject's appearance, interests, and tastes.

Every thought and memory—including those the target may have forgotten long ago—are perfectly transcribed within the enchanted pages, penned in excruciating detail in the language that the creature was thinking or speaking in when the event occurred. If a memory includes dialogue in a language the subject didn't understand, that dialogue is reproduced phonetically, and must be translated by a reader who knows that language. Any alterations to a subject's memories—such as by a *modify memory* spell—appear in a subtly different script; a successful DC 35 Linguistics check is needed to identify this.

Spells that modify or remove text—such as *erase* or *secret page*—also affect the target's memory if they persist after its release. *Modify memory* can be used to repair any changes to its original state, or alter the accounts recorded within the book. A creature imprisoned by scribe's binding automatically fails any saving throws against effects to change or modify its memories.

A target bound by this spell can be freed by only *freedom*, *miracle*, or *wish*. Polymorph any object restores the target's normal form for 24 hours. Scribe's binding makes the imprisoning tome supernaturally durable (hardness 20, 10 hp per HD the imprisoned creature had). Destroying the tome immediately slays the creature within.

### SCRIVENER'S CHANT

### CANTRIP

*Wizardry, Conjuration, Caldorian, Cantrip, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (paper, quill, and ink)

**Range:** 5 feet

**Duration:** Concentration up to 5 minutes

Imbue a quill with animate energy and rapidly transcribe words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The reproduction is written in your hand, and requires skill checks if attempting to create a convincing copy. You must concentrate upon the material being

duplicated for the spell's duration and provide new blank pages as required.

### SCULPTED CAPE

### LEVEL 1

*Wizardry, Enchantment, Material*

**Cast:** 1 Action, verbal, somatic, material (a cape or loose outer garment)

**Range:** Touch

**Duration:** 1 minute / Wizard level

Your cape, cloak, or shawl stiffens and maintains its shape even if removed. A sculpted cape has a number of hitpoints equal to your caster level; when it takes this damage, it loses its enchantment. It can support weight equal to 1 pound per caster level. An unworn sculpted cape can provide cover.

### SEAMANTLE

### LEVEL 8

*Wizardry, Conjuration, Merrow*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You sheathe yourself within a churning column of pure elemental water up to 30 feet high that fills your space. You gain a swim speed equal to double your land speed and can see, hear, and breathe normally within the *seamantle*, but attacks against you are treated as if you were under the surface of the water. You gain improved cover (+8 cover bonus to AC, +4 bonus on Dexterity saves) against foes that do not have *freedom of movement* effects. The cover granted by the *seamantle* does not enable you to make Stealth checks or prevent attacks of opportunity. Magical attacks against you are unaffected unless they require attack rolls or state that they do not function underwater.

The *seamantle* blocks line of effect for any fire spell or supernatural fire effect, but enemies can attempt to use fire spells within the *seamantle*; this requires a caster level check (DC 20 + spell

level), and if successful the fire spell takes effect as a bubble of steam contained within the *seamantle* rather than its usual effect.

The *seamantle* allows you to make a slam attack by forming a pseudopod of water, inflicting damage appropriate for your size. This slam attack has a reach of 30 feet. In addition, as a standard action, you can attempt to extinguish fires by touch. You automatically extinguish up to a 10-foot cube of normal fire. Against magical fire effects, your touch acts as *dispel magic*; this also applies to any non-instantaneous fire affect that comes into contact with you (such as *flame blade*, *flaming sphere*, or *incendiary cloud*). Even if you fail to extinguish a fire, you are not harmed by it. A *flaming* or *flaming burst* weapon that strikes you has its power suppressed for 1d4 rounds if the wielder fails a Constitution save.

### SECRET SPEECH

LEVEL 2

*Wizardry, Glamour*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

This spell grants you the ability to send a secret message of 10 words or less embedded within normal speech. The intended recipient always understands the hidden message perfectly, assuming they understand the language it was delivered in; hearing it within their mind. To those looking on, you could be offering a normal greeting; but to the intended target you may be giving secret instructions or forbidden knowledge. No skill check is needed to hide the casting, although others who can sense or detect magic would notice the release of magical energy.

### SECRET TORCH

LEVEL 2

*Wizardry, Illusion, Uskard, Material*

**Cast:** 1 action, verbal, somatic, focus, material (a torch)

**Range:** Touch

**Duration:** 1 hour

You light an ordinary torch; to those that look upon it the torch will not shed light but will appear to be aflame with ghostly fire. To you, the torch sheds ordinary torchlight that only you can see. The torch can be put aside or handed over, as an ordinary torch would be, but cannot set fire to anything. It can be extinguished by any normal means, for example water or very strong winds. The torch will slowly smoulder and burn out, as an ordinary torch would.

**Material:** crushed opal worth 150gp

### SEPIA SNAKE SIGIL\*

LEVEL 3

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 minutes, verbal, somatic, focus, material (ink made from 50g of powdered amber)

**Range:** Touch

**Duration:** Permanent

Using an ink of powdered amber, you inscribe a sigil in the shape of a snake. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader. Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a Dexterity save to evade the snake's strike. If successful, the snake dissipates in a flash of amber light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails the save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days has elapsed.

When trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury.

However a dying subject does not lose hit points or become stable until the spell ends.

**Material:** ink made from powdered amber worth 50g

**Heightened (+):** for each additional spell slot, an additional day is added to the duration of the suspended animation.

### SERVANT HORDE

LEVEL 3

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** 1 hour

You create 2d6+1 invisible, mindless, shapeless, Medium creatures as with the *Unseen Servant* spell. They can perform simple tasks for you until the spell ends.

These servants have AC 10, 1 hit point, and a Strength of 2, and can't attack. When a servant drops to 0 hit points, it disappears.

On each of your turns as a bonus action, you can mentally command the servants to move up to 15 feet and interact with an object. The servants can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servants perform the task to the best of their ability until it completes its task; then waits for your next command.

If you command the servants to perform tasks that would move it more than 60 feet away from you, the spell ends.

**Heightened (+):** When you cast this spell with a spell slot of 4th or greater, you create an additional servant for each additional spell slot.

### SHADOW GATEWAY\*

LEVEL 5

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 minutes, verbal, somatic, material (a piece of black chalk)

**Range:** Touch

**Duration:** Concentration, up to 1 minute

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

This rune only works on The Prime Material Plane, The Shadowfell, or The Feywild; the three twinned planes of existence of Asha. You can not target the location you will arrive, instead you arrive in the location that is relative to the one you cast the spell in within the other plane.

### SHADOWFADE

LEVEL 1

*Wizardry, Illusion, Dwarvish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration up to 1 hour

The target no longer gives off heat, making it invisible to creatures using Infravision to see.

### SHATTER

LEVEL 2

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered

on that point 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. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. You may instead target a nonmagical object that isn't being worn or carried.

**Heightened (+):** 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.

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SHIELD	LEVEL 1
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*Wizardry, Abjuration, Conjunction*

**Cast:** 1 Reaction, verbal, somatic

**Range:** Self

**Duration:** 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from the *Magic Missile* spell.

**Heightened (+)** You may target 1 additional beast for each spell slot above 1st level.

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SHOCKING GRASP	CANTRIP
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*Wizardry, Evocation, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

Lightening springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightening damage, and it can't take reactions until the start of its next turn.

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SHOCKING SHROUD	LEVEL 4
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*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 10 minutes

Arcs of electricity dance over your body for the duration, granting you resistance to lightning damage. You can end the spell early by using an action to dismiss it.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, arcs of electricity strike your attacker, who takes 2d8 lightning damage.

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SIGIL*	CANTRIP
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*Wizardry, Runic, Ritual, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Unlimited (see below)

You harmlessly place a magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible - and can be scrubbed off with 5 minutes of work. It fades naturally over the course of a week.

Invisible marks respond to *detect magic*.

**Heightened (+)** when cast as a 2nd level spell it fades after 1 month, at 3rd level after a year, and at 4th level never fades.

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SIGN OF SEALING*	LEVEL 2
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*Wizardry, Runic, Ritual, Material*

**Cast:** 1 minute, verbal, somatic, material (crushed emerald worth 50gp)

**Range:** Touch

**Duration:** Permanent

You trace a complicated sigil that visually appears where it is to seal. The sigil glows with latent magical energy. This seals the door, chest,

or similar closure with a prominent magical sigil that bars entry and prevents opening. A door or object protected by this spell can be opened only by breaking (add 10 to the normal break DC) or by the use of a *Knock* or *Dispel Magic* spell. If the door or object is forced open by any means (magical or physical), the rune deals 2d4 points of damage in a 30 foot radius. A successful Dexterity saving throw allows for half damage. The *Knock* spell does not negate the rune but will surprise the sign for 10 minutes.

**Material:** a crushed emerald worth 50gp

## SILK TO STEEL

## LEVEL 2

*Wizardry, Enchantment*

**Cast:** 1 Action, verbal, somatic

**Range:** 1 round / level

**Duration:** Instantaneous

You imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility. Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your armor class) or to attack as if the scarf were a whip that deals an additional +1 damage and is considered magical.

**Heightened (+):** when cast as a 3rd level spell the damage of the whip increases by 1d6 for each additional spell slot used.

## SKIM

## LEVEL 1

*Wizardry, Divination, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 hour

You are able to read written material in a quarter of the time it would normally take to read it. If the text is fragmented, is particularly difficult to understand, or otherwise requires an ability check or skill check to read quickly or at all, this spell

doesn't directly increase your reading speed, but instead grants you an Advantage on the skill check. This bonus also applies to Research checks when you research a particular topic within a library.

## SLEEP

## LEVEL 1

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 90 feet

**Duration:** 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake.

Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Creatures who awaken from a magical slumber must succeed a Wisdom saving throw or lose all memory from the 5 minutes prior to falling asleep. Undead and creatures immune to being charmed aren't affected by this spell.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

## SLOW

## LEVEL 3

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 minute

You alter time around up to is creatures of your choice in a 40 foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action that that turn to complete the spell. If it can't the spell is wasted. A creature affected by this spell makes another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

**SNARE\*** LEVEL 1  
*Wizardry, Abjuration, Caldorian, Material*  
**Cast:** 1 Minute, somatic, focus, material (25 feet of rope, which the spell consumes)  
**Range:** Touch  
**Duration:** 8 hours

As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or on the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. The trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground or floor in the spell's radius. The creature must succeed a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends.

A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends.

After the trap is triggered, the spell ends when no creature is restrained by it.

**Material:** 25 feet of rope, which the spell consumes

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**SPELLBANE** LEVEL 9  
*Wizardry, Abjuration, Elvish*  
**Cast:** 1 Action, verbal, somatic, focus  
**Range:** Self, 10 feet radius  
**Duration:** 1 hour / Wizard level

You select one spell per five Wizard levels you possess at the time of casting; those selected spells simply do not function within a 10 foot radius around you. The spells selected cannot be changed after the spell is cast. Only the exact spells mentioned are affected - and you must be familiar with those spells. If you move into an area where a previously cast spell you have selected as a banned spell is in effect, that spell is affected as if by an Antimagic Field. If the spell affects a summoned creature that has spell resistance, you must make a caster level check against the creature's spell resistance to make it wink out.

This spell can even negate an Antimagic Field, or another Spellbane, or any spell that specifies immunity to Antimagic Field. Multiple Spellbane effects can overlap. Their effects stack, preventing the functioning of every spell targeted by any of the multiple Spellbane emanations. Spell effects created by artifacts or deities cannot be suppressed.

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**SPELLSTAFF** LEVEL 6  
*Wizardry, Enchantment*

**Cast:** 10 Minutes, verbal, somatic, focus, material (the wooden staff that stores the spell)

**Range:** Touch

**Duration:** Permanent until discharged

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more than one Spellstaff at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the Spellstaff.

**Material:** the wooden staff that stores the spell

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#### SPELL IMMUNITY

LEVEL 4

*Wizardry, Meta*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 24 Hours

You ward a creature against the effects of a single spell of Level 4 or lower. Choose a spell and name it aloud as part of the verbal component. Spell Immunity attempts to counteract that spell whenever the target is the target of the named spell or in that spell's area. Successfully counteracting a spell that targets an area or multiple targets with Spell Immunity negates the effects only for the target affected by Spell Immunity.

You must know the spell you are protecting the creature from.

**Heightened (+):** When you cast this spell with a spell slot of 5th level or higher, you may ward against a spell of that spell level.

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#### SPIDER CLIMB

LEVEL 2

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

**Heightened (+):** When cast as a 3rd level or higher, you may target one other creature for each additional spell slot the spell consumes.

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#### SPIDER'S THREAD

CANTRIP

*Wizardry, Conjunction, Cantrip*

**Cast:** 1 Action, verbal, somatic, focus (wand)

**Range:** 30 feet

**Duration:** 2 rounds

You create a single ropelike strand of spider silk 1 inch wide and 30 feet long that has an adhesive end, and can support 200 pounds of weight. It shoots from the end of your wand with force, and will attach to ceilings and walls. You may instead make a melee attack on a creature and attempt to impede their movement. On a successful hit, their move is halved for the duration; or until they succeed a Strength saving throw (DC 15), spend an action removing the strand, or deal 4 points of damage to the strand. Fire destroys the silk instantly. The strand dissolves when the spell completes.

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#### SPINNING AXES

LEVEL 4

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 10 feet radius

**Duration:** Instantaneous

Spinning axes made of luminous force burst out from you to strike all creatures within 10 feet of you. Each of those creatures take 5d8 force

damage, or half the damage with a successful Dexterity saving throw. Creatures damaged by this spell that aren't undead or constructs begin bleeding. A bleeding creature takes 2d6 necrotic damage at the end of each of its turns for 1 minute. A creature can stop the bleeding for itself or another creature by using an action to make a successful Wisdom (Medicine) check against your spell save DC or by applying any amount of magical healing.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

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### SPIRAL ASCENT

LEVEL 3

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*Wizardry, Traveling, Merrow*

**Cast:** 1 Action, verbal, somatic

**Range:** 400 feet

**Duration:** Instantaneous

You transform yourself into a helical beam of light that instantly transports you upward or downward to a spot within range. The destination must be a square in the spell's range that's within 10 feet of a point directly above or below you. The destination must be within your line of sight or familiar to you. You can bring along objects as long as their weight doesn't exceed your maximum load. If you arrive in a place that is already occupied by a solid body, you are teleported to a random open space on a suitable surface within the range and other limitation of the spell. If no such space is available, the spell simply fails.

**Heightened (+):** when cast as a 4th level or higher, you may target an additional willing creature that you are touching for each additional spell slot.

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### STATUE

LEVEL 7

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*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 hour / Wizard level

You cause a target to turn to solid stone, along with all garments and equipment worn or carried. In statue form, the subject gains a hardness of 8 (ignoring 8 damage each round). The subject retains its own hit points. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to this'd sensations that can affect the granite-hard substance of the individual's body. The subject can switch between its normal and statue state as a free action.

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### STEAL SIZE

LEVEL 3

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*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 minute

Your reduce the size of one target by one size category, and grow a second target by one size category. If either target is unwilling, they make make a Constitution saving throw and on a success there is no effect.

Everything the creatures are wearing changes size. Any dropped items return to normal size at once. Effects are as the Enlarge Reduce spell.

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### STEPPING STONES

LEVEL 1

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*Wizardry, Conjunction, Dwarfish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 ft

**Duration:** 10 minutes

You conjure a series of up to 10 rough edged flat stepping stones to act as a makeshift bridge or stair. Each of these stones are about 18 inches wide, 14 inches deep and 1.5 inches thick, and can hold up to 500 pounds of weight.

At the time of casting, you can direct the stones into an orientation of your choosing; including floating in the air. They remain stationary in this position until the spell ends. When the spell ends, the stones drop, shatter, and crumble to dust.

**Heightened (+)** when cast as a 2nd level or higher, you 5 more stone can be conjured for every additional spell slot.

### STICKY FINGERS

LEVEL 1

*Wizardry, Transmutation, Caldorian*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 hour

Your hands and feet become very sticky, giving you advantage on grabbing and holding on to things. Footwear blocks the stickiness, as it is your natural feet that have become sticky. You can easily climb vertical surfaces when using both hands and feet; or gain advantage on climbing if just using your hands.

You have advantage on tasks requiring you to hold or grab. You control when you stick and when you release from objects and surfaces. As an action, you can dispel this spell.

### STIRGE SWARM

LEVEL 3

*Wizardry, Cygimancy, Uskardeen*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You summon a swarm of stirges, batlike creatures that feed upon the blood of living creatures. The spell summons 1 swarm of 1d4+4 stirges, which its on your initiative turn and you can direct to attack any creature within range. The stirges obey your directives, moving as you desire. At the end of the spell, the stirges disappear.

**Heightened (+):** for each additional spell slot, you may summon an additional swarm of stirges.

### STOLEN LIGHT

LEVEL 3

*Wizardry, Enchantment, Elvish, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (a gem or crystal worth at least 50 gp)

**Range:** Touch

**Duration:** permanent or 1 minute / level (see text)

You store images within a gem. To store an image, as part of casting you must touch a gem or crystal worth not less than 50 gp. You trap within the gem an image of everything visible within a 30-foot cone measured from the gem, in a direction of your choice. You record all activity and movement for a duration of 1 minute / caster level. Alternatively, you can capture a less detailed image of a single object within sight. Once the casting is complete, the gem turns opaque, and the image inside cannot be seen. The stolen image remains within the gem until released or dispelled.

To release an image, you touch a gem holding *stolen light* as a standard action and speak a command word chosen at the time of casting. For 1 minute per caster level, the image stored within the gem becomes visible. Details can be made out as clearly as they could be perceived at the time of casting. Darkvision is of no use for making out details in a stolen image, though low-light vision or other exceptional visual talents may reveal information the caster did not see. Light sources brighter than bright light are reduced to bright light in the stolen image. Once the image has been released, it cannot again be recovered from the gem.

**Material:** a gem or crystal worth at least 50 gp

**Heightened (6th):** when cast with a 6th level spell slot, you cause the gem to be capable of projecting the image indefinitely, activated and deactivated by its command word, until it is destroyed or dispelled.

## STONE GUARDIAN

LEVEL 3

*Wizardry, Cygimancy, Dwarvish, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (a 5x5 foot area of earth)

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You create a stone warrior that fights as you direct. The guardian resembles a humanoid warrior, and is typically of the same race as you. It uses the statistics of a Medium earth elemental. At the end of the spell, the guardian crumbles into dirt and disappears.

**Material:** a 5x5 foot area of earth

**Heightened (6th):** when you cast this spell using a 6th level spell slot, you can form a Large guardian from a 10x10 foot area of earth

## STRANGLING HAIR

LEVEL 3

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 round/level

Your hair animates and extends to grapple and constrict an opponent. Make a grapple check against the target using your caster level as the base attack bonus plus a bonus equal to your Intelligence modifier. This grapple check does not provoke attacks of opportunity. If your hair succeeds in grappling a foe, that creature takes 1d6 points of damage, and gains the grappled condition. Your hair receives advantage on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that your hair succeeds on a grapple check, it deals an additional 1d6 points of damage.

Once you choose a target, your hair continues to attack that target independently of your own actions. You may designate a new target as a move action, which causes your hair to release its current target (if any) and attack the new target

that round. Your hair cannot be targeted as a separate creature, but it can be dispelled.

## SUBJECTIVE REALITY

LEVEL 7

*Wizardry, Glamour, Caldorian*

**Cast:** 1 Action, verbal

**Range:** 30 feet

**Duration:** 1 minute

You grant a target the ability to perceive a single object, creature, or force as an illusion. The “illusion” must be something you perceive or see within 400 feet at time of casting. To the target, the “illusion” becomes transparent, and does not create significant sound or smell. The “illusion’s” nonmagical attacks don’t harm the target, and magical attacks do half damage. The “illusion’s” non-damaging magical abilities have a 50% chance not to affect the target, and they are immune to all sonic/language/scent based abilities.

Conversely, if the “illusion” is a creature, it perceives the target in the same way, as an illusion that has the same considerations on damage and attacks.

## SUMMON ABERRATION

LEVEL 4

*Wizardry, Summoning, Uskardeen*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 90 feet

**Duration:** Concentration, up to 1 hour

You call forth an aberrant spirit. It manifests in an unoccupied space that you can see without range. You cause the spirit to take a monstrous, corporeal form for a short period of time. The spirit 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.

### ABERRANT SPIRIT

STR	DEX	CON	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	10 (+0)	6 (-2)

**Armor Class:** 11 + spell level (natural armor)

**Hit Points:** 40 + 10 per spell level above 4th

**Damage Immunities:** psychic

**Senses:** Darkvision 60 ft, Passive Perception 10

**Whispering Aura:** At the start of each of the aberration's turns, each creature within 5 feet of the aberration must succeed on a Wisdom saving throw against your spell save DC or take 2d6 psychic damage, provided that the aberration isn't incapacitated.

**Multiattack:** The aberration makes a number of attacks equal to half this spell's level (rounded down)

**Psychic Slam:** Melee Spell Attack. Your spell attack modifier to hit, reach 5 ft, one creature. Hit: 1d8 + 3 + the spell's level in Psychic Damage.

### SUMMON SHADOW TITAN

LEVEL 7

*Wizardry, Cygimancy*

**Cast:** 1 Minute, verbal, somatic

**Range:** 90 feet

**Duration:** Concentration, up to 1 hour

You summon a shadow titan, which appears in an unoccupied space that you can see within range. Its statistics are identical to a Stone Giant, with two differences: its camouflage ability works in dim light instead of rocky terrain, and the "rocks" it hurls are composed of shadow-stuff and cause cold damage.

The shadow titan is friendly to you and your companions. Roll initiative for the shadow titan;

it acts on its own turn. It obeys verbal or telepathic commands that you issue to it (giving a command takes no action on your part). If you don't issue any commands to the shadow titan, it defends itself from hostile creatures but otherwise takes no actions.

The shadow titan disappears when it drops to 0 hit points or when the spell ends.

### SUMMON TINY ANIMALS

LEVEL 1

*Wizardry, Cygimancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 30 ft

**Duration:** 1 minute

You summon 1d4 CR 0 tiny or smaller beasts such as bats, lizards, rats, ravens, or toads. The creatures are all of the same type.

### SUNDER BREAKER

LEVEL 1

*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, somatic

**Range:** touch

**Duration:** 10 minutes, or until discharged

You place an invisible ward upon a non-living target no larger than a 10 foot cube. The next time a creature succeeds at damaging the target with a melee weapon, the weapon takes 1d6 points of force damage per your Wizard level (maximum 10d6). If the attacker used a natural weapon, the attacker takes half this damage; half again on a successful Constitution saving throw. This spell ends once it discharges its concussive force.

### SUPPIRE RUNE

LEVEL 2

*Wizardry, Runic, Material*

**Cast:** 1 Minute, somatic, material (a piece of charcoal)

**Range:** Touch/30 feet

**Duration:** 1 hour

You inscribe a Rune on a solid surface with charcoal. It allows the people near the symbol to hear sounds which would normally be inaudible due to the distance or background noise. As such, it is often used for eavesdropping. When drawing the Rune you must indicate which direction you seek to listen in. You then can hear sounds more clearly in a 30 foot cone in that direction.

**Material:** a piece of charcoal

**Heightened (+):** when you cast this spell using a spell slot of 3rd or higher, you may increase the distance of the cone by an additional 10 feet per spell slot.

#### SUPPRESS RUNE

LEVEL 3

*Wizardry, Runic*

**Cast:** 1 Action, verbal, somatic

**Range:** 100 feet

**Duration:** 1 minute

You cast this spell and gain an enhanced awareness of magical runes within range, glowing with a blue radiance shedding light equivalent to a candle. This reveals the location without triggering it. You may expend the spell to temporarily suppress a rune within range for the remaining duration of the spell.

#### SUREFOOT BOOTS

LEVEL 2

*Wizardry, Elvish, Enchantment*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 3 rounds

You touch boots, shoes, or other footwear and imbue them with the ability to find purchase on even the most treacherous ground. While the spell is in effect, the footwear's wearer treats any Acrobatics skill check to balance as though the wearer had rolled a 20.

#### SYMBOL OF LAUGHTER\*

LEVEL 3

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 Minutes, verbal, somatic, material (ink made from mercury and phosphorus worth 10 gp)

**Range:** Touch

**Duration:** Permanent until triggered

You scribe a rune on a surface that you set to trigger when someone looks upon it, reads it, steps upon it, or comes within 60 feet. When triggered, every creature within 60 feet must succeed a Wisdom saving throw or be affected with uncontrollable laughter for 1 minute. They can perform no actions while laughing in this manner. Each round they may attempt another save to cause the effect to end.

#### SYMBOL OF SPELL LOSS\*

LEVEL 5

*Wizardry, Runic, Ritual, Material*

**Cast:** 10 Minutes, verbal, somatic, material (crushed opal worth 150gp)

**Range:** Touch

**Duration:** Permanent until triggered

Scribe a potent rune on a surface that triggers when an arcane spell caster is within 60 feet of the symbol. When triggered, it begins to attack the minds of spell casters within 60 feet. Each must attempt a Wisdom saving throw every round they are within range, at the beginning of their turn. Failure means that the highest-level spell prepared by the spell caster (or highest-level spell slot, if the character casts spells spontaneously) is lost for the day. The symbol remains active until it has consumed 50 levels of spells.

**Material:** crushed opal worth 150gp

#### TACTILE OBJECT

LEVEL 2

*Wizardry, Illusion, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** As long as it is touched by a conscious, thinking creature

You create a simple static object that is familiar to you and less than 5 lbs (e.g. a robe, a sword, a cup). The creation can't be a magical item or living creature. It functions as the ordinary object would (swords do damage, and cups hold liquid). Limitations: Food created this way will seem nourishing, but in fact is not. Information cannot be created; a book could not be created unless you knew all of its contents by heart. A work of art will be only as good as you could have made by hand. Mechanical devices cannot be created. The created object is an illusion manifested into reality with mana; and it exists indefinitely as long as it is touching a living, conscious, thinking being. Thus, you could create a sword and use it yourself or give it to a friend - but if you create a coin to cheat a merchant, it will vanish if the merchant drops it on the counter or tosses it in the air! A created item does not actually have to touch flesh, but it must be very close to someone. It could be held in a gloved hand, carried in a pocket, etc, but not stored in a backpack.

**Heightened (+):** for each spell slot above 2nd level, you may add 5lbs to the object created

#### TAIL CURRENT

LEVEL 4

*Wizardry, Transmutation, Merrow*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** 1 hour / wizard level

You target a creature and compel the air or water to gently push them in a direction of your choice to aid their movement. If the subjects are flying or swimming, the first 20 feet of movement each round in the chosen direction does not count against their movement. You may target any number of creatures within 120 feet; they must stay within 120 feet of each other for the effect to

persist. You may change the tailwinds direction once per hour as a standard action.

#### TELEPORTATION CIRCLE\*

LEVEL 5

*Wizardry, Runic, Ritual, Material*

**Cast:** 1 Minute, verbal, material (chalk infused with gem dust worth 5gp)

**Range:** Touch

**Duration:** 1 round

As you cast the spell, you draw a 10 foot diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know. Anyone standing on or entering the circle between now and the end of your next turn instantly appears within 5 feet of the destination circle or in the nearest unoccupied space.

Many major cities have important way stations inscribed with permanent teleportation circles. Each such circle includes a unique sigil sequence - a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Material Plane, determined by the DM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

A permanent teleportation circle is made by casting this spell on the same spot every day for 6 months, and also requires a circle to be permanently affixed to the location. Typical materials are stonework or tile infused with gem dust costing 50 gp. When these more permanent materials are present, the material components are not required to cast this spell.

**Material:** chalk infused with gem dust worth 5gp

**Heightened (6th):** when you cast this spell using a spell slot of 6th level or higher, you add an additional round to the duration of the spell for each additional spell slot.

## TELL TIME

## CANTRIP

*Wizardry, Divination, Elvish*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

You tap into The Eternal Cycle and are able to discern the precise time it is - as well as the day and year, should that be in doubt.

## TEMPORARY RESURRECTION

## LEVEL 7

*Wizardry, Transmutation, Caldorian, Material*

**Cast:** 10 Minutes, verbal, somatic, material (a diamond worth 50 gp)

**Range:** Touch

**Duration:** 24 hours

You restore temporary life to a body that has been dead for less than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently raised from the dead. The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a Cleric can cast resurrect them even while this spell is active. Once a creature has been revived with Temporary Resurrection, this spell cannot be used on it again until it is permanently raised from the dead.

**Material:** a diamond worth 50 gp

## THEFT WARD

## LEVEL 1

*Wizardry, Abjuration*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 24 hours

You ward a single object in your possession against theft. You gain a +10 bonus on Perception checks to notice someone trying to take the item from you. Optionally, you may choose for the object to emit a loud piercing

noise when moved. This noise activates for 1 round and then the magic discharges.

## THREEFOLD ASPECT

## LEVEL 4

*Wizardry, Illusion, Amoni*

**Cast:** 1 Action, somatic, focus

**Range:** Self

**Duration:** 24 hours

You shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual.

Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check.

## THREEFOLD SIGHT

## LEVEL 3

*Wizardry, Divination*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 3 minutes

You view several possible futures at once, allowing you to thread a needle around disasters by taking a middle path. For the duration of this spell, whenever you roll for an attack, saving throw, or skill check, roll three d20 and use the middle of the three rolls (or the highest, if more than one die shows the same highest value, or the lowest, if more than one die shows the same lowest value). If another ability would make you roll an attack roll, saving throw, or skill check twice and take the higher result, roll twice and take the lower result, or reroll, that ability has no effect and *threefold sight* ends immediately.

## TIDAL BARRIER

## LEVEL 1

*Wizardry, Abjuration, Merrow*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 minute

When surrounded by water, you create a turbulent vortex that swirls and crashes and rolls in a 10-foot radius around your position. The area is considered difficult terrain to any creature that starts its turn there or that enters it for the first time. They must make a Strength saving throw or be pushed 10 feet away from you and have its speed reduced to zero until the start of its next turn.

### TONGUES

LEVEL 3

*Wizardry, Glamour*

**Cast:** 1 Action, verbal, focus

**Range:** Touch

**Duration:** 1 hour

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

### TOUCH OF THE SEA

LEVEL 1

*Wizardry, Transmutation, Merrow*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 10 minutes

You cause your swimming speed to double. This spell does not grant the target any ability to breath water.

### TOXIC GIFT

LEVEL 3

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You can cast this spell only if you are currently poisoned. You draw upon the poison in your body and duplicate its effects in the target, which is affected by the same poison you are if it fails a Constitution saving throw, using this spell's DC instead of the poison's normal DC. If you are affected by more than one poison, you must choose one to afflict upon the target.

### TOXIC INJECTION

LEVEL 3

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 15 feet

**Duration:** Instantaneous

You must hold an elixir, extract, poison, potion, or other consumable while you cast this spell. Make a ranged spell attack against a target. If you hit, the held substance drains from its container - and the effect from the consumable takes place immediately as if it was consumed by the target.

### TOXIC RUPTURE

LEVEL 3

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 25 feet

**Duration:** Instantaneous

You cause internal bleeding in the target creature's venom glands or similar organs. The target must attempt a saving throw against its own poison (Constitution save unless otherwise noted) using the DC for this spell. If it fails, the creature is poisoned and suffers the full effect of its poison. Any subsequent saving throws that the target must attempt against the poison use the normal DC for the poison rather than this spell's DC

### TRACK SHIP

LEVEL 2

*Wizardry, Divination, Material, Runic*

**Cast:** 1 minute, verbal, somatic, focus, material (a piece of a ship, a parchment map prepared with 1gp of ingredients)

**Range:** see text

**Duration:** 1 hour

With a piece of structural material from a vehicle (e.g. a splinter of wood from the hull of a ship) that has been removed within the last month, and a map that has been specially prepared with inks and runes, you discern the location of the vehicle. When you cast this spell, the sliver of the vehicle appears on the map. The sliver moves as the ship moves for the duration of this spell. If the ship is not within the area designated by the map, the spell fails. If the ship is reduced to 0 or fewer hitpoints, the sliver breaks.

#### TRANSCRIBE RUNE

LEVEL 6

*Wizardry, Runic*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 10 minutes

You touch an untriggered magical rune (such as a *Ghoul Glyph*) without setting it off. The touched sigil is removed from its location and held as magical potential in your arcane focus, as though it were a touch spell.

To pick up a rune in this manner, you must make a successful Arcana check (DC 10 + the target rune's spell level) at the edge of range where it would be triggered. Failure indicates you fail to pick up the spell, and a critical failure causes you to trigger it. The transferred rune works normally thereafter and retains all its original triggering conditions, although its current location might make its triggers difficult or impossible to achieve.

You may maintain the magic rune in your focus as long as you concentrate, up to 10 minutes. If your concentration lapses or the spell duration expires while the sigil is thus stored as potential, it immediately triggers upon you (and only you), even if you normally would not meet its trigger

conditions. The effect has the same saving throw and spell resistance as the original spell did. The only safe way to rid yourself of the stored sigil is to place it upon a suitable surface using an Action, the *Dispel Magic* spell, or succeed in a successful Arcana check at DC 20 + the rune's spell level.

#### TRANSFIGURING TOUCH

LEVEL 6

*Wizardry, Transmutation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You gradually convert a touched, unattended, nonmagical object into iron, paper, or wood (your choice). The spell converts at most 1 cubic foot of material per Wizard level. If the object is larger than the maximum volume, the Transmutation stops once that amount of matter has been converted.

**Augmented (14th):** you can also create lead

**Augmented (19th):** you can create steel

#### TREASURE STITCHING

LEVEL 5

*Wizardry, Transmutation, Enchantment*

**Cast:** 1 Action, verbal, somatic, focus, material (embroidered cloth worth at least 10 gp)

**Range:** 30 feet

**Duration:** 24 hours / Wizard level

You can transform all objects placed on a cloth into an embroidered, two-dimensional representation, making it easy for you to store and transport the items. You can pile any amount or weight of objects on the cloth so long as the pile stays within the dimensions of the cloth (up to a 10 foot cube). When you cast the spell the entire pile disappears into the cloth, replaced by a highly accurate, sewn picture of the pile from whatever angle you wish. The cloth retains its normal weight and dimensions. You can restore

the pile of objects at any time as a full-round action by unfurling the cloth and ordering the spell to end, consuming the cloth. Anyone else wishing to restore the objects must successfully dispel your spell. If the cloth is destroyed or significantly damaged, all objects held within the cloth are lost. The spell cannot affect artifacts or other sorts of similarly unique objects.

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**TREMORSENSE**

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**LEVEL 3**

*Wizardry, Divination, Caldorian*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 minute

Your sense of hearing and touch becomes attuned to both sound and vibration, allowing you to automatically pinpoint the location of anything that is in contact with the ground or making noise. When in the water, you can sense the location of creatures moving through the water. This sense extends to a range of 30 feet.

**Heightened (+)** When you cast this spell using a spell slot of 4th or higher, you extend the range by 10 feet.

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**TRIAL OF FIRE AND ACID**

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**LEVEL 3**

*Wizardry, Alkemancy*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 round / Wizard level

You make a spell attack against a target, covering it in burning acid that deals 1d6 points of acid damage and 1d6 points of fire damage each round. The subject can attempt a Constitution saving throw each round to reduce the damage by half. Dousing the target in water ends the effect (both the acid and the fire), but rolling on the ground does not extinguish the fire or affect the acid.

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**UMBRAL STRIKE**

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**LEVEL 7**

*Wizardry, Evocation, Uskardeen*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** Instantaneous

You create a bolt of dark energy and use it to make a ranged attack that ignores concealment (but not total concealment). If you hit, the target takes 6d6 points of cold damage and 6d6 points of negative energy damage. The bolt's shadow expands and covers the target, rendering them blind for 1 round. A successful Constitution save halves the damage and negates the blind condition.

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**UNWHOLESOME MEAL\***

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**LEVEL 1**

*Wizardry, Illusion, Orcish, Ritual*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 10 minutes

You disguise existing food or create a completely illusionary meal. The illusion will have full visual, thermal, touch and smell components.

A bland meal can be made to appear in all respects as a royal feast (or vice versa), and even spoiled good or poison can seem irresistible. The serving vessels and utensils can also be disguised. Spoiled foods will still cause nausea, and poison still effects the diner.

If a completely illusionary meal is consumed, a victim will believe that their hunger and thirst have been satiated, but only for as long as the spell's duration.

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**URBAN GRACE\***

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**LEVEL 1**

*Wizardry, Glamour, Ritual, Uskardeen*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You become one with the creatures around you, allowing you to move more easily through crowds. For the duration of this spell, your base land speed is unhindered when you enter a large group - they instinctually and unconsciously grant you passage and clear room for you. The crowd still provides you cover, closing ranks behind you. You don't trigger opportunity attacks.

### VAULT OF AMBER\*

LEVEL 3

*Wizardry, Transmutation, Ritual, Material*

**Cast:** Ritual Only (11 Minutes), verbal, somatic, focus, material (5 small amber gems worth 20 gp)

**Range:** Self

**Duration:** 10 minutes

You arrange 5 small amber gems in a loose circle around any non-living materials and trace sigils above each of them. All materials within the circle are pulled into one of the gems you designate [assuming it was not already storing items as per this spell]. Items within the gem remain in stasis: they do not age, weather or rot. The gem can hold up to 500 lbs of material.

You can use an Action to speak a single chosen word and release the gem's contents onto the ground. Contents are also released if dispelled, or the amber is destroyed. Those gazing upon the gem can see the contents inside.

Living creatures trapped this way suffer 6d6 force damage when released, are dehydrated and suffer from exhaustion. The ravages of time still impact the objects and creatures within the amber.

**Material:** 5 small amber gems worth 20 gp

**Heightened (+)** When you cast this spell using a spell slot of 6th or higher, living material and creatures can be placed within the gem without damaging or killing it. The creature makes a Constitution saving throw, or remains in stasis.

### VENTRILOQUISM

LEVEL 1

*Wizardry, Illusion, Uskardeen*

**Cast:** 1 Action, verbal, focus

**Range:** Self

**Duration:** 10 minutes

Whenever you speak or make any other sound vocally, you can make your vocalization seem to originate from somewhere else within 60 feet, and you can change that apparent location freely as you vocalize with a bonus action. Any creature that performs a Perception check against your spell save DC can identify it as an illusion.

**Heightened (+)** When you cast this spell using a spell slot of 2nd or higher, you can change the tone, quality and other aspects of your voice. Add 10 more minutes for every additional spell slot above 1st.

### VESNA'S DEFENDING SWORD

LEVEL 6

*Wizardry, Conjunction, Uskard*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** 1 minute

You conjure a shimmering sword of force that hovers near you without interfering with your actions. You cannot command the sword, however it seeks to defend you - granting you a +4 to your Armor Class. The first time a foe within close range damages you or forces you to attempt a saving throw that you fail, the sword is triggered and begins attacking that target for the remaining duration of the spell. This ends the AC bonus. It attempts to attack the target at the end of the targets turn using your spell attack bonus and dealing  $4d6+3$  points of force damage. As a force effect, it can strike ethereal and incorporeal creatures. Attack rolls of both 19 and 20 are considered critical.

As the target moves, the sword follows. If the target goes beyond the spell's range from you, the sword returns to you and hovers. It once again provides the +4 to your Armor Class and seeks to defend you from new threats.

The sword cannot be attacked or harmed by physical attacks, but Dispel Magic and Disintegration affects it.

The sword does not get benefits from flanking when it attacks.

#### VICARIOUS VIEW

LEVEL 4

*Wizardry, Divination, Elvish*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute / wizard level

You plant a scrying sensor on a touched creature, object, or point in space; allowing you to see and hear approximately 10 feet in all directions. If the target moves, the sensor moves with it. Targeting a creature or an object they carry grants a Wisdom saving throw to resist. Magical or supernatural senses do not work through the sensor.

#### VIPERGOUT

LEVEL 3

*Wizardry, Cygimancy, Orcish*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Self

**Duration:** 3 rounds / 1 Minute

You summon 1d4+1 Medium sized vipers which leap forth from your mouth to attack your enemies. They have resistance to Acid damage. Starting the round you complete the spell, you can spit up to three vipers as a standard action, or one viper as a move action (Thus, if you move and then cast this spell, you cannot spit any vipers until your next turn, but if you cast this spell without moving, you can spit forth one viper as your move action in that round).

The vipers land at your feet in an adjacent space of your choice and act on the same round, on your turn, just as summoned creatures do.

The snakes are not actually present in your mouth, and they do not interfere with your breathing. However, until you have brought forth

all the snakes summoned by the spell, you cannot speak, cast spells with verbal components, or activate items that require speech. When the spell's duration expires, all the vipers disappear and any not yet brought forth are lost.

You are able to spit vipers for up to 3 rounds. After 1 minute, the snakes dissolve into bile. Use the stats of the Giant Poisonous Snake (MM 327)

#### VOCALIZE

LEVEL 2

*Wizardry, Meta*

**Cast:** 1 Bonus Action, somatic, focus

**Range:** Self

**Duration:** 5 rounds

You can cast spells with a verbal component without having to make any noise, so long as the casting takes place entirely within the duration of this spell. Only verbal requirements of spells is deleted. This spell has no effect on other noises or speech - it simply removes a spell's verbal component.

This spell is of great use when quiet is desired in spell-casting or you have been magically silenced. This spell does not negate the magical silence, it merely permits spell-casting without verbal components.

#### VORTEX

LEVEL 7

*Wizardry, Evocation*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 300 feet

**Duration:** Concentration, up to 1 minute

You create a powerful and immobile whirlpool in any body of liquid large enough to contain the spell's effect - 50 foot deep, 30 foot wide at the top and 5 foot wide at the base. Any Large or smaller creature that comes in contact with the spell effect must succeed on a Dexterity save or take 3d6 points of bludgeoning damage. A

Medium or smaller creature that fails its first save must succeed on a second one or be pulled into the whirlpool and held suspended in its powerful currents, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the whirlpool to eject any carried creatures whenever you wish. A boat that is equal in length or shorter than the vortex's width that passes through a vortex takes 6d6 points of damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex

**Heightened (+):** for every spell slot above 7th, the size of the vortex can be increased by a depth of 50 feet and a width of 30 feet.

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### WAFT LEVEL 1

*Wizardry, Conjunction*

**Cast:** 1 Action, verbal, somatic, focus  
**Range:** 15 feet  
**Duration:** 1 round

A gust of wind provides a target you can see with a flying speed of 60 feet for 1 round. On the round following their flight, they float rapidly down and land gently on a solid surface beneath them.

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### WAIL OF THE BANSHEE LEVEL 9

*Wizardry, Glamour, Merrow*

**Cast:** 1 Action, verbal, somatic  
**Range:** 40 feet  
**Duration:** Instantaneous

You emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per level on a failed Constitution saving throw.

Creatures closest to the point of origin are affected first.

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### WARD SHIELD LEVEL 4

*Wizardry, Enchantment, Dwarvish, Material*

**Cast:** 1 Action, verbal, somatic, material (a shield)  
**Range:** Touch  
**Duration:** 1 minute / Wizard Level

You touch a shield and enable it to protect its wielder from hostile spells. The shield grants a bonus equal to 10 + your spell attack modifier against spell saving throws as long as the shield can be interposed between the wielder and the spell effect. Area effect spells are not protected from as well, but a +5 bonus can be applied to Dexterity saving throws introduced by spell effects.

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### WATER BREATHING\* LEVEL 3

*Wizardry, Transmutation, Ritual*

**Cast:** 1 Action, verbal, somatic, focus  
**Range:** 30 feet  
**Duration:** 24 hours

This spell grants up to 10 willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

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### WATER JET LEVEL 1

*Wizardry, Evocation, Merrow*

**Cast:** 1 Action, verbal, somatic  
**Range:** 60 feet  
**Duration:** Instantaneous

You shoot a thin jet of highly pressurized water that bludgeons one target and knocks it back. Make a ranged spell attack to hit and push the target back 5 feet.

**Critical Success:** The target takes 4d6 damage, and is pushed back 10 feet.

**Heightened (+)** Each spell slot above level 1 adds 1d6 bludgeoning damage.

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#### WATCHWARE

#### LEVEL 4

*Wizardry, Abjuration, Amoni*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** 24 hours

You may place a Watchware on any single, nonliving, inanimate object, usually a book, staff, door, or item of treasure. If that item is disturbed, or moved at any later time, you will be alerted. This alert occurs even if you are asleep or unconscious, but not if you are turned to stone or otherwise unable to think.

You receive a mental image when the Watchware is activated. This mental image is of the item and all items and creatures within 10 feet of it at the time of activation. The mental image generated by the Watchware lasts only for a single round and does not include any sound. The image interrupts concentration and disrupts spell casting in progress, but does not disturb you in any other way.

The Watchware is activated when the item is disturbed for any reason, whether someone touches it, pokes it with a pole, or a cat walks on it, or an earthquake knocks it over. The item protected by the Watchware radiates a faint aura of magic. If a *Dispel Magic* is cast upon the Watchware, it will activate. The watchware will function only once, then the spell is spent. You may have as many active Watchwares as you have Wizard levels, but in practice most mages keep only one or two to avoid the hassles of accidental activation.

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#### WAYWARD STRIKE

#### LEVEL 4

*Wizardry, Abjuration*

**Cast:** 1 Reaction, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You create a tear in the fabric of reality that protects you from an incoming melee or ranged attack by directing it through a second tear close to a creature you can see within range. The attack plunges into one dimensional tear and out the other one, causing it to be resolved against that creature's AC. If the attack is successful, the creature takes the appropriate damage. You can even make the attacker hit itself, if you choose.

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#### WEAPON SHIFT\*

#### LEVEL 1

*Wizardry, Transmutation, Ritual, Material*

**Cast:** 1 Action, verbal, somatic, material (one melee weapon of up to 15 lbs)

**Range:** Touch

**Duration:** 10 minutes

You temporarily transform any one melee weapon into a different melee weapon. Thus, a great club could be transformed into a great sword, a light pick into a morning star, or a dagger into a battleaxe.

Improvised weapons and double weapons cannot be targeted or be the result of this spell. Magic weapons transformed retain all of their special abilities as long as the new form could legally have those abilities, and weapons made from special materials retain their special materials.

**Material:** one melee weapon of up to 15 pounds

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#### WEAPON STORM

#### LEVEL 4

*Wizardry, Enchantment*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet cone of 10 foot emanation

**Duration:** Instantaneous

You swing a weapon you're holding and the weapon magically multiplies into duplicates that

swipe at all creatures in either a cone or an emanation. This flurry deals four dice of damage to creatures in the area. This damage has the same type as the weapon and uses the same die size. Determine the die size as if you were attacking with the weapon for instance, if you were wielding a two-hand weapon in both hands, you'd use its two-hand damage die.

Each creature makes a Dexterity saving throw, on a success they take half damage.

**Heightened (+):** Each spell slot used above level 4 grants an additional damage die.

### WEAVE KNOTS\*

LEVEL 2

*Wizardry, Enchantment, Merrow, Material, Ritual*

**Cast:** 1 Action, somatic, material (something to knot)

**Range:** 15 feet

**Duration:** Concentration, up to 1 minute

You cause a short length of rope, hair, ribbon, twine, thread, etc (up to 1 foot long) to weave and knot itself around or into anything you wish (even itself). The knot is usually quite intricate, and can be extremely difficult to untie by hand. It can be used to join two ends of rope together. Given enough raw material, it could even be used to weave 1 square foot per wizard level of cloth or tapestry.

While concentrating on this spell, you may command the knot to untie at any time and also retie itself. If you stop concentrating while knotted, the effect is permanent, and the knot will detect as magical. In the case of cloth or tapestry made from this spell, it will not unravel. However, it may be torn, ripped or cut.

Casting this spell on a knot (magical or non-magical) allows you to command it to untie.

### WILD MAGIC

LEVEL 1

*Wizardry, Orcish*

**Cast:** 1 Action, verbal, focus

**Range:** Special

**Duration:** Instantaneous

You trigger a burst of energy that results in a wild Magic surge. After you cast this spell, roll on the wild surge table. You have a chance of controlling a portion of the surge. Roll a d8. On a roll of 5-6, you may control one part of the surges effect. Working with your DM you can shift the damage type, the targets, the location, etc. As an aside to the DM: have fun with this, but be careful. You'd be amazed at what a player can do with a single wild surge when they can control it a bit.

### WIZARD GLUE

LEVEL 1

*Wizardry, Enchantment, Amoni*

**Cast:** 1 Action, somatic, focus

**Range:** Touch

**Duration:** Permanent

You are able to hold and affix one relatively flat (non-living) surface to another, such as a mirror to a stone wall. The strength of the bond is equal to your spell attack modifier times 15 pounds.

Removing the two objects requires a Dispel Magic, or a combined Strength that multiplied by 10 is equal to or greater than the bond strength.

### WONDROUS WARDROBE\*

LEVEL 2

*Wizardry, Transmutation, Amoni, Ritual*

**Cast:** 1 Minute, somatic, focus, focus

**Range:** Touch

**Duration:** Permanent

You change the cut and design of clothing that you touch. In a single casting of the spell you may alter color and texture. The general size of the garment may not change, however parts of the fabric may be taken in as if a tailor had worked at the piece. Embroidery may be added by the spell using thread from other parts of the target piece of clothing.

## WOODEN PHALANX

## LEVEL 6

*Wizardry, Cygimancy, Elvish, Material*

**Cast:** 1 Action, verbal, somatic, focus, material (a bundle of sticks)

**Range:** 60 feet

**Duration:** 1 hour / Wizard level

You throw a bundle of sticks and they form into 1d4+2 wood golem infantry. The golems are armed with shield and spear, and can act as a trained squad. They can willingly aid you in combat or battle, perform a specific mission, or serve as bodyguard.

**Material:** a bundle of sticks

# Sorcery Spells

## ABSORB ELEMENTS

LEVEL 1

*Sorcery, Elemental*

**Cast:** 1 Reaction, somatic

**Range:** Self

**Duration:** 1 round

This spell captures some of the incoming elemental energy, lessening its effect on you and storing it for your next attack. You have resistance to the triggering elemental damage type until the start of your next turn. Also, the first time you hit with an attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

## ABJURING STEP

LEVEL 1

*Sorcery, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 round / Sorcerer level

You create a subtle and complicated force effect that is effective when used by a slow moving or still spellcaster. While you are the subject of this spell, you can only move a maximum of 5 feet per round but are at advantage on saving throws to protect against spell effects. The spell automatically discharges if you cast a harmful spell or move more than 5 feet with a single move action.

## AFFECT MIND

CANTRIP

*Sorcery, Cantrip, Alter*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile towards you. The creature must be able to understand your language. Creatures that can't be charmed are immune.

The target makes a Wisdom saving throw. On a failure, this spell has no effect and the creature realizes that you used magic to influence its mood and becomes hostile to you. A creature prone to violence might attack you. Another creature might seek retribution in other ways, depending on your interaction with it.

## AIR BUBBLE

LEVEL 1

*Sorcery, Draconic, Elemental*

**Cast:** 1 Action, somatic

**Range:** Touch

**Duration:** 1 minute / Sorcerer level

You create a small pocket of breathable air that surrounds the touched creature's head or a touched small object. The air bubble allows the creature to breathe underwater or in similar airless environments, or protects the object from getting wet. The bubble can be dismissed by the target as a free action.

## AIR GEYSER

LEVEL 3

*Sorcery, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You create a powerful blast of air capable of flinging an opponent upward. If the target fails its Dexterity saving throw, the force deals 2d6 points of bludgeoning damage and hurls the target upward a number of feet equal to 5x your caster level. If a solid object (such as a ceiling) is encountered, the target strikes the object in the

same manner as a normal fall. A successful save means the target takes half damage from the air blast but is not moved by it.

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**AIR STEP** **LEVEL 2**

*Sorcery, Elemental, Draconic*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** 1 round

You cause your feet to find instead purchase in open air. You may not step higher than 1 foot higher than your starting position, and find the steps to be less stable than solid ground. You ignore difficult terrain that is less than 1 foot high, you do not trigger effects based upon weight (such as a pressure plate), and any creature tracking you through areas you crossed with this spell are at -10 to Survival/Perception checks to do so. Due to the instability, your speed is reduced by 10 feet and you are at disadvantage on Acrobatics checks.

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**ALDORI ALACRITY** **LEVEL 2**

*Sorcery, Elemental, Draconic*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You quicken your steps, allowing fancy footwork. You gain a +10 foot enhancement bonus to your speed and a +1 dodge bonus to your Armor Class. You may ignore difficult terrain, and gain advantage on Dexterity saving throws.

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**ALIGN THE MATRIX** **LEVEL 3**

*Sorcery, Fey, Material*

**Cast:** 1 hour, verbal, somatic, material (a carved block of onyx or alabaster worth 30gp per spell slot)

**Range:** Touch

**Duration:** Instantaneous

You channel mana into an alabaster or onyx object, allowing arcane spellcasters to use the object to power spells. For every 10 levels of spell slots expended in addition to this spell, the created heartstone provides 1 level of spell slot to the owner. The hearthstone must be attuned to be used.

The process of creating heartstone leaves all those involved drained and exhausted, even to the point of being unable to channel for months. If you only have 1-5 levels of spell slots left, you are unable to regain spell slots for 1d4 weeks. Otherwise you have the exhausted condition for 1d4 weeks.

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**ALTER ARROW'S FORTUNE** **LEVEL 1**

*Sorcery, Fey*

**Cast:** 1 Reaction, somatic

**Range:** Self

**Duration:** Instantaneous

When an enemy that you can see makes a ranged attack with a weapon or spell that hits you; this spell causes the enemy to preroll the attack roll unless the enemy makes a successful Wisdom saving throw. The attack is resolved using the lower of the two rolls, effectively giving the enemy disadvantage on the attack.

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**ALTERRAN DOMINANCE** **LEVEL 6**

*Sorcery, Draconic, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You call forth the primordial power deep inside of your bloodline and take on some new physical characteristics and abilities. Until the spell ends, your AC can't be lower than 16, regardless of what kind of armor you are wearing. You gain blindsight out to a range of 60 feet. You can take two actions on your turn to attack with a set of

claws that deal 1d6 slashing damage on a hit. You have resistance to poison damage. Up to three times while the spell is active, as an action, you can breathe a 20 foot cone of poison gas, dealing 6d8 poison damage to each creature in the cone and making it poisoned until it finishes a long or short rest. A creature that succeeds on a Constitution saving throw takes half as much damage from your breath weapon and is not poisoned. Finally, you gain a climbing speed of 40 feet.

### AMPLIFY SENSE

LEVEL 5

*Sorcery*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 30 feet radius

**Duration:** Concentration, up to 1 hour

You can extend your senses in order to effectively see through any obstructions as if they were transparent. By removing one of your four senses (sight, hearing, touch, or taste/smell) you may amplify another. You must select the manner of the replacement of your senses at the time of casting. Removing one sense grants advantage on checks using one of the others. Removing two senses additionally grants +10 to a sense of your choosing. Removing three senses amplifies your senses so acutely that they create the following scenarios:

**Amplified Sight.** you can see through opaque objects, creatures, spells, and effects that obstruct line of sight to a range of 30 feet. Inside that distance, you can choose what it perceives as opaque and what it perceives as transparent as freely and as naturally as you can shift your focus from nearby to distant objects.

**Amplified Hearing.** your hearing allows you to detect even the slightest sounds. Regardless of barriers, you can hear any sound you focus on within 30 feet. You can hear well enough to detect heartbeats.

**Amplified Taste/Smell.** You can identify scents of creatures, allowing you to remember their scent identity and verify them again as a bonus

action while this spell is active. You automatically succeed on skill checks to track an individual whose scent you know; if they have passed through the area within the last hour.

**Amplified Touch.** you can feel the faint impressions of ink on paper, allowing you to read by touch, allowing you to read at twice the speed. You can feel minute temperature and pressure changes in the atmosphere around you and can feel the presence of a person standing within 10 feet of you. You can sense residual temperature from body heat, and can determine objects that were held or used by creatures within the last 30 minutes.

### ANCESTRAL MEMORY\*

LEVEL 5

*Bardic, Sense, Ritual*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** Instantaneous

You trigger the living ancestral memory native to Dragons, asking three questions of your past lives leading back to your Dragon progeny. The souls within you will be compelled to respond, but are not forced to respond with truth.

### ANCESTRAL REGRESSION

LEVEL 2

*Sorcery, Control, Draconic*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 24 Hours

If you are a half-race such as a Tiefling, Darkling, Half-Elf, or Dragonborn, you are able to bring to the fore your Human heritage, and transform into a Human. You lose any dark vision or racial traits. This spell grants you a +10 Disguise check to pass as a Human. You appear as a Human analog of yourself and cannot choose your appearance.

**ANIMATE BREATH****LEVEL 7***Sorcery, Elemental, Draconic***Cast:** 1 Action, somatic**Range:** Self**Duration:** 1 minute

You must have a breath weapon for this spell to succeed. You imbue the energy of your breath weapon with coherence, mobility, and a semblance of life. The animated breath then attacks whomever or whatever you designate.

**ANIMATED BREATH (Medium Elemental)****AC:** 12 (natural armor)

**Hit Points:** equal to the number of dice of damage your breath weapon deals + your Sorcerer level

**Speed:** 30 ft, fly 30 ft [Poison/Air only], fly 100 ft [Sonic/Electricity only], swim 100 ft [Acid/Water only], teleport 30 ft [Fire only]

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	16 (+3)	10 (+0)	6 (-2)

**Damage Immunities:** psychic, bludgeoning/piercing/slashing from non-magical attacks, element of the breath weapon

**Condition Immunities:** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses:** passive perception 10

**Language:** none

**Elemental Form:** can enter a hostile creature's space and stop there, or move through a space as narrow as 1 inch wide without squeezing.

**ACTIONS**

**Slam.** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft, Hit: 2d8 + the spell's level bludgeoning damage.

**ANTICIPATE ARCANA****LEVEL 3***Sorcery***Cast:** 1 reaction, verbal, somatic**Range:** Self**Duration:** Instantaneous

Your foresight gives you an instant to ready your defenses against a magical attack. You gain advantage on saving throws against spells and other magical effects until the start of your next turn.

**ANTICIPATE ATTACK****LEVEL 2***Sorcery, Control***Cast:** 1 Reaction, verbal, somatic**Range:** Self**Duration:** Instantaneous

In a flash of foreknowledge, you spot an oncoming attack with enough time to avoid it. Upon casting this spell, you can move up to half your speed without provoking opportunity attacks. The oncoming attack still occurs but misses automatically if you are no longer within the attack's range, are in a space that's impossible for the attack to hit, or can't be targeted by that attack in your new position. If none of those circumstances apply but the situation has changed - you have moved into a position where you have cover, for example - then the attack is made after taking the new situation into account.

**APHASIA****LEVEL 3***Sorcery, Wild***Cast:** 1 action, verbal, somatic**Range:** 30 feet**Duration:** 1 hour

You and up to eight other creatures are able to speak a language that only they understand. The creatures must be able to speak a language already, and can still choose to speak other languages. To anyone else, it sounds like nonsense, and even spells that decipher languages cannot make sense of it.

Alternatively, you may cast this spell at a single creature. They make a Wisdom saving throw or finds themself only able to speak in nonsense that only you comprehend. Any spell requiring verbal components requires them to make a concentration check against your spell save DC. On a failure, the spell fails.

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**APSU'S SHINING SCALES****LEVEL 3**

*Sorcery, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You envelop your body with silver radiance that manifests as scales surrounding your body, granting you a +5 armor bonus to your AC and causing your natural attacks and unarmed strikes to count as magical weapons.

Whenever you attack with a breath weapon (including effects that are similar to a dragon's breath weapon), you can discharge the Apsu's shining scales spell as a bonus action in order to infuse your breath with silver light, causing any creature caught within the area of the breath to be at disadvantage on its Dexterity save and to lose the benefits of the evasion ability against that breath weapon attack.

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**ARCANE ABSORPTION****LEVEL 6**

*Sorcery, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You cloak yourself in a protective field that absorbs incoming magic, rejuvenating your spell slots. When you are the target of a spell of 6th level or lower (including spells that affect multiple targets with an area of effect), make an ability check using your spellcasting ability. The DC equals  $10 + \text{the spell's level}$ . On a successful check, the spell has no effect on you and is

absorbed into the field. You regain a spell slot of the same level as the spell that was cast against you. If you have no expended spell slot as the level, you don't regain a spell slot, but the spell remains in effect. Even if the spell bypasses the field, you gain advantage on the saving throw.

**Heightened (+):** when you cast this spell using spell slot of 7th level or higher, you can absorb spell slots of the level equal to the slot you cast with.

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**ARCANE CONCORDANCE****LEVEL 3**

*Sorcery*

**Cast:** 1 action, verbal, somatic

**Range:** Self / 10 foot radius

**Duration:** Concentration, up to 1 minute

You cause a shimmering blue and gold radiance to surround you, enhancing arcane spells cast by your allies within the area. Any arcane spell cast by a creature within the area gains +1 to their spell attack bonus or spell save DC, and can cast as if one of your metamagic feats was applied to it. This requires you to spend Sorcery points to apply the metamagic effect, and this spell does not effect/apply to your own spell castings.

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**ARCANE PARASITE****LEVEL 9**

*Sorcery, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 2 hours

This spell creates a link between you and a nearby source of arcane powers allowing you to draw upon its strength to bolster your spell casting ability. When you cast this spell, you can use a bonus action to draw on the link. Doing so means you expend no spell slots to cast the spell, the energy instead comes from the external power.

The more you draw on the link, the harder it is to maintain. Each spell you cast in this manner decreases the duration of the spell by 10 minutes per level of the spell you cast using the link. You must have enough duration left to cast a spell from the link. Example: if you have 30 minutes remaining, you may only cast a spell through the link of level 3 or lower.

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**ARTIFICER'S CURSE****LEVEL 6**

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*Sorcery, Alter*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute / Sorcerer level

You temporarily suppress the most powerful qualities of a magic item. This item can be any object you suspect bears a magical enchantment, but if the targeted item is not magical, the spell has no effect. The spell reduces the object's caster level by an amount equal to your caster level, to a minimum of 0. If the item grants bonuses, they are reduced by 1 for every 4 caster levels the item loses. If the item's caster level is reduced to 0, all its magic qualities are suppressed (as if dispelled) for the duration of the spell.

Sentient items and artifacts may resist with a Wisdom saving throw.

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**ASSIMILATE****LEVEL 9**

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*Sorcery, Control*

**Cast:** 1 Action, somatic

**Range:** Touch

**Duration:** Instantaneous, and 1 hour

You attempt to share the same space as a living creature, and absorb their essence. Your target takes 20d6 points of force damage (a successful Constitution saving throw causes half damage). Any target that is reduced to 0 hit points or fewer is killed, and entirely absorbed into your form,

leaving behind only a trace of fine dust. An assimilated creature's equipment is unaffected. A creature that succeeds on its saving throw is not assimilated or absorbed, but grants you a number of temporary hit points equal to half the damage you dealt it for 1 hour.

A creature that failed its saving throw and is completely absorbed into you grants you a +4 bonus to each of your ability score for 1 hour. If the assimilated creature was a spell caster, you gain access to one of its spells or spell-like abilities for 1 hour. Likewise, you gain some semblance of the creature you absorbed for 1 hour, granting you a +10 bonus on Disguise checks made to appear or act as that creature during that time.

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**AUDITORY HALLUCINATION****LEVEL 1**

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*Sorcery*

**Cast:** 1 Action, somatic

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

You cause a target to believe they hear any sound you imagine. The sound can include anything except intelligible speech. Instead of precisely imagining a sound, you can identify a sound the subjects know and they imagine it doing what you describe as you cast the spell. For example, you could cast this spell on an Orc warrior and have them imagine the sound of their chieftain blowing a horn and signaling a retreat, even if you've never heard it before. You can change the sound as an action while concentrating. The subject rolls a Wisdom saving throw to resist.

**Heightened (+):** For each spell slot used to cast this spell above 1st, you may target an additional creature as long as the creatures are within 30 ft of each other. All targets hear the same hallucination.

**Heightened (3rd):** When you cast this spell using a 3rd level spell slot, you may include speech that the subject knows and can imagine. For

example, a target might hear the sound of a loved one calling for help even if you are unaware of the language or what the target sounds like.

### AURA OF WRATH

LEVEL 6

*Sorcery, Alter, Demonic*

**Cast:** 1 Action, verbal, somatic

**Range:** Self, 20 foot radius

**Duration:** Concentration, up to 1 minute

You surround yourself with a psychic aura that drives creatures within 20 feet of you into a violent frenzy. A creature inside the aura or that enters the aura must succeed on a Wisdom saving throw or be overcome with rage. A creature overcome with rage must take its next action to attack the nearest possible target - if more than one target is available, choose randomly. The creature uses a melee weapon if it has one; otherwise, it attacks with any other offensive ability it possesses. If an affected creature leaves the aura, the aura's effect persists for 1 round afterward. A creature affected by the aura makes a new saving throw at the start of each of its turns, ending the effect on itself on a success. Once a creature makes a successful save, that creature cannot be affected again by the same aura.

If a creature affected by your aura hits you with an attack that targets you, the creature takes 4d8 psychic damage.

**Heightened (+):** When you cast this spell using a spell slot of 7th level or higher, creatures that leave the aura remain under the effect of the spell for 1 additional round for each slot level above 6th. Also, damage an affected creature takes from striking you increases by 2d8 for each slot level above 6th.

### AVOID GRIEVOUS INJURY

LEVEL 1

*Sorcery*

**Cast:** 1 reaction, somatic

**Range:** Self

**Duration:** Instantaneous

You cast this spell as a reaction by crossing your arms above your head when you take damage but before damage dice are rolled (from being hit, a fall from a great height, etc). You may either negate a critical hit or become resistant to non-magical damage for this damage roll.

### AWAKENED MIND

CANTRIP

*Sorcery, Cantrip, Sense*

**Cast:** 1 Bonus Action, somatic

**Range:** 60 feet

**Duration:** Instantaneous

Your connection to the source of arcane magic is strong, and at all times gain the ability to sense casting of spells within 60 feet at your passive perception; as a spider senses their web.

As an action, you can open our awareness and Concentrate to more actively detect the mana in the world around you. While in this state, you sense with your palm of your hand the presence of magic within 60 feet (including other Sorcerers). This sense penetrates most barriers, but it is blocked by a foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Heightened (+):** When you cast this spell using a spell slot of 1st or higher, you can use your arcane talent to attune your senses to life itself. Closing your eyes, you can sense all living creatures within 30 feet and determine how close they are to death. You learn their number of death saves, and if they are at or below half hit points.

### BABBLE

LEVEL 1

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1d4 rounds

You cause a creature to be unable to speak intelligibly. On a failed Intelligence saving throw, the target cannot talk in any language, and only can utter a useless mix of unconnected words and noises. Even magic words are affected, spells with verbal components cannot be cast. The spell does not affect telepathic communication, or the vocalizations of creatures that lack a spoken language. As an action, a creature under the effect of this spell can attempt another Intelligence saving throw against the effect. On a successful save, the spell ends.

**Heightened (+):** For each spell slot used to cast this spell above 1st, you may target an additional creature as long as the creatures are within 30 ft of each other.

**BANEFUL DEFLECTOR****LEVEL 2**

*Sorcery, Wild*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

Wild energy protects a creature you touch from direct ranged attacks by randomizing the target. Whenever a ranged attack is made against them, roll randomly for a new target within 15 feet of them (including the original target) and the attack roll, saving throw, and damage is resolved against the new target. This spell does not protect from the same attack twice.

**BATTLE MEDITATION****LEVEL 2**

*Sorcery, Fey, Control*

**Cast:** 1 Reaction, verbal, somatic

**Range:** Self, 5 feet radius

**Duration:** 1 minute

You exude an aura out to 5 feet that boosts the morale and overall battle prowess of you and

your allies while simultaneously reducing the opposition's combat-effectiveness by eroding their will to fight.

Whenever you or a friendly creature within your aura makes an attack roll or saving throw, they can roll a d4 and add the number rolled.

Whenever a hostile creature enters your aura or starts its turn there, it must make a Wisdom saving throw. On a failed save, it must roll a d4 and subtract the number rolled from each attack roll or saving throw it makes before the end of your next turn. On a successful save, it is immune to this power for 24 hours.

**BATTLE TRANCE****LEVEL 1**

*Sorcery, Dwarvish*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You are transformed into a single-minded force of destruction, fighting with controlled passion. You turn your consciousness inward, using your connection with mana to push past mental and physical limitations.

You gain temporary hit points equal to  $1d4 + \text{your spell casting modifier}$ , advantage on saving throws to resist magical effects and you become immune to exhaustion and fear. Any exhaustion or fear that was effecting you is removed at casting.

**Augmented (5th)** the temporary hit points you gain increases to  $2d4 + \text{spell casting modifier}$ .

**BATTLEMENT LINK****LEVEL 4**

*Sorcery, Sense*

**Cast:** 1 Action, verbal, somatic

**Range:** Self, 25 feet

**Duration:** Concentration, up to 1 minute

You fuse your thoughts with a willing ally's, allowing the two if you to fight in tandem,

perfectly coordinated. You and the ally each roll initiative in combat and use the higher die results before adding modifiers. This has three effects:

- **Melee.** If you both make melee attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack rolls.
- **Ranged.** If you both make ranged attacks against the same creature, you both make attack rolls and both use the higher of the two dice for your attack roll.
- **Spell.** If you both cast spells and target the same area or same creature, affected creatures are at disadvantage on their saving throw against the spells.

You and the target lose these benefits if you or the target is unconscious or helpless.

### BEND BLOODLINE

LEVEL 8

*Sorcery, Control*

**Cast:** See Text

**Range:** See Text

**Duration:** See Text

You reach deep into your bloodline, granting you the ability to perform near miraculous feats. This spell allows you to duplicate the effect of any Sorcery spell of 6th level or lower, regardless if you know the spell or not, provided that spell is valid for your bloodline. Alternatively, you may select ANY Sorcery spell from ANY bloodline of 5th level or lower.

The Casting Time, Range, and Duration are all taken from the spell you are attempting to cast, and any required material components must be available as if you were casting the spell normally. You are simply expending an 8th level spell slot to cast a lower level spell. The spell cannot be upcast and is treated as either a 6th (within bloodline) or 5th level (outside of bloodline) spell for upcasting purposes, regardless of the spell level chosen.

### BESTOW POWER

LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, somatic

**Range:** 20 feet

**Duration:** Instantaneous

You link your mind with another creature imbued with Sorcery, creating a brief conduit through which arcane energy can be shared. When you manifest this power, you can transfer up to 10 Sorcery Points.

### BLADE THIRST

LEVEL 3

*Sorcery, Fey, Elemental*

**Cast:** 1 bonus action, somatic

**Range:** Touch

**Duration:** 2 rounds / Sorcerer level

You grant a slashing weapon a +3 bonus to hit and to damage.

### BLAST BARRIER

LEVEL 3

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 round / 2 sorcerer levels

You cause a rippling wall of loose earth, mud, snow, sand, or gravel to spring up in a designated space within the spell's range. The wall is 1 foot thick and up to 10 feet high by 20 feet wide. It provides total cover to all Large or smaller creatures and objects. The barrier can only spring up in an area of natural, unworked ground. The energy that forms the wall's matrix is unstable, and you must concentrate to maintain the walls shape. The barrier has an AC of 9, and has hit points equal to 5 per caster level. When the barrier reaches 0 hit points, you lose concentration on maintaining it, or expend a bonus action to cause it to happen, the energies that maintain the barrier's shape fail with

explosive results, sending sharp chunks of the materials comprising the wall and magical energy out along both sides. Any creature that is adjacent to the barrier when it explodes takes 2d6 points of slashing damage and 1d6 points of sonic damage per 3 caster levels (maximum 6d6). A successful Dexterity saving throw halves this total damage done.

### BLOOD TIDE

### CANTRIP

*Sorcery, Cantrip, Demonic, Alter*

**Cast:** 1 action, verbal

**Range:** 25 feet

**Duration:** 4 rounds

You cause a creature you designate within range to make a Constitution saving throw or bleed from its nose, eyes, ears and mouth. This bleeding causes no damage, but imposes a 1d4 penalty on the creature's Intelligence, Charisma, and Wisdom checks. This spell has no effect on creatures with no blood (e.g. undead).

A bleeding creature may attract the attention of creatures such as *stirges*, *sharks*, or *mosquitoes* - depending on the circumstances.

This effect can be stopped through any successful healing, or from a DC 10 Wisdom (Medicine) check.

### BODY CAPACITANCE

### LEVEL 1

*Sorcery, Draconic, Elemental*

**Cast:** 1 reaction (upon receiving electricity damage), somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

Upon receiving electricity damage, you use a reaction to capture and store some of that energy to be released as an attack. Upon a successful melee touch attack, you deal half the damage you took when you cast this spell (for example, if you saved for half damage against a lightning bolt and took only 15 points of damage, your

touch attack deals 7 points of electricity damage). Your touch attack is at advantage if your opponent is wearing metal armor or made of metal. If you take electricity damage multiple times while this spell is active, use the largest amount of electricity damage you took to determine your touch attack damage.

### BONES OF STONE

### LEVEL 3

*Sorcery, Dwarfish*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

Your bones gain the strength and density of stone. Until the spell ends, you have resistance to slashing and bludgeoning damage, and gain advantage on Strength checks against effects that would move you against your will.

### BONES OF THE EARTH

### LEVEL 4

*Sorcery, Elemental, Dwarfish*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You cause up to two pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where the pillars appear must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each 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 clearer. Each 5-foot diameter portion of the area requires at least 1 minute to clear by hand.

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 the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 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's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you can create two additional pillars for each slot level above 4th.

### BOOSTER SHOT

### LEVEL 3

*Sorcery, Wild, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You imbue a two-handed ranged weapon (typically a shortbow, longbow, light crossbow or heavy crossbow) that you touch with a random magical benefit. While the spell lasts, a projectile fired from the weapon has an effect that occurs on a hit in addition to its normal damage. Roll a d6 to determine the additional effect for each casting of this spell.

#### D6 Effect

- |   |  |
|---|--|
| 1 | 2d10 acid damage to the target and 1d10 acid damage to all creatures within 10 feet of the target if they fail a Constitution saving throw                               |
| 2 | 2d10 lightning damage to the target and 1d10 lightning damage to all creatures in a 5 foot wide line between the weapon and the target who fail a Dexterity saving throw |

3 2d10 necrotic damage to the target, and the target has disadvantage on its first attack roll before the start of the weapon user's next turn if it fails a Strength saving throw

4 2d10 cold damage to the target and 1d10 cold damage to all other creatures in a 60-foot wide cone in front of the weapon if they fail a Constitution saving throw

5 2d10 force damage to the target, and the target is pushed 20 feet if they fail a Strength saving throw or 10 feet if they succeed

6 2d10 psychic damage to the target, and the target is stunned until the start of the weapon user's next turn if it fails a Wisdom saving throw

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, all damage increases by 1d10 for each slot level above 3rd.

### BRAIN LOCK

### LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, somatic

**Range:** 60 feet

**Duration:** Concentration + 1 round

You target a humanoid. On a failed Intelligence saving throw, the subject's mind is locked away. They are dazed (unable to take an action, but no penalty to AC). They may continue to move. At the end of each of its turns, the target may make another Intelligence saving throw. On a success, the effect ends.

**Heightened (+):** When you spend 2 sorcery points you can also affect animals, fey, giants, magical beasts, or monstrous humanoids. When you spend 4 sorcery points you can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

BROADCAST	LEVEL 1	
<i>Sorcery</i>		
<b>Cast:</b> 1 Action, verbal, somatic		
<b>Range:</b> 30 feet		
<b>Duration:</b> Instantaneous		
You link your mind to a willing target's mind and mentally impact to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.		spell level) to maintain concentration or cast new spells. A creature that begins its turn entangled by this spell takes $4d6$ fire damage (a successful Dexterity saving throw halves this damage), or $2d6$ if beginning their turn in the area but not entangled (Dexterity save negates). Smoke rising from the tendrils partially obscured visibility. Creatures can see things in the smoke within 5 feet clearly, but attacks against anything farther away in the smoke must contend with partial concealment.
BURNING ARC	LEVEL 2	
<i>Sorcery, Elemental, Demonic</i>		
<b>Cast:</b> 1 Action, verbal, somatic		
<b>Range:</b> 30 feet		
<b>Duration:</b> Instantaneous		
You cause an arc of flame to leap from your fingers, burning a number of enemies nearby. Make a ranged spell attack against a target, on a success it deals $1d6$ points of fire damage. If you successfully damage a target, you the arc then can leap to another target within 30 feet of the previous target. Make another spell attack, and repeat the damage / arc until you miss, damage is not dealt, or you hit a number of targets equal to half your Sorcerer level.		
BURNING ENTANGLEMENT	LEVEL 3	
<i>Sorcery, Demonic, Elemental</i>		
<b>Cast:</b> 1 action, verbal, somatic		
<b>Range:</b> 120 feet / 40 foot radius		
<b>Duration:</b> Concentration, up to 1 round / Sorcerer Level		
You cause tendrils of flame within a 40 foot radius in a point you can see within range to begin to wrap around creatures in the area. Creatures that fail a Dexterity saving throw are entangled, moving at half speed, unable to run or charge, and at disadvantage to all attack rolls and Dexterity saving throws. An entangled character must succeed on a concentration check (DC 15 +		
BURNING SANDS	LEVEL 1	
<i>Sorcery, Demonic, Elemental</i>		
<b>Cast:</b> 1 Action, verbal, somatic		
<b>Range:</b> 120 feet / 20 foot radius		
<b>Duration:</b> Concentration, up to 1 minute		
You cause sheets of hot sand to spread over the ground in a 20 foot radius. This layer of sand is 1 foot deep and constantly shifts and churns, transforming the ground in the area into difficult terrain. The sand itself burns, and periodic flames rise from the grit. While these flames cannot ignite objects, they deal $1d4$ points of fire damage to any creature that ends its turn in contact with the ground within the area of effect. At the end of the duration, the sand vanishes, leaving no aftereffects (other than the damage dealt).		
CALL TO MIND	LEVEL 1	
<i>Sorcery</i>		
<b>Cast:</b> 1 Minute, somatic		
<b>Range:</b> Self		
<b>Duration:</b> Instantaneous		
You sit cross legged and meditate. This allows you to recall any natural memories and knowledge that you had experienced; replaying the details back perfectly in your mind. You have instant recall access to your subconscious.		

**Heightened (5th):** When you cast this as a 5th level spell, it can grant you a +10 bonus to a single Intelligence check to recall information

### CALM OF THE STORM

LEVEL 3

*Sorcery, Wild*

**Cast:** 1 reaction, somatic

**Range:** Touch

**Duration:** Instantaneous

While visualizing the world as you wish it was, you lay your hands upon a creature (which may be yourself) and undo the effect of a Wild Magic Surge that affected the creature within the last minute. Reality reshapes itself as if the surge never happened, but only for that creature.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the time since the surge can be 1 minute longer for each slot level above 3rd.

### CATCH THE BREATH

LEVEL 3

*Sorcery, Draconic, Elemental*

**Cast:** 1 reaction (when making a saving throw against a breath weapon attack), somatic

**Range:** Self

**Duration:** Instantaneous

You can cast this spell as a reaction when you've been targeted by a breath weapon attack. Doing so gives you advantage on your saving throw against the breath weapon. If your saving throw succeeds, you take no damage from the attack even if a successful save normally only halves the damage.

Whether your saving throw succeeds or fails, you absorb and store energy from the attack. On your next turn, you can make a ranged spell attack against a target within 60 feet. On a hit, the target takes 3d10 force damage. If you opt not to make this attack, the stored energy dissipates harmlessly.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the damage done by your attack increases by 1d10 for each slot level above 3rd.

### CELESTIAL HEALING

LEVEL 1

*Sorcery, Control, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1d8 rounds

You radiate a faint aura as you heal 1 hitpoint at the start of each of your turns while this spell is active.

**Heightened (+):** for each additional spell slot, you heal an additional hitpoint per round or extend the duration by 1 round

### CHANNEL FIENDISH POWER

LEVEL 5

*Sorcery, Elemental, Demonic*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** 10 minutes

You infuse yourself with dark power from the Lower Planes of Baator, which grant you magical gifts for a short time. While the spell is in effect, your body takes on minor fiendish characteristics: scales, a reddish or greenish hue to your skin, small horns protruding from your forehead, or other such features. You gain two of the following abilities (your choice):

- Darkvision with a range of 120 feet, unimpeded by magical darkness.
- Immunity to fire damage.
- Immunity to poison damage and the poisoned condition.
- Advantage on saving throws against spells and other magical effects.
- Resistance to one of the following damage types: cold, fire, or lightning.

- Resistance to bludgeoning, piercing, and slashing damage from weapons that aren't silvered or magical.
- Claws that grant you a melee weapon attack that deals 1d8 slashing damage.
- Wings that grant you a flying speed of 60 feet.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, you can choose one additional benefit to be granted by the spell for each slot level above 5th.

### CHANNEL THE GIFT

LEVEL 3

*Sorcery, Control*

**Cast:** 1 action, somatic

**Range:** 60 feet

**Duration:** 1 round

You channel your arcane power to fuel the target's spellcasting. The next spell the target casts at 3rd level or lower does not expend a spell slot; in effect you are using your spell slot to power the target's spell. The target must start casting the spell before your next turn; and the casting time cannot exceed 1 round for each sorcery level you possess. Your class, bloodline, and alignment do not restrict the second spell; and you do not suffer any backlash from miscasting.

**Heightened (+):** For each additional spell slot used to cast this spell, you allow another caster to cast a spell of equal level.

### CHAOS BOLT

CANTRIP

*Sorcery, Cantrip, Wild, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You channel the chaotic powers of wild magic through you. Make a spell attack against a

target. If it hits, roll 1d4. You may choose to either deal that damage or roll a 1d6. If you roll lower than your first roll you lose control over the magic and you deal no damage. If you roll higher than the first roll, add it to your damage total. You may choose again to either deal this damage or roll a 1d8. You keep compounding and increasing the damage die (from 1d4 to 1d6 to 1d8 to 1d10 to 1d12 to 1d20) dealing no damage when and if you roll a lower number.

**Augmented (3rd)** you gain some control over the magic. You may choose to reroll one die once.

**Augmented (11th)** you may reroll twice

**Augmented (17th)** you may reroll three times

### CHAOTIC VITALITY

LEVEL 2

*Sorcery, Wild, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 5 feet

**Duration:** Instantaneous

You make a spell attack against a creature that has a number of Hit Dice no greater than your level and has at least 1 hit point. On a hit, you conjure pulsating waves of chaotic energy within the creature and yourself. After a brief moment that seems to last forever, your hit point total changes, as does the creature's. Roll a d100 and increase or decrease the number rolled by as much as your sorcerer level, then find the result on the Hit Point Flux table.

Add the total amount of hit points you and the target current have, and then apply the result from the table to both of you. Any hitpoints gained beyond a creature's normal maximum are temporary hit points that last for 1 round per caster level.

For example, a 3rd level caster who currently has 17 of her maximum 30 hit points targets a creature with 54 hit points and rolls a 85 on the Hit Point Flux table. The two creatures have a combined hitpoint total of 71, and each receive 75% of that total, or 54.

### Hit Point Flux Table

Size	Result
01-09	fall unconscious with 0 hitpoints
10-39	receive 1 hitpoint each
40-69	each get 25 percent of total
70-84	each get 50 percent of total
85-94	each get 75 percent of total
95-99	each get 100 percent of total
100	each get 200 percent of total, and both creatures gain the effect of an extra action for 1 round per caster

**Heightened (+):** when you cast this spell using a spell slot of 3rd level or higher, the maximum Hit Dice of the affected creature increases by 2 for each slot level above 2nd.

### CHAOTIC WORLD

LEVEL 6

*Sorcery, Wild, Elemental*

**Cast:** 1 Action, verbal

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You scream a litany of disjointed phrases. A moment later, a 30 foot cube centered on a point within range fills with multicolored light, cacophonous sound, overpowering scents, and other confusing sensory information. The effect is dizzying and overwhelming. Each creature within the cube must make a successful Intelligence saving throw or become blinded and deafened, and fall prone. An affected creature cannot stand up or recover from the blindness or deafness while within the area, but all three conditions end immediately for a creature that leaves the spell's area.

### CHARM FEY

LEVEL 1

*Sorcery, Fey, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 hour

On a failed Wisdom saving throw, you charm a Fey creature, causing them to regard you as its trusted friend and ally. If the creature is currently being threatened or attacked by you or your allies, however, it receives advantage on its saving throw to resist.

This spell only works on Fey creatures, which are otherwise immune to charm effects. You do not control the charmed person, but it perceives your words and actions in the most favorable way. You may attempt to give them orders, but you must convince it to do anything it wouldn't ordinarily do (Retries are not allowed). An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the Fey breaks the spell. You must speak the Fey's language to communicate with it, or else be good at pantomiming.

### CHROMATIC WALL

LEVEL 4

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 10 minutes

You create an opaque wall of light in a single vibrant color. The wall is straight and vertical, stretching 60 feet long and 30 feet high. If the wall would pass through a creature, the spell is lost. The wall sheds bright light for 20 feet on each side, and dim light for the next 20 feet. You personally can ignore the wall's effects.

Roll 1d4 to determine the color of the wall. Each color has a particular effect on items, effects, or creatures that attempt to pass through.

Chromatic Wall can't be counteracted normally; rather, each color is automatically counteracted when targeted by a specific spell, even if that spell's level is lower than that of Chromatic Wall.

- Red.** The wall destroys ranged weapon ammunition such as arrows and crossbow bolts that would pass through, and deals 20 fire damage to anyone passing through, with a Dexterity saving throw halving damage. Cold magic of Level 3 or higher negates the Red Chromatic Wall.
- Orange.** The wall destroys thrown weapons that would pass through, and deals 25 acid damage to anyone passing through, with a Dexterity saving throw halving damage. Wind magic of Level 3 or higher negates the Orange Chromatic Wall.
- Yellow.** The wall stops acid, cold, electricity, fire, force, negative, positive, and sonic effects from passing through, and deals 30 electricity damage to anyone passing through, with a Dexterity saving throw halving damage. Necrotic magic of Level 3 or higher negates the Yellow Chromatic Wall.
- Green.** The wall stops toxins, gases, and breath weapons from passing through. It deals 10 poison damage to anyone passing through and makes them enfeebled (disadvantage on Strength and Constitution checks) for 1 minute. A successful Constitution saving throw reduces the damage by half and negates the enfeebled condition. Passwall can counteract a Green Chromatic Wall.
- Blue.** The wall stops auditory, petrification, and visual effects from passing through, and creatures passing through are subject to the effects of Flesh To Stone. Magic Missile can counteract a Blue Chromatic Wall.
- Indigo.** The wall stops divination and mental effects from passing through, and those passing through must succeed on an Intelligence saving throw or be Confused for 1 minute. Creatures who are Confused do not have their wits about them and have trouble distinguishing friend from foe. They can not use reactions, cannot hold an action, and don't treat anyone as an ally. Light spells of Level 3 or higher negate an Indigo Chromatic Wall.
- Violet.** The wall prevents spells from targeting the other side (area effects still cross as normal). Creatures passing through must succeed at a Wisdom saving throw or they are slowed to half movement for 1 minute. On a critical failure, they are instead sent to another plane for that duration. Dispel Magic can counteract a Violet Chromatic Wall.
- Reroll, and creatures that pass through the wall take a -2 circumstance penalty to their saves.

### CHRONAL LANCE

LEVEL 1

*Sorcery, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** 1 minute

You inflict the ravages of aging on up to three creatures within range, temporarily discomforting them and making them appear elderly for a time. Each target must make a successful Wisdom saving throw, or its walking speed is halved (round up to the nearest 5-foot increment) and it has disadvantage on Dexterity checks (but not saving throws). An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### CIRCLE OF DEVASTATION

LEVEL 9

*Sorcery, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 1 mile

**Duration:** Concentration, up to 1 minute

You create a 10 foot tall, 20 foot radius cylinder of restructure energy around a point you can see within range. The area is difficult terrain. When you cast the spell and as a bonus action on each of your turns, you can choose one of the following damage types: cold, fire, or lightning. Each creature or object that is inside the cylinder when it's created or ends its turn inside the cylinder takes 6d6 damage of the chosen type, or half the damage on a successful Constitution saving throw. A creature or object dropped to 0 hit points by the spell is reduced to a fine ash. The cylinder's radius expands by 20 feet at the start of each of your turns after the spell is cast. Any creatures or objects enveloped in the enlarged area are subject to its effects immediately.

**CLEROMANCY**

**LEVEL 3**

*Sorcery, Sense, Celestial*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 round / Sorcerer level

You are granted knowledge of coming events. Roll 1d4 per sorcerer level. Group the dice by like results, and choose one of the groups. For the duration of the spell, you can apply a luck bonus equal to the result of the selected dice to any d20 roll. You can apply this bonus to a number of rolls equal to the number of dice in the group. If *cleromancy* expires before you are able to allocate the total number of allotted bonuses, the remaining bonuses are lost

**CLOAK**

**LEVEL 1**

*Sorcery, Demonic*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 hour

You bend light around a creature, allowing it to become invisible until the spell ends when they do not make sudden movements such as walking or moving their hands. Movement reveals them as a translucent version of themselves, becoming invisible when they cease to move once again. This effect ends when the target attacks or casts a spell.

**Heightened (+)** When you cast this spell using a spell slot of 2 or higher, you can target one additional creature for each spell slot above 1st.

**CLOUD MIND**

**LEVEL 2**

*Sorcery*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration up to 3 rounds

You make yourself completely undetectable to a subject by erasing all awareness of your presence from its mind. A target makes a Wisdom saving throw. On a failed save, you are considered invisible and inaudible to the creature. It cannot even detect your presence by means of *Blindsight*, *Blindsight*, *Scent*, or *Tremorsense*. It cannot pinpoint your location by any means. The target remains unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subject's environment. If you attack the subject creature, the effect ends. If you take an action that creates a sustained and obvious change in the subject's environment - for example attacking a creature aside from the subject or moving a large or attended object the subject can see - it immediately gains a new saving throw against this spell. An ally of the subject creature that is able to see or perceive you can use a *move action* to warn the subject and thereby grant it a new saving throw.

**Heightened (+)** when you use a spell slot of 3 or higher, you may target one additional creature.

## COLLABORATIVE THAUMATURGY      LEVEL 3

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*Sorcery, Control*

**Cast:** 1 reaction (when a spell is cast within range), verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You tap into the magical resonance between you and the target caster to enhance one another's magic. Cast this spell when a spell is cast that is level 2 or lower. You may apply your sorcery points and metamagic feats to this spell. A spell can only be targeted by this effect once.

**Heightened (+):** For each additional spell slot you use to cast this spell, you can effect a target spell that is one level lower (e.g., target a 5th level spell using a 6th level spell slot).

## COMPEL BREATH      LEVEL 3

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*Sorcery, Draconic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 90 feet

**Duration:** 1 minute

You compel a creature with a breath weapon to expel its breath attack as soon as it is able. The creature is capable of taking normal actions whenever its breath weapon is not available, though it can not use any feats or spells to delay this result.

## COMPRESS GRAVITY      LEVEL 1

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*Sorcery, Fey*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** 1 round

The gravity in a 10-foot radius sphere centered on a point you can see within range increases for a moment. Each creature in the sphere on the turn when you cast the spell must make a Constitution saving throw. On a failed save, a

creature takes 2d8 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed. Until the start of your next turn, any object that isn't being worn or carried in the sphere requires a successful Strength check against your spell save DC to pick up or move.

**Heightened (+):** 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.

## CONFLUENCE      LEVEL 3

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*Sorcery, Celestial*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

You call to kind a familiar person or object, and then search for it through the time stream. You can sense whether that target has been at your current location at any point in the past. If so, you Sense approximately when this was. This is a brief sense, and does not reveal anything more. You must have seen and be familiar with the object or creature before, and be able to call to mind a specific image. This sense extends into a 30 feet radius, and you must roll an Investigation check to determine how vague or specific your sense is. Creatures and objects under a nondetection spell are invisible to this sense.

## CONFFOUND SENSES      LEVEL 3

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*Sorcery, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 10 minutes

This spell befuddles the minds of up to six creatures that you can see within range, causing the creatures to see images of shifting terrain. Each target that fails an Intelligence saving throw

is reduced to half speed until the spell ends because of confusion over its surroundings, and it makes ranged attack rolls with disadvantage. Affected creatures also find it impossible to keep track of their location. They automatically fail Wisdom (Survival) checks to avoid getting lost. Whenever an affected creature must choose between one or more paths, it chooses at random and immediately forgets which direction it came from.

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**CONTINGENT ACTION** **LEVEL 3**

*Sorcery, Celestial, Control*

**Cast:** 1 minute, verbal, somatic

**Range:** Self

**Duration:** 1 minute / Sorcery level

You gain an extra action that becomes available when a condition you dictate is met. At the time of casting, you must dictate the condition and the readied action that would be triggered.

The condition must be clear, although it can be general. If a complicated or convoluted condition is prescribed, the whole combination might fail when triggered. For example, suppose the trigger and the action are stated as "if I am attacked while not holding a weapon, I draw my weapon". If you have no weapon to draw when the trigger occurs, the action fails. If the trigger and action are "if an ally within 20 feet of me falls unconscious, I move to a space adjacent to that ally", but you are chained to a wall when the trigger occurs, the action fails.

The readied action can not be used to cast a spell use a supernatural ability. When the trigger occurs, you may choose not to execute the action. Once the condition is triggered, the spell is discharged. You may have only one of these spells active at a time.

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**CONTROL FLAMES** **CANTRIP**

*Sorcery, Cantrip, Demonic, Elemental*

**Cast:** 1 Action, somatic

**Range:** 60 feet

**Duration:** Instantaneous or 1 hour (see below)

You choose a nonmagical flame that you can see within range and that fits within a 5-foot cube.

You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes - such as the vague form of a creature, an inanimate object, or a location - to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

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**CONVERSE WITH DRAGON** **LEVEL 1**

*Sorcery, Draconic*

**Cast:** 1 Action, verbal

**Range:** Special

**Duration:** Concentration, up to 10 minutes

You gain limited telepathy, allowing you to communicate with any dragon blooded creature you can see; regardless of the creature's known languages. The target may choose to make a Wisdom savings throw to prevent telepathic contact with itself.

The spell does not change the target's disposition toward you or your allies, it only opens a channel of communication. In some cases, unwanted telepathic contact can worsen the dragon's attitude toward you.

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**CONVOLUTED DICTUM** **LEVEL 2**

*Sorcery, Fey*

**Cast:** 1 Action, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You manipulate the thinking of a creature within range, compelling it to take longer, more elaborate means to complete actions. The target must succeed on a Wisdom saving throw or take only one action or bonus action on its turn until the spell ends.

If the target tries to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't do so, the spell is wasted. If the target interacts with an object while taking its action, such as drawing a sword as part of an attack, it must also roll a d20. On an 11 or higher, it must make the interaction with the object its sole action on that round. In the example given, the target would take its action drawing the sword with an extensive amount of flourish or drama and be unable to attack with it until its next turn.

At the end of each of its turns, the target can make another Wisdom saving throw. On a successful save, the spell ends.

## COSMIC RAY

LEVEL 6

*Sorcery, Celestial, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You fling a ray of deadly cosmic energy at a target creature. If you succeed at a ranged spell attack, the target takes 1d6 points of damage per Sorcerer level (maximum 20d6) and must make a Constitution save. On a successful save, the target takes half damage. On a failure, they take full damage and are at disadvantage on Constitution saving throws and ability checks until they complete a long rest.

## CRACKLING SPHERE

LEVEL 2

*Sorcery, Elemental, Draconic*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

A crackling globe of electricity forms and each round flies in whichever direction you point, electrocuting those it strikes. It can move 10 feet per round, dealing 4d4 points of lightning damage to those who are within 5 feet of the sphere and fail a Dexterity saving throw. A successful Dexterity saving throw causes half damage.

## CREATE HOLDS

LEVEL 3

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 hour

Your hands can create handholds on earthen, plaster, or stone walls by thrusting into them. The handholds are perfectly suited for gripping with fingers or claws. The handholds are permanent.

## CRISIS OF BREATH

LEVEL 2

*Sorcery, Draconic, Elemental*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** 1 round / level

You compel a humanoid target to purge its entire store of air in one explosive exhalation, and thereby disrupt its autonomic breathing cycle. On a failed Wisdom saving throw, the subject's lungs do not function again while this effect lasts. The target can take a standard action to gasp for breath. Otherwise, the subject risks blacking out from lack of oxygen. It must succeed on a Constitution Saving Throw at the end of any of its turns in which it did not consciously take a breath. The DC of this save increases by 1 in

every consecutive round after the first one that goes by without a breath; the DC drops back to its original value if the subject spends an action to take a breath.

Follow the rules of Suffocation (PHB 183).

### CUT WEAVE

LEVEL 1

*Sorcery, Control*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You form a burst of pure mana that attacks a spell being held in concentration or that has been cast fully cast and in effect. If the target spell is a Cantrip, it is dispelled.

**Heightened (+):** For each spell slot used to cast this spell above 1st level, you may cause a spell of one level less than your spell slot to end.

**Heightened (5th):** if you cast this spell as a 5th level spell slot, rather than be dispelled, you may gain control of the spell being concentrated on as if you were the original caster. It retains its remaining duration and if the target was the caster, you become the new target.

### DANGER SENSE

LEVEL 3

*Sorcery*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** 1 hour

You can sense the presence of danger before your senses would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 insight bonus to Dexterity saving throws to avoid traps, a +4 to Initiative, and a +4 Armor Class against unseen surprise attacks.

### DARK STAR

LEVEL 8

*Sorcery, Fey*

**Cast:** 1 Action, verbal, somatic

**Range:** 150 feet

**Duration:** 1 minute

This spell creates a sphere centered on a point you choose within range. The sphere can have a radius of up to 40 feet. The area within the sphere is filled with magical darkness and crushing gravitational force.

For the duration, the spell's area is difficult terrain. A creature with dark vision can't see through the magical darkness, and nonmagical light can't illuminate it. No sound can be created within or pass through the area. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there. Any creature that enters the spell's area for the first time on a turn or starts its turn there must make a Constitution saving throw. The creature takes  $8d10$  force damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items are reduced to a pile of gray dust.

### DARKVISION

LEVEL 2

*Sorcery, Sense*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 8 hours

You enhance your senses, your eyes glow with a preternatural shine, granting yourself dark vision to a range of 60 feet. If you already have darkvision, its range increases by 60 feet. You also gain blindsight out to a range of 5 feet.

### DAZZLING BLADE

LEVEL 1

*Sorcery, Elemental, Fey*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You make a weapon appear dazzlingly shiny, as if crafted from pure silver and heavily polished. In combat, the flashing movements become almost hypnotic. You gain a +1 to hit while the spell is active. Despite its shiny appearance, this spell gains no extra benefit against creature that are vulnerable to silver.

As a bonus action, you can discharge this spell into a blinding burst of silvery light on a successful hit, allowing you to make an unarmed strike. You deal an additional 1d6 bludgeoning damage to the target.

## DEATH GAZE

LEVEL 6

*Sorcery*

**Cast:** 1 Action, verbal

**Range:** 60 feet

**Duration:** Instantaneous

Your eyes begin to glow with a pearly white radiance that you direct at a single enemy. If the creature has 5 Hit Dice or fewer and it meets your gaze, it must make a Wisdom saving throw or die. Even if it succeeds its save, it takes 2d10 necrotic damage and becomes frightened of you for 2d10 rounds.

Creatures with more than 5 Hit Dice are not slain but will suffer 2d10 necrotic damage and fear for 2d10 rounds if they fail their save.

## DECCELERATE

LEVEL 2

*Sorcery*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** 1 minute

You slow the flow of time around a creature within range that you can see. The creature must make a successful Wisdom saving throw, or its walking speed is halved (round up to the nearest 5-foot

increment). The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Until the spell ends, on a failed save the target's speed is halved again at the start of each of your turns. For example, if a creature with a speed of 30 feet fails its initial saving throw, its speed drops to 15 feet. At the start of your next turn, the creature's speed drops to 10 feet on a failed save, then to 5 feet on the following round on another failed save.

Decelerate can't reduce a creature's speed to less than 5 feet.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you can affect an additional creature for each slot level above 2nd.

## DEEP BREATH

LEVEL 1

*Sorcery, Cantrip*

**Cast:** 1 Bonus Action, Verbal

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You let out a quick cry and take a deep breath, and use mana to numb the body's instinct to shut itself down after long periods without oxygen; allowing you to go for long periods without breathing again. You become immune to poisons or toxins that target the respiratory system. When the spell ends, you can continue to hold your breath as if you had just gulped down a lungful of air.

You can cast this spell with an instant utterance, quickly enough to save yourself from drowning after being suddenly plunged into water.

## DEMON HIDE

LEVEL 2

*Sorcery, Demonic, Elemental*

**Cast:** 1 Reaction, verbal, somatic

**Range:** Self

**Duration:** 1 round

A fiery glow spreads across your skin, leaving you with a deep red luster. You gain resistance to fire and cold damage.

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**DETONATE** **LEVEL 9**

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*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You point at a creature, causing it to explode in a massive spray of fire. If the target fails a Constitution saving throw, the creature takes 20d6 points of fire damage. If the creature dies, it explodes in a gout of fire in a 20-foot radius. Creatures in this area take 10d6 points of dire damage, though they can attempt a Dexterity saving throw for half damage. Any creature killed by this spell have their remains vaporized in an explosion of dry ash.

part of your movement. You blink out of existence and simply appear in the position you desire.

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**DIMENSIONAL SHOVE** **LEVEL 3**

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*Sorcery, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You push a creature you touch through a dimensional portal, causing it to disappear and then reappear a short distance away. If the target fails a Wisdom saving throw, it disappears from its current location and reappears 30 feet away from you in a direction of your choice. This travel can take it through walls, creatures, or other solid surfaces, but the target can't reappear inside a solid object or not on solid ground; instead, it reappears in the nearest safe, unoccupied space along the path of travel.

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**DIMENSIONAL BOUNCE** **LEVEL 7**

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*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

For the duration of the spell, you can use your full movement to teleport up to 30 feet away, and carry one willing creature with you that is your size or smaller by stepping into their hex. You need not see the location you are attempting to transport to and can specify a direction and distance (e.g. 20 feet up). If you arrive in a place that is already occupied by a solid body, you can the creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 5 feet. If there is no free space within 5 feet, you both take 2d6 points of damage and are shunted 10 feet, 3d6 and shunted 15 feet, and so.

When traveling in this manner, you can shift your position from standing to sitting to lying prone as

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**DISPLACEMENT** **LEVEL 3**

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*Sorcery, Elemental, Celestial*

**Cast:** 1 action, verbal

**Range:** Touch

**Duration:** 1 minute

The target's image jitters between points in space up to 2 feet from their true location. This makes it difficult to pinpoint. Creatures have disadvantage on attack rolls against the target. If they take damage, the displacement ceases to function until the start of their next turn. The spell is also suppressed while the target is Incapacitated, Restrained, or otherwise unable to move.

## DISRUPT LINK

LEVEL 3

Sorcery, Alter

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 1 round / sorcerer level

The target must succeed on a Wisdom saving throw or have their link with their bonded creature (or master) temporarily severed. If the subject has a familiar, or is a conjured creature; they loses any benefits of the connection (e.g., empathetic link). Both the master and the companion also lose any other abilities (such as those from archetypes or feats) that rely on the two having a connection.

## DIVERT TELEPORT

LEVEL 7

Sorcery, Alter

**Cast:** 1 Reaction, somatic

**Range:** 120 feet

**Duration:** Instantaneous

When a teleportation event occurs within range that you can see, you may attempt to divert the destination to a target of your choice - as if you yourself were teleporting to that location, regardless of the teleportation range of the effect you are diverting.

After casting this spell, you gain knowledge of the intended location of the teleport, and must make an ability check using your spell casting ability. The DC equals 10 + the original spell's level. On a success, you may choose a valid target that you can see within range (an open space with firm ground beneath it) or one that you are "Very Familiar" with.

## DOMINATION LINK

LEVEL 3

Sorcery, Sense

**Cast:** 1 action, verbal, somatic

**Range:** 60 foot cone

**Duration:** Concentration, up to 10 minutes

You reach out your senses, gaining the ability to find and detect echoes of the thoughts of a creature mentally controlling a target. For example, domination from a vampire, a wizards familiar, or a subject under the influence of mind control or communication. Each minute you concentrate on the spell, you choose a target and they must succeed on a Wisdom saving throw or you can learn one piece of information about the entity inside the subject's mind:

**Direction.** You gain a sense of the controller's direction and distance.

**Emotion.** You understand the controller's emotional state.

**Image.** A powerful iconic image relevant to the controller or its connection to the target, such as a symbol on a door, or name on a gravestone.

**Location.** The controller's general location, such as "in a large city" or "on a ship".

**Name.** The name by which the target knows it's controller (if any).

All of this information is based upon the last time the influencing creature linked itself to the target, with to issue a command or to receive sensory input from the target. For example, if at nightfall a vampire commanded a dominated victim to walk to a cemetery, this spell can reveal the vampires general location at that time, though it may have moved since then.

## DOUSE

CANTRIP

Sorcery, Cantrip, Alter

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

With a simple gesture, you can put our a single small source of light within range. This spell extinguishes a torch, a candle, a lantern, or a *Light* or *Dancing Lights* cantrip.

**Augmented (3rd)** At third level, you can also cast this as a reaction to lights being created.

## DRACONIC MAJESTY

LEVEL 3

*Sorcery, Draconic, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self (30 foot radius)

**Duration:** Concentration, up to 1 minute

You exude the powerful presence of a dragon, frightening your enemies. For the duration of the spell, all creatures who are aware of your presence and within 30 feet of you must succeed on a Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the radius increases by 30 feet for each slot level above 3rd, to a maximum of 120 feet for a slot of 6th level or higher.

## DRACONIC MALICE

LEVEL 3

*Sorcery, Draconic, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 10 foot aura

**Duration:** 1 minute / level

You surround yourself with a palpable aura of Draconic fear and dread. Living creatures within your aura that are normally immune to fear or mind-affecting abilities lose those immunities on a failed Wisdom saving throw.

## DRACONIC MIGHT

LEVEL 4

*Sorcery, Control, Draconic*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute

You touch a target, whose face is covered briefly with a fine pattern of golden scales which fade, but a golden radiance remains. The target of the spell gains a +4 bonus to Strength, Constitution,

and Charisma. It also gains a +1 bonus to natural armor and immunity to magic sleep and paralysis effects.

## DRAGON'S PRIDE

LEVEL 3

*Sorcery, Draconic, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 hour

Your sense of self grows to draconic proportions. Until the spell ends, you gain advantage on Charisma checks and on all saving throws against being charmed or frightened.

## DRAGONSIGHT

LEVEL 5

*Sorcery, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour

You gain the visual acuity of a dragon, including low-light vision, dark vision and blind sense. You can see four times as well as a normal human in low-light conditions and twice as well in normal light. Your darkvision is effective out to 10 feet per Sorcerer level. You take half the normal penalties for distance on Spot checks. Your blindsense has a range of 5 feet per Sorcerer level. None of these effects stack with any low-light vision, darkvision, or blind sense you might already have.

You also gain an ability to see through magical illusion within 10 feet of you. You see invisible creatures or objects normally, see through illusions, and see the true form of polymorphed, changed, or transmuted things.

## DRAIN CONSTRUCT

LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round / Wizard level

You weaken a target construct, temporarily sapping its animating force and limiting its normal functionality. If the construct fails a Constitution saving throw, it loses any fast healing it had and its base walking speed is reduced by half. Additionally, the construct takes 1d6 strength damage while the spell is in effect. Constructs reduced to 0 strength are killed.

**Heightened (+):** for each additional spell slot, you deal an additional 1d6 strength damage

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EARTHEN GRACE

LEVEL 3

*Sorcery, Control, Dwarvish*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You gain an affinity with earth and stone. Any damage you receive from a stone or earthen source counts as non lethal damage for the duration of the spell. Natural attacks by creatures made of earth or stone (such as Golems), natural attacks by creatures with the earth subtype, and attacks by stone weapons (such as a stone hammer or sling stone) instead does non-lethal damage, as does falling damage when you land on rock or earth. When the non-lethal damage you have taken (from any source) equals your current hitpoints, the spell ends and any further damage from stone or earth causes damage normally.

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EARTHSKIMMER

LEVEL 4

*Sorcery, Elemental, Dwarvish*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You cause earth and stone to rise up beneath your feet, lifting you up to 5 feet. For the

duration, you can use your movement to cause the slab to skim along the ground or other solid, horizontal surface at a speed of 60 feet. This movement ignores difficult terrain. If you are pushed or moved against your will by any means other than teleporting, the slab moves with you. Until the end of your turn, you can enter the space of a creature up to one size larger than yourself when you take the Dash action. The creature must make a Strength saving throw. It takes 4d6 bludgeoning damage and is knocked prone on a failed save, or takes half as much damage and isn't knocked prone on a successful one.

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EASY CLIMB

LEVEL 2

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** Concentration

You can case small indentations on the surface of stone or rock, facilitating climbing. Maximum climbing DC becomes 10 even for smooth walls.

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EBON EYES

LEVEL 1

*Sorcery, Demonic*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 10 minutes

You gain the ability to see normally in natural and magical darkness, although it does not otherwise improve your ability to see in natural dark or shadowy conditions. The subject ignores the miss chance due to lack of illumination other than total darkness. While the spell is in effect, a jet-black film covers the subject's eyes, a visual effect that gives the spell its name.

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ELEMENTAL AURA

LEVEL 3

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 round / Sorcerer level

This spell forms an aura of energy around you, damaging all those that come near you. Choose an energy type: acid, cold, electricity, or fire. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of energy damage of the selected type, half damage on a successful Dexterity saving throw. You may only have one elemental aura active at one time.

#### ELEMENTAL EMBRACE

LEVEL 4

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute / Sorcerer level

You gain mastery over the element matching the elemental essence in your blood (fire for Demonic, water for Fey, earth for Dwarven, air for Draconic, time for Celestial). Wild blood sorcerers must roll a d6 to determine which form they take, with a 6 allowing them to choose from any of the five options.

Each option grants an insight bonus to attack rolls, as well as a new movement type that can be used at will during the duration of the spell.

D6	Element	Movement	Benefit
1	Air	Fly 30ft	+1 to attack when both you and foe are airborne
2	Earth	Burrow 15ft	+1 to attack when both you and foe are touching ground
3	Fire	+20ft all speeds	+1 to attack when your foe is on fire

4	Water	+30ft swim	+1 to attack when both you and your foe are touching water
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5	Time	30ft teleport	+1 to initiative rolls and your first attack in a battle
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#### ELEMENTAL MASTERY

LEVEL 1

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration up to 1 minute

You attune yourself to a specific elemental plane (Earth, Air, Fire, Water) that you choose. All spells that you cast that deal elemental damage of that type is increased by an additional 1d4.

**Heightened (+)** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by an additional 1d4 for each slot.

#### ELEMENTAL SURGE

LEVEL 3

*Sorcery, Wild, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 round / Sorcerer level

You infuse yourself with wild elemental energy, boosting your combat preparedness. Roll 2d8 and refer to the chart below to determine the effects. After each dice roll, apply them as such:

- Energy Type.** You gain a vulnerability to the energy type that matches the die's result for the duration of the spell. You take double damage against that type. Spells you cast that use this element are at a +1 to your spell attack modifier and spell save DC.

- **D20 Roll.** You gain advantage on this d20 type roll (e.g. saving throws).

### Spell Results Table

D8	Energy Type	D20 Roll
1	Air	Dexterity
2	Electricity	Dexterity
3	Fire	Strength
4	Psychic	Intelligence
5	Acid	Charisma
6	Water	Wisdom
7	Cold	Initiative Roll
8	Earth	Constitution

### ELEMENTAL TWIST LEVEL 2

*Sorcery, Wild*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

For the spell's duration, reality shifts around you whenever you cast a spell that deals acid, cold, fire, lightning, poison, or thunder damage. Assign each damage type a number and roll a d6 to determine the type of damage this casting of the spell deals. In addition, the spell's damage increases by 1d6. All other properties or effects of the spell are unchanged.

### EMBRACE DESTINY LEVEL 2

*Sorcery, Celestial*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

Roll a d20 and record the result. At any point during the duration of this spell, you may use that roll for a single ability check, attack roll, saving

throw, or skill check, using the recorded result in place of a roll. You cannot replace a roll that has already been made; the recorded result must be made in place of a roll. Once you use the result, the spell ends. You can't have more than one instance of this spell active on you at the same time.

### EMOTIONAL ECHOES LEVEL 1

*Sorcery*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 round

You extend your senses to pick up the emotional echoes of the surrounding area. For this round you are considered blind and deaf; instead you can "see" and "hear" flashes from past scenes and fragments of conversations. The flashes are so brief that it is impossible to identify individual people or places, but when you concentrate on a particular topic or individual, you can piece together a coherent narrative told in a multitude of changing voices in your mind.

You may attempt an Intelligence check to gather information as though you had spent 1d4 hours talking to local people. Since the information gathering doesn't involve actual interactions with people, only observation, you can use your Perception skill instead.

### EMPOWER LEVEL 1

*Sorcery, Wild*

**Cast:** 1 action, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 round

You twist the fate of the target, granting them a critical on their next d20 roll. Before the start of your next turn, their very next d20 roll is considered a critical based on their roll. For example, if they roll a success - it becomes a

critical success; if they roll a failure - it becomes a critical failure.

### ENCHANT\*

### LEVEL 4

*Sorcery, Ritual*

**Cast:** 1 Action, somatic

**Range:** Touch

**Duration:** Instantaneous

You draw magical energy through yourself as a conduit to drain or recharge a magic item. If the item is currently carried or held by another creature, you must make a melee spell attack to touch the item, against the wielder's AC. On a hit, you can choose to either drain or charge the magic item.

The item either gains or loses 1d3 charges. If this reduction drops the item's charges to 0, any effects that occur when the item loses all its charges immediately take effect. The item cannot receive more than its maximum number of charges, and any excess energy dissipates harmlessly, unless the item in question is capable of a retributive strike. If such an item is charged past its capacity, it explodes as if you had used an action to enact the retributive strike, with all the resulting effects.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you can charge/drain more charges; 1 additional charge for each slot level above 4th.

### ENEMY HAMMER

### LEVEL 6

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 400 feet

**Duration:** Concentration, up to 1 minute

You grab a creature or object with telekinesis and use it to batter nearby opponents or objects. You must choose a specific target when casting and cannot switch to another. Each round, as a

standard action, you can attempt to hurl the target at any creature or object within 30 feet of it. You must make a spell attack roll whenever you use the target as a weapon. If you successfully hit the new target, both your projectile and the new target take 3d6 bludgeoning damage. The original target may attempt a Constitution saving throw each time you attempt to use it as a weapon. If it succeeds, it can act normally and does not become your projectile. Otherwise ends its turn prone in the square adjacent to your new target and is staggered. A staggered creature may make a movement, or take an action, but not both.

### ENERGY ABSORPTION

### LEVEL 5

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You make a spell attack against a target you can see within range. If you hit, the target must make a saving throw using its Spellcasting Ability whenever it casts a spell that deals acid, cold, fire, force, lightning, or thunder damage. On a failed save, the spell is not cast but its slot is expended; on a successful save, the spell is cast but its damage is halved before applying the effect of saving throws, resistance, and other factors.

### ENERGY IMMUNITY

### LEVEL 7

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 24 hours

You grant a creature and its equipment complete immunity to damage from one of the following energy types - acid, cold, electricity, or fire. Energy immunity absorbs only hit points damage,

so the recipient could still suffer side effects such as drowning in acid, being deafened by a sonic attack, or becoming immobilized in ice (and thus helpless). You may only have one energy immunity active at one time, casting this spell again removes the immunity from the previous target.

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**ENERGY FOREKNOWLEDGE**      **LEVEL 4**

*Sorcery, Elemental*

**Cast:** 1 Reaction, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

You cast this spell as you are taking damage from spell effects that deal cold, fire, force, lightning, necrotic, psychic, radiant, or thunder damage. Until the end of your next turn you become resistant to every type of energy listed above that was dealt to you when you cast the spell.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you can include one additional ally in its effects for each slot level above 4th. Affected allies must be and remain within 15 feet of you.

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**ENTROPIC DAMAGE FIELD**      **LEVEL 3**

*Sorcery, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self / 60 feet

**Duration:** Concentration, up to 1 minute

You tie your fate to those around you. When you take damage, that damage is divided equally between you and all creatures in range who get a failure on a Charisma saving throw. Any leftover damage that can't be divided equally is taken by you. Creatures that approach to within 60 feet of you after the spell was cast are also affected. A creature is allowed a new saving throw against this spell each time you take damage, and a

successful save ends the spell's effect on that creature.

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**ESSENCE INSTABILITY**      **LEVEL 5**

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 1 minute

You cause a target's soul to radiate a harmful aura as force The Eternal Cycle to reject their existence. Both the target and every creature beginning or ending its turn within 20 feet of the target suffer 2d6 poison damage per round. The target can make a Constitution saving throw each round to negate the damage and end the affliction. Success means the target no longer takes damage from the aura, but the aura still persists around the target for the full duration. Creatures affected by the aura must make a successful Constitution saving throw each round to negate the damage. The aura moves with the original target, and does not detect as magical or poison. The aura is invisible, odorless, and intangible (although the spell's presence can be detected on the original target). A foot of metal or stone, two inches of lead, or a force effect such as Mage Armor or Wall Of Force will block it.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, the aura lasts 1 minute longer and the poison damage increases by 1d6 for each slot level above 5th.

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**EXCAVATE**      **CANTRIP**

*Sorcery, Dwarvish, Elemental, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You target an area of loose earth or stone and excavate a cube of 1 foot and can choose to

deposit it anywhere within 30 feet of you. Alternatively you may at any time on your turn as a free action make a ranged spell attack to hurl the excavated earth at a target. Damage is equal to  $1d8 +$  your Constitution modifier bludgeoning damage.

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#### EXPEDITIOUS CONSTRUCTION      LEVEL 1

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You create a low wall or other simple structure of packed earth or loose stone measuring 3 feet thick and 3 feet tall. You may extend this wall 10 feet for each 3 sorcery levels you possess (minimum 10 feet). The wall grants cover as per a low wall and can be climbed with a successful DC 5 Climb check. As long as you concentrate, the wall holds its form, after that gravity takes hold and the wall naturally begins to crumble and erode. The wall must be formed in unoccupied space atop earthen or stone surfaces that can support it.

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#### EXTRACT ASPECTS      LEVEL 1

*Sorcery*

**Cast:** 1 Bonus Action, somatic

**Range:** 15 feet

**Duration:** Instantaneous

You extract critical information about a target. You learn the targets Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities.

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#### FARADOK PINGER      LEVEL 4

*Sorcery, Wild*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** 10 minutes

A thin green ray springs from your pointing finger to a target you see within range, combining shadow and wild magic to render its existence... flexible. This target must be a non magical / non living object; if the target is larger than a 10 foot cube then only the portion in the cube is affected. All creatures within 60 feet of the object must make an Intelligence saving throw (you and only you may choose to willingly fail this save). A failure means you may choose whether that object still exists for that creature. For example, if a 10 foot section of wall is targeted, those who failed their save could walk though while others would see and perceive the wall.

This spell does not work for items worn or carried by creatures.

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#### FAULT LINE      LEVEL 6

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self, 60 foot line

**Duration:** Permanent

You cause the ground in front of you to thrust sharply upward along a 5 foot wide, 60 foot long line that you designate. These spaces must be made from stone, earth or rock. All spaces affected by the spell become difficult terrain. In addition, all creatures in the affected area are knocked prone and take  $8d6$  points of bludgeoning damage. Creatures that make a successful Dexterity saving throw take half as much damage and are not knocked prone.

**Heightened (+):** When you cast this spell using a spell slot of 7th level or higher, you deal an additional  $1d6$  points of damage for each slot level above 6th.

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#### FIENDISH WRATH      LEVEL 3

*Sorcery, Demonic, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, up to 1 round / sorcerer level

You may select one living creature for every 3 sorcerer lovers you possess, no two can be more than 30 feet apart.

Each affected creature flies into a combat frenzy, gaining +2 bonus to Strength and Constitution, and a +1 to Wisdom Saving throws. If an affected creature strikes an enemy with two claw or unarmed strikes while in this frenzy, damage is doubled as it rends its target.

#### FIND WEAKNESS

#### CANTRIP

*Sorcery, Cantrip, Sense*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You can sense the weakest part of an object. If the object is larger than a 5 foot cube, then you sense any weakness within the cube. This spell does not work on living creatures, but is excellent for finding fractures and cracks in walls and objects. You gain advantage on skill checks to either repair or destroy the object. Any hit you make to the object is considered a critical hit.

#### FIRE GATE

#### LEVEL 4

*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, verbal

**Range:** Self

**Duration:** Instantaneous

You step into a large fire (with at least a 2 foot radius) and immediately reappear in another similar-sized fire up to 150 feet / level away. You take 1d8 points of damage, and flammable clothing catches on fire. If no such fires exist within that range, the spell does not function and

you remain in the initial fire. If multiple large fires are available, you may choose from them. If there is a large, solid object blocking the fire gate, then you are mired in the plane of Elemental Fire, and will remain so until you find another way out or are rescued.

#### FIRE SNAKE

#### LEVEL 5

*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** Self, 60 feet

**Duration:** Instantaneous

You create a sinuous line of flames that you may shape as desired. The fire snake affects one 5-foot square per Sorcerer level, and each square must be adjacent to the previous square, starting with you. The fire snake may not extend beyond its maximum range. Creatures in the path of the fire snake take 1d6 points of fire damage per Sorcerer level (maximum 15d6) or half as much with a successful Dexterity saving throw.

#### FIREBELLY

#### LEVEL 1

*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

A magical fire begins to fill your belly, making you resistant to fire. As a standard action, you can breathe a 15 foot cone that deals 1d6 fire damage (1/2 damage on a successful Dexterity saving throw). If you breathe fire, the spell ends.

#### FIREBRAND

#### LEVEL 7

*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 minute

You mark up to 5 creatures as targets, imbuing them with the power of your elemental fire. They each shed light as if they were a torch and become immune to any fire from spells that you cast. All of their weapon attacks inflict an additional 1d6 fire damage on a hit. At any point during the spell's duration, a creature bearing your firebrand can launch a beam of fire at any target within 30 feet as a Bonus Action. This ray is fired as a ranged touch attack and deals 6d6 points of fire damage. Once a creature uses your firebrand in this manner, the effects of the spell end for that creature.

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**FIREWALK** LEVEL 6

*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

The creature you cast this spell on becomes immune to fire damage. In addition, that creature can walk along any burning surface, such as a burning wall or burning oil spread on water, as if it were solid and horizontal. Even if there is no other surface to walk on, the creature can walk along the tops of flats.

**Heightened (+):** When you cast this spell using a spell slot of 7th level or higher, two additional creatures can be affected for each slot level above 6th.

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**FIREWALKER'S MEDITATION\*** LEVEL 3

*Sorcery, Demonic, Elemental, Ritual, Material*

**Cast:** 1 minute, verbal, somatic, material (incense worth 2 gp)

**Range:** Self

**Duration:** 24 hours or until discharged

You focus your mind in blocking out pain, allowing your body to endure punishments that would otherwise be unbearable. While under the

effects of this spell, you continue to register pain from heat or flame - you simply don't suffer the dangerous effects such sensations bring. For example, if you were lit on fire as you slept, you would still wake from the pain of burning even though some of the fire damage you endured (perhaps all of it) would be negated by this spell. You gain a Resistance to fire damage, and ignore 5 points of fire damage each round. Once this spell has prevented a total of 5 points of damage per sorcerer level, it is discharged.

At any time during the spell's duration, you may discharge the spell to expend the remaining duration to increase your damage absorption. For example, if you have 5 rounds remaining, you may discharge the spell to absorb 25 points of fire damage.

**Material:** incense worth 2 gp

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**FIST OF STONE** LEVEL 1

*Sorcery, Dwarvish, Material, Elemental*

**Cast:** 1 Action, verbal, somatic, material (nearby stone)

**Range:** Self

**Duration:** 1 minute

You pull nearby stone to surround your hands, creating mighty fists of living stone. This grants you a Strength bonus of +6 for the purposes of attack rolls, grapple checks, or breaking and crushing items. Your punches do double damage against objects and structures. In addition, you gain the ability to make a natural slam attack, dealing 1d6 points of damage (plus the strength bonus of +6). Your fists are encased in rock, and you are at disadvantage to perform tasks requiring fine motor skills.

If no rock or stone is nearby when casting this spell, it has no effect.

**Material:** nearby stone or rock sufficient to cover your fist

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**FLOAT** LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You magically create a cushion of space between yourself and the floor, solid ground, or surface of calm liquid. This cushion gently lifts you to a maximum height of 6 inches and you are effectively floating.

While floating, you can use thought to propel yourself horizontally through space as if you were walking, however, your walking speed becomes 20 ft and you cannot jump.

The gently lift created by this cushion can easily be negated by simple downward forces such as another creature pushing or pulling down, a strong downward draft, or the gravity of a fall greater than 1 foot. The effect is also negated if you are over-encumbered.

While active, you can control your falling speed anywhere from 20 - 60 feet per round. You take no damage from falling and may always land on your feet.

## FLOW WALKING

LEVEL 5

Sorcery

**Cast:** 1 minute, verbal, somatic

**Range:** 60 feet / 1d4 days

**Duration:** Concentration, up to 10 minutes

A rare power that allows you to view the past and possible futures. You are able to physically touch the flow of mana, flowing along its currents and reading its intentions. It is important to remain attached and anchored to the real world, or else risk losing oneself to the flow.

You see ghost images and echos of what was and what will be in a range of 1d4 days. For each minute you view, roll a Perception check to determine what you see; regardless of if you are searching for something in particular or just gaining insight and knowledge. You must also make a special saving throw for each minute you are Flow Walking, in order to hold on to your own reality and not be lost within the current. Each

minute, roll a d20. If the roll is 10 or higher, you succeed. Otherwise you fail. A success or failure has no effect by itself. On your third success, you may remain for the duration of the spell. On your third failure, your spirit leaves your body, your body drops to 0 hit points and you die.

**Heightened (6th):** range increases to 1d4 weeks

**Heightened (7th):** range increases to 1d4 months

**Heightened (8th):** range increases to 1d4 years

**Heightened (9th):** range increases to 1d4 centuries

## FLY

LEVEL 3

Sorcery

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You gain a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall. Flight in this manner is performed in an upright manner, with your legs pointing towards the ground.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature you touch for each slot level above 3rd.

## FOG OF WAR

LEVEL 4

Sorcery, Alter

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You cloud the minds of your opponents, hindering their perception of the battlefield and veiling reality with twisted illusions. You can affect up to six creatures within range. While the spell is in effect, targeted creatures in the area

have disadvantage on Wisdom (Perception) checks made to locate enemies.

If a targeted creature makes an attack against a creature that has at least one other creature adjacent to it - friend or foe - the targeted creature must roll a d20. On an 11 or higher, its attack is applied to the adjacent creature instead (roll randomly to determine the new target if there is more than one adjacent creature) and deals damage as normal if it hits. Each round, a targeted creature can make a Wisdom saving throw. On a successful save, the creature is no longer effected by the spell.

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#### FORETELL DISTRACTION

#### LEVEL 1

*Sorcery*

**Cast:** 1 Bonus Action, somatic

**Range:** Self

**Duration:** Instantaneous

You know precisely when those you designate take their eyes off of you. Casting this spell has the same effect as making a successful Dexterity (Stealth) check, provided cover or concealment is available within 10 feet of you. It doesn't matter whether enemies can see you when you cast the spell; they place away or blink at just the right moment. You can move up to 10 feet as part of casting the spell, provided you're able to move (e.g. not restrained or grappled). This move does not count as part of your normal movement. After the spell is cast, you must be in a position where you can remain hidden; a lightly obscured space, for example, or a space where you have total cover. Otherwise, enemies see you again immediately and you're not hidden.

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#### FORTUNE'S FAVOR

#### LEVEL 2

*Sorcery, Fey, Material*

**Cast:** 1 Minute, verbal, somatic, focus, material (10g pearl)

**Range:** 60 feet

**Duration:** 1 hour

You impart latent luck to yourself or one willing creature you can see within range. When the chosen creature makes an attack roll, an ability check, or a saving throw before the spell ends, it can dismiss this spell on itself to roll an additional d20 and choose which of the d20s to use.

Alternatively, when an attack roll is made against the chosen creature, it can dismiss this spell on itself to roll a d20 and choose which of the d20s to use, the one it rolled or the one the attacker rolled.

If the original d20 roll has advantage or disadvantage, the creature rolls the additional d20 after advantage or disadvantage has been applied to the original roll.

**Material:** This spell required a pearl worth at least 10gp, which the spell consumes

**Heightened (+)** When you cast this spell using a spell slot of 3rd or higher, you can target one additional creature for each slot level about 2nd.

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#### FRACTIONS OF HEAL AND HARM

#### LEVEL 3

*Sorcery, Wild, Control*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** Instantaneous / 1 round

This spell channels a portion of the next spell you cast into magic that heals you. The next instantaneous area damage spell of 3rd level or lower that you cast deals only 75% of its damage, but heals you of a number of hit points equal to the remaining 25% of the spell's damage. For example, if you cast this spell and followed it with a spell that would normally deal 40 hit points of damage, the spell instead deals 30 hit points of damage and heals you of 10 hit points of damage. The spell affected by this spell must be cast before the end of your next turn. This spell has no effect on spells that do not deal damage or spells higher than 3rd level. This healing is treated as if you had been affected by a cure or inflict spell (whichever would heal you),

and is treated as the same spell level as the area-affecting spell for the purpose of effects that relate to the spell level of cure or inflict spells.

### FRENZIED BOLT

LEVEL 2

*Sorcery, Wild, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You direct a bolt of rainbow colors toward a creature of your choice within range. If the bolt hits, the target takes 3d8 damage, of a type determined by rolling on the Random Damage Type table. If your attack roll (not the adjusted result) was odd, the bolt leaps to a new target of your choice within range that has not already been targeted by the spell, requiring a new spell attack roll to hit. The bolt continues leaping to new targets until you roll an even number on your spell attack roll, miss a target, or run out of potential targets. You and your allies are legal targets for the spell, if you are particularly lucky - or unlucky.

#### D10 Damage Type

1 Acid

2 Cold

3 Fire

4 Force

5 Lightning

6 Necrotic

7 Poison

8 Psychic

9 Radiant

10 Thunder

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you create an

additional bolt for each slot level above 2nd. Each potential target can be hit only one by each casting of the spell, not once per bolt.

### GIFT OF ALACRITY

LEVEL 1

*Sorcery, Fey*

**Cast:** 1 Minute, verbal, somatic

**Range:** Touch

**Duration:** 8 hours

You touch a willing creature. For the duration, the target can add 1d8 to its initiative rolls.

### GLAMOUR FOIL

LEVEL 2

*Sorcery, Fey, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 hour / Sorcerer level

You gain a +4 bonus on saving throws against Glamour and mind altering effects. If you succeed at a save against these effects, you identify the effect as if you had succeeded at an Arcana check to do so. Furthermore, you can choose to act as if you had failed your saving throw. If you do so, you gain a +20 bonus on Deception and Performance checks to convince others that you failed your save and are under the spell's effects. A creature that attempts to use magic to detect this ruse or to make you speak truthfully about it must succeed at a caster level check (DC 15 + your caster level) to do so.

### GLAMOUR SIGHT

LEVEL 2

*Sorcery, Sense*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** 10 minutes / Sorcerer level

Your irises take on a purple tinge and you can see whether creatures within 60 feet of you are affected by glamour, mind-altering magic,

madness, or addiction. You can immediately determine if the effect is faint, moderate, strong, or overwhelming depending on the spell level or power of the glamour effect.

If the creature is within the 60 feet range, you can spend an action to study the patterns and determine deeper insight into an active effect. Roll an Arcana check with a DC of 15 + the spell level (or 15 plus 1/2 the caster level for non-spell effects). Effects that block Divination magic also block your senses.

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#### GRAVITY FISSURE

LEVEL 6

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*Sorcery, Fey*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** Instantaneous

You manifest a ravine of gravitational energy in a line originating from you that is 100 feet long and 5 feet wide. Each creature in that line must make a Constitution saving throw, taking 8d8 force damage on a failed save, or half as much damage on a successful one.

Each creature within 10 feet of the line but not in it must succeed on a Constitution saving throw or take 8d8 force damage and be pulled towards the line until the creature is in its area.

**Heightened (+)** When you cast this spell using a spell slot of 7th or higher, the damage increases by 1d8 for each slot level above 6th.

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#### GRAVITY SINKHOLE

LEVEL 4

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*Sorcery, Fey*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

A 20 foot radius sphere of crushing force forms at a point you can see within range and tugs at the creatures there. Each creature in the sphere must make a Constitution saving throw. On a

failed save, the creature takes 5d10 force damage and is pulled in a straight line towards the center of the sphere, ending in an unoccupied space as close to the center as possible (even if that space is in the air). On a successful save, the creature takes half as much damage and isn't pulled.

**Heightened (+)** When you cast this spell using a spell slot of 5th or higher, the damage increases by 1d10 for each slot level above 4th.

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#### GROUNDSWELL

LEVEL 2

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*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute / level

This spell allows you to cause the ground to rise up beneath you. As a bonus action, you can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. The *groundswell* precludes flanking from creatures standing at lower elevations than the target. If you move after creating a *groundswell*, the ground returns to its normal elevation at the end of your turn; otherwise, it remains in place until you move or use a bonus action to return the ground to normal. A *groundswell* cannot increase elevation of the ground beyond 5 feet

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#### HAIRLINE FRACTURES

LEVEL 1

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*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Action, somatic

**Range:** Touch

**Duration:** 1 round

You punch a section of stone or rock, creating a temporary hairline fracture. Creatures with the earth subtype take a -2 to their Armor Class if they fail a Constitution saving throw. Objects have their hitpoints reduced to half. This only affects a 5-foot section of stone.

<b>HANG SPELL</b>	<b>LEVEL 1</b>	You slow the beating of a willing creature's heart to the rate of one beat per minute. The creature's breathing almost stops. To a casual or brief observer, the subject appears dead. At the end of the spell, the creature returns to normal with no ill effects.
<i>Sorcery</i>		The creature is immobilized, in a deep slumber. They become immune to poison and venom, and no longer are required to make death savings throws. They can survive without breath for a time equal to 5 times the normal (A number of minutes equal to $1 + \text{constitution modifier}$ ; minimum of 30 seconds).
<b>Cast:</b> 1 Action, verbal, somatic <b>Range:</b> Self <b>Duration:</b> Concentration, up to 1 hour		When the subject awakens, they must continue to deal with the adverse effects (e.g. poison, death saves, breathing) if still applicable in the environment.
<b>HEALING WARMTH</b>	<b>LEVEL 4</b>	<b>HELLFIRE BLITZ</b>
<i>Sorcery, Elemental, Demonic</i>		<b>LEVEL 3</b>
<b>Cast:</b> 1 action, verbal, somatic <b>Range:</b> Self <b>Duration:</b> 10 minutes		<i>Sorcery, Elemental, Demonic</i>
You are able to hold the charge for one of your spells on your arm of your body as long as you don't use a charged limb to cast another spell or touch anything within it. If you use your arm to perform an activity, the hung spell is lost. You pay the cost of casting both <i>Hang Spell</i> along within your target spell as part of this action - but the effect of your target spell is held until a later time. You may activate the hung spell as a bonus action on your turn.		<b>Cast:</b> 1 action, verbal, somatic <b>Range:</b> 30 feet <b>Duration:</b> Instantaneous
You are granted temporary protection from fire damage. A reservoir of 12 points per Sorcerer level (to a maximum of 120 points at 10th level) is created. Any fire damage you take is removed from this reservoir rather than applied as damage to you. When the reservoir reaches 0, the spell is discharged and you take any remaining fire damage. Additionally, as an action, you may sacrifice 24 points remaining in the reservoir heal a touched creature of 1d8 points of damage. Healing a creature provokes an attack of opportunity.		You assume a flaming spectral form until the end of your turn. You immediately move up to 30 feet in a straight line. You can move through spaces occupied by other creatures, but you must end your turn in an unoccupied space. This movement doesn't provoke opportunity attacks. Each creature whose space you pass through takes 6d6 fire damage, or half as much damage with a successful Dexterity saving throw. You leave a 5 foot wide line of hellfire burning behind you in your path. The hellfire continues burning for a number of rounds equal to your spell casting ability modifier. A creature that ends its turn in hellfire or passes through the line on its turn takes 1d6 fire damage, or half as much damage with a successful Dexterity saving throw. A creature can take this damage only once per turn.
<b>HEARTSTOP</b>	<b>LEVEL 2</b>	
<i>Sorcery</i>		
<b>Cast:</b> 1 Action, somatic <b>Range:</b> Touch <b>Duration:</b> Concentration, up to 10 minutes		

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the damage increase by 1d6 for each slot level above 3rd.

## HELLFIRE RAY

LEVEL 6

*Sorcery, Elemental, Demonic*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

Three blasts of hellfire blaze from your hands. Each Ray requires a ranged spell attack to hit and deals 11d6 points of damage. Half of this damage is fire damage, but the other half results directly from unholy power and is therefore not subject to being reduced by fire resistance. The rays can be fired at the same target or at different targets, but all rays must be fired simultaneously and aimed at targets within 30 feet of one another.

Any creature killed by this spell must attempt a Wisdom saving throw; failure means the creature's soul is damned to Baator as a burst of brimstone appears around its corpse. Bringing them back from the dead is at disadvantage, along with 1 added to resurrection DC's for each ray they were hit with on the turn they were slain.

**Augmented (15th)** you fire 4 rays

## HOBBLE

CANTRIP

*Sorcery, Cantrip, Alter*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You create an ethereal swirl of mana in the space of a creature that you can see within range. The target must succeed on a Dexterity saving throw or its speed is halved until the end of its next turn.

## HURRICANE BLADE

LEVEL 4

*Sorcery, Elemental, Draconic*

**Cast:** 1 Bonus Action, verbal, somatic, material (a melee weapon)

**Range:** Touch

**Duration:** 1 minute

You wreath your weapon in swirling, gale-force winds, cutting through the air. While this spell is active and you are holding the weapon, whenever you take the attack action on your turn, you can make 1 additional melee weapon attack as part of the same action. If you no longer possess the weapon, or you fall unconscious, the spell ends.

**Material:** a melee weapon

**Heightened (8th):** When you cast this spell using an 8th level spell slot, the number of additional attacks increases to 2.

## ICE SPEARS

LEVEL 3

*Sorcery, Fey, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You cause one giant spear of ice to lance up out of the ground. The stalagmite-like icicle affects a 5-foot square and tapers to a height of 10 feet. A creature that occupies a square from which a spear extends (or that is within 10 feet of the ground below) takes 2d6 points of piercing damage and 2d6 points of cold damage per square—creatures that take up more than 1 square can be hit by multiple spears if your caster level is high enough. Creatures that take damage from the spear must succeed a Dexterity saving throw or fall prone.

If you cast this spell upon an area covered with ice or snow, saves against the effects are at disadvantage.

The spear remains after they are created and melt as normal depending on the surrounding environment. It has 30 hit points.

**Augmented (3rd)** you create 2 spears

**Augmented (11th)** you create 3 spears

**Augmented (17th)** you create 4 spears

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**ILL OMEN****LEVEL 1**

*Sorcery, Demonic*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Special

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result.

A target who can speak and has at least one free hand and who is aware of the spell and its effects can negate one preroll by spending a Bonus Action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.

A creature can only be effected by one *Ill Omen* spell at a time.

**Augmented (3rd)** At third level, you force the next two d20 rolls at disadvantage

**Augmented (11th)** you force the next three rolls at disadvantage

**Augmented (17th)** you force the next four rolls at disadvantage

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**IMBUE WITH SPELL ABILITY****LEVEL 4**

*Sorcery, Control*

**Cast:** 10 Minutes, verbal, somatic

**Range:** Touch

**Duration:** Special

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence of at least 5 or higher and an ability score matching your Sorcerer bloodline of 9 or more can receive this boon. The number and level of spells that the subject can be granted depends on their hit dice / level. Even multiple castings of this spell can't exceed this limit.

Hit Dice/Level 2 or lower may receive one 1st level spell. Hit Dice/Level 3-4 may receive one or

two 1st level spells. Anyone else may receive one or two 1st level spells and one 2nd level spell. The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast this spell, you cannot prepare a new 4th level spell to replace it until the recipient uses their spell or is slain. To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, the subject must be able to move freely.

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**IMMOVABLE OBJECT****LEVEL 2**

*Sorcery, Material, Fey*

**Cast:** 1 Action, verbal, somatic, material (2 gp of gold dust)

**Range:** Touch

**Duration:** 1 hour

You touch an object that weighs no more than 10 pounds and cause it to become magically fixed in place. You and the creatures you designate when you cast this spell can move the object normally. You can also set a password that, when spoken within 5 feet of the object, suppresses this spell for 1 minute.

If the object is fixed in the air, it can hold up to 4,000 pounds of weight. More weight causes the object to fail. Otherwise, a creature can use an action to make a Strength check against your spell save DC. On a success, the creature can move the object up to 10 feet.

**Material:** 2 gp of gold dust, which the spell consumes.

**Heightened (+)** A 4th level spell slot increases the DC to move the object increases by 5, and it can carry up to 8,000 pounds of weight, and its duration increases to 24 hours. A 6th level spell slot increases the DC to move the object by 10, and it can carry up to 20,000 pounds of weight, and its duration permanent until dispelled.

<b>INDOMITABILITY</b>	<b>LEVEL 5</b>	<b>IRE OF THE MOUNTAIN</b>	<b>LEVEL 3</b>
<i>Sorcery, Control</i>		<i>Sorcery, Dwarvish, Elemental</i>	
<b>Cast:</b> 1 reaction, somatic		<b>Cast:</b> 1 action, verbal, somatic	
<b>Range:</b> Self		<b>Range:</b> 30 feet	
<b>Duration:</b> Instantaneous		<b>Duration:</b> Instantaneous	
You cast this spell when the recipient of an attack that would fell you. Regardless of the amount of damage received, you take only enough damage to be reduced to 1 hit point. The remaining damage from the attack is ignored.		You melt nonmagical objects that are made primarily of metal. Choose one metal object weighing 10 pounds or less that you can see within range. Tendrils of blistering air writhe towards the target. A creature holding or wearing the item must make a Dexterity saving throw. On a successful save, the creature takes 1d8 fire damage and the spell has no further effect. On a failed save, the targeted object melts and is destroyed, and the creature takes 4d8 fire damage if it is wearing the object, or 2d8 fire damage if it is holding the object. If the object is not being held or worn by a creature, it is automatically melted and rendered useless. This spell cannot affect magic items.	
<b>INFERNAL HEALING</b>	<b>LEVEL 2</b>		
<i>Sorcery, Demonic, Control</i>			
<b>Cast:</b> Short Rest, meditation, somatic			
<b>Range:</b> Self			
<b>Duration:</b> Instantaneous			
You may convert a Sorcery point into a Hit Die that can be used to heal during a short rest, or vice versa covert a Hit Die into a Sorcery point.			
<b>INTENSIFY PSYCHE</b>	<b>LEVEL 2</b>	<b>IRON MIND</b>	<b>LEVEL 3</b>
<i>Sorcery, Alter</i>		<i>Sorcery</i>	
<b>Cast:</b> 1 Action, verbal, somatic		<b>Cast:</b> 1 Action, verbal, somatic	
<b>Range:</b> 120 feet		<b>Range:</b> Touch	
<b>Duration:</b> 1 minute / Sorcery level		<b>Duration:</b> Concentration, up to 1 hour	
You create a sense of euphoria in a creature, amplifying all sensations, good or bad. The target can resist with a Wisdom saving throw. On a failure, the creature gains a +1d4 skill bonus on Diplomacy, Animal Handling, and Insight skill checks. In addition, the DC for any spells or effects with emotion or pain descriptors cast or caused by the target increases by 1 while the target is under the effects of the spell. However, increased sensitivity causes the target to be at disadvantage on saving throws against spell effects with the emotion or pain descriptor.		One willing creature you touch becomes immune to psychic damage and mind-altering effects for the spell's duration.	
		<b>Heightened (+):</b> When you cast this spell using a spell slot of 4th level or higher, you can target one additional object for each slot level above 3rd.	
		<b>Heightened (+):</b> When you cast this spell using a spell slot of 4th or higher, you can target an additional creature for each additional spell slot.	
<b>KOMBAR'S FURY</b>	<b>LEVEL 2</b>		
<i>Sorcery, Dwarvish, Elemental</i>			
<b>Cast:</b> 1 Action, verbal, somatic			

**Range:** 30 foot cone

**Duration:** Instantaneous

You create a minor earthquake that can trip creatures. Any creature touching the ground within a 30 foot cone must succeed a Dexterity saving throw or be knocked prone. Though the earthquake is small and focused on the ground, if the area is particularly unstable, the spell might cause items to topple, stones to shake loose from the walls or ceiling, and so on at the GM's discretion

## LIGHT

## CANTRIP

*Sorcery, Cantrip, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 hour

You cause the immediate area around you to glow in a uniform soft light that cause no shadows to be formed unless a stronger source of light than the ambient glow is brought on. The glow extends for 40 feet. This area is considered to be lit by low light equivalent in brightness to that of moonlight.

## LIGHT STEP

## LEVEL 2

*Sorcery*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** 1 round

Your feet can treat the air no higher than 1 foot off of the ground as slightly less stable than solid ground. You ignore difficult terrain if it is less than 1 foot high, you do not trigger effects based on weight (such as a pressure plate), and any creature trying to track you through areas you crossed with this spell takes a -10 penalty on its Perception or Survival check to do so.

Because of the instability of the air you walk on, your speed is reduced by 10 feet (to a minimum

of 5 feet) and you are at disadvantage on Acrobatics, Climb, or Ride checks.

You may cross liquid or empty space at half speed.

**Heightened (+):** A 3rd level slot or higher increases the duration by 1 round for each additional spell slot used.

## LIGHTNING CONDUCTOR

## LEVEL 3

*Sorcery, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute / Sorcery level

You become capable of absorbing electricity within your body. For the duration, you absorb all electricity damage dealt to you until you have stored a total of 18 points of damage. Any excess damage affects you as normal. The energy remains stored until it is expended or the spell expires.

If you have at least 6 points of damage stored, you can extend all of the energy stored as a bonus action, and shoot a ray with a range of 30 feet. If the attack hits, it deals 1d6 points of electricity damage for every 6 points stored. This depletes all stored energy, and any remaining points are wasted.

**Augmented (+)** the number of points you can store increases by 6 for every 2 levels beyond 5th (to a maximum of 60 points at 19th level)

## LIGHTNING LASH

## LEVEL 3

*Sorcery, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You create a crackling whip of lightning that flickers and flashes in your hand, shifting color in response to your mood and will. Once per round,

you may make a ranged spell attack against a target within 15 feet. If the attack is successful, it does 2d6 points of electricity/lightning damage.

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**LOCK GAZE****LEVEL 1**

*Sorcery, Demonic*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, 1 minute

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. Target rolls a Wisdom saving throw or is effected. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the target suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

The target may continue to make a Wisdom savings throw on each turn to break free from your glamour.

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**LUCKY NUMBER****LEVEL 1**

*Sorcery, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 24 hours or until discharged

You are able to tweak the tiny variables that affect a creature's immediate future in order to grant the target a bit of luck at the right time. Roll a d20; once during the duration of this spell, when the target creature rolls that results (regardless of what type of dice the target rolls), the creature has the option to either preroll the result or add a +2 luck bonus to the result. The creature must decide to use this ability before the success or failure of the original roll is known. A creature can

have only one lucky number at a time. If this spell is cast a second time on a creature, the new number replaces the previous one.

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**MAELSTROM****LEVEL 3**

*Sorcery*

**Cast:** 1 action, verbal, somatic

**Range:** 150 feet

**Duration:** Instantaneous

You cause an explosion of blueish white fire made of pure mana. Each creature within a 20-foot radius sphere centered on a point within range must make a Dexterity saving throw. On a failed save, the target takes 8d6 fire damage; half as much on a successful save. The fire spreads around corners, and ignites flammable objects in the area that aren't being worn or carried.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the damage increases for 1d6 for each slot level above 3rd.

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**MANA DRAIN****LEVEL 5**

*Sorcery*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour or until triggered

This spell functions only against an arcane caster that has at least one unexpended spell slot of 6th level or lower. If you make a successful melee attack against such a creature before the spell ends, in addition to the usual effect of that attack, the target takes 2d4 necrotic damage and one or more of the victim's available spell slots are transferred to you, to be used as your own. Roll a d6; the result equals the total levels of the slots transferred. Spell slots of the highest possible level are transferred before lower-level slots. For example, if you roll a 5 and the target has at least one 5th-level spell slot available, that slot transferred to you. If the target's highest

available spell slot is a 3rd level, then you might receive a 3rd level slot and a 2nd level slot, or a 3rd level slot and two 1st level slots if no 2nd level slots are available.

If the target has no available spell slots of an appropriate level - for example, if you roll 2 and the target has expended all of its 1st and 2nd level spell slots - then the spell has no effect (including the necrotic damage).

Unused stolen spell slots disappear, returning whence they came, when you take a long rest or when the creature you stole them from receives the benefit of remove curse, greater restoration, or comparable magic.

#### MIND EXCHANGE

LEVEL 4

*Sorcery*

**Cast:** 1 minute, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 8 hours

One creature of your choice that you can see within range must make a Charisma saving throw. On a failed save, you project your mind into the body of the target. You use the target's statistics but don't gain access to its knowledge, class features, or proficiencies, retaining your own instead. Meanwhile, the target's mind is shunted into your body, where it uses your statistics but likewise retains its own knowledge, class features, and proficiencies.

The exchange lasts until either of the two bodies drops to 0 hit points, until you end it as a bonus action, or until you are forced out of the target body by an effect such as *Dispel Magic*. When the effect of this spell ends, both switched ends return to their original bodies. The target of the spell is immune to *Mind Exchange* for 24 hours after succeeding on the saving throw or after the exchange ends.

#### MIND PALACE

LEVEL 5

*Sorcery*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

You retreat into a mindscape of your own making that allows you to perform a lengthy mental task in an instant. You create a mental landscape that provides succor and calm for you, such as a library, sitting room, garden, or childhood tree house. You can spend up to 15 minutes in your psychic asylum. While you are within, no time passes for your body, and when you emerge you can continue with your turn. The mindscape is overt, finite, and has a rapid passage of time. While within the mindscape, you can consult any text, recall any conversation, or remember any image that you have been exposed to with perfect clarity and recollection, as if you had an eidetic memory. You must have seen or heard the material within a time frame of 1 week per level. For example, you might wish to reexamine a passage of text from an ancient manuscript you rapidly scanned in a library two weeks prior. While in the mind palace, you can perfectly recall the precise layout of the text within the ancient manuscript and read it word for word. Once you emerge from the mind palace, you can recall the details of what you had just studied as clearly as if you had just looked at it, but you no longer have total recall of the material. Any mind-affecting spell that was affecting you before you cast the spell continues to expend its duration on you while you are within the mind palace, so you can use this spell to wait out the effects of such a condition. Effects that are currently affecting your body do not expend additional duration while you are in the mind palace, but you also don't experience their effects during the time spent here.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, you can add an additional 15 minutes to the time you spend here OR bring an additional creature with you if they are within 30 feet of you for each additional spell slot.

## MIND PROBE

LEVEL 3

*Sorcery, Fey*

**Cast:** 1 minute, verbal, somatic

**Range:** Self

**Duration:** 1 round / 1 question

You attempt to rip a memory or thought forcefully from a creature. You can learn the answer to one question, to the best of the subject's knowledge. If the subject succeeds on a Wisdom saving throw, it is not required to answer the question. On a failure, if the creature has a Wisdom score of 13 or more, it can choose to take 4d6 psychic damage rather than answer the question; otherwise you learn the answer.

If you probe a subject that is asleep, they have disadvantage to the saving throw and can not choose to take damage on a failure. They wake if they succeed on their Wisdom saving throw. You do not need to speak the same language as the target, though language barriers and less intelligent creatures may yield up only visual images in answers to your questions.

## MIND SPIKE

LEVEL 2

*Sorcery, Alter*

**Cast:** 1 action, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 hour

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

**Heightened (+):** 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.

## MIND SYNC

LEVEL 1

*Sorcery*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 30 feet

**Duration:** 10 minutes

You establish a mental connection with another creature within range. They must share a language with you, and remain within range for the duration of the spell. As a bonus action, either of you can share 25 words worth of information with each other. If range is broken, this ability is lost until you again are within 30 feet of each other.

**Augmented (10th):** when you reach 10th level, the Duration increases to 1 hour

**Augmented (15th):** when you reach 15th level, the Duration increases to 8 hours

**Heightened (+):** when you cast this spell at a level of 2nd or higher, you may add an additional creature for each spell slot added. When information is shared, it is shared collectively with every creature within the link.

## MISFORTUNE

LEVEL 6

*Sorcery, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

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

If a creature has a feat, racial trait, or item that grants them luck, the creature is unaffected by this spell, but their luck ceases to function for 24 hours.

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### MISSILE MASTERY LEVEL 4

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*Sorcery, Alter*

**Cast:** 1 Bonus Action, somatic

**Range:** Self, 10 foot radius

**Duration:** Concentration, up to 1 minute

While this spell is in effect, you can alter the flight of a single missile that passes within a 10 foot radius of you. As a reaction, you may select a physical missile (e.g. an arrow, bolt, or stone) weighing no more than your Sorcerer level in pounds that enters the spell's effect area, and attempt to hurl it back as an attack.

The range you may hurl the object is equivalent to the range of the caught missile, and it inflicts normal damage. You strike a new target within range using your Spell Attack Modifier.

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### MIST OF WONDERS LEVEL 2

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*Sorcery, Wild, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

A colorful mist surrounds you out to a radius of 30 feet. Creatures inside the mist see odd shapes in it and hear random sounds that don't make sense. The very concepts of order and logic don't seem to exist inside the mist. Any 1st-level spell that's cast in the mist by another caster or that travels through the mist is affected by its strange nature. The caster must make a Constitution saving throw when casting the spell. On a failed save, the spell triggers a Wild Magic Surge.

**Heightened (+):** For each additional spell slot level you use, you are able to effect spells cast

that are one level higher. For example, a 3rd level casting can transform 2nd level spells.

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### MOMENT OF PRESCIENCE LEVEL 8

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*Sorcery, Sense*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 hour / Sorcerer level

You extend your senses, granting you a form of sixth sense. Once during the spell's duration, you may choose to add a bonus to one single attack, saving throw, or ability check equal to your Sorcerer level. Activating the effect is a free action, allowing you to activate it at will. You must choose to use your Moment Of Prescience before you make the roll to modify it. Once used, the spell ends. You can't have more than one instance of this spell active at any one time.

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### NECROTIC LEECH LEVEL 5

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*Sorcery, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You channel destructive energy through your touch. Make a melee spell attack against a creature within your reach. The target takes 8d10 necrotic damage and must succeed on a Constitution saving throw or have disadvantage on attack rolls, saving throws, and ability checks for a number of rounds equal to the spell slot you expended. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This spell has no effect on constructs or undead.

**Heightened (+):** when you cast this spell using a spell slot of 6th level or higher, the spell's damage increases by 1d10 for each slot level above 5th.

<b>NOVA</b> <hr/> <i>Sorcery</i> <b>Cast:</b> 1 Action, verbal, somatic <b>Range:</b> Self <b>Duration:</b> Instantaneous	<b>LEVEL 1</b> <p>A pulse of telekinetic energy erupts from you. Each creature in a radius of 15 feet must make a Strength saving throw. On a failed save, a creature takes 2d8 force damage as they are pushed backwards 10 feet and knocked prone. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by this effect.</p> <p><b>Heightened (+)</b> When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 and the push extended by an additional 5 feet for each additional spell slot.</p>	any clear impressions; or assign a high DC to echos that are subtle or faint. The following are examples of information you can obtain through use of this spell:
<b>OBJECT READING</b> <hr/> <i>Sorcery, Celestial</i> <b>Cast:</b> 1 Minute, somatic <b>Range:</b> Touch <b>Duration:</b> Concentration, up to 10 minutes	<b>LEVEL 2</b> <p>By handling an object and reading the residual magical energy surrounding it, you can divine information about the item's history. After you cast this spell, you continue to handle the object, reading any impressions that might be left upon it. Each minute that passes, you roll a history check (adding your spellcasting modifier), gaining one piece of information related to the item's ownership and handling.</p> <p>Emotions tend to cling to objects, specifically deep emotions of sorrow, anger, happiness or rage. If an object was sentimental in some way, the readings of the object would be stronger. The strongest residual echos would be easier to determine.</p> <p>The GM might determine that a particular item does not have enough residual energy to provide</p>	<b>OVERPOWER ABILITY</b> <hr/> <i>Sorcery, Control</i> <b>Cast:</b> 1 Short Rest, verbal, somatic <b>Range:</b> Self <b>Duration:</b> Until your next long rest
		<p>You tap into your primal core, increasing one ability at the expense of another. Choose one ability (Strength, Intelligence, Dexterity, Wisdom, Constitution, Charisma) and increase it by up to 10 points, while at the same time decreasing an ability by a similar amount. For example, you may add 10 to your Strength while removing 10 from Wisdom. This alters the attribute bonuses that come with those changes (+5 to your strength bonus, and -5 to your Wisdom bonus).</p>
		<b>PARAGON OF CHAOS</b> <hr/> <i>Sorcery, Elemental, Wild</i> <b>Cast:</b> 1 Action, somatic <b>Range:</b> Touch <b>Duration:</b> Concentration, up to 1 minute

You become a humanoid shaped swirling mass of color and sound. You gain resistance to bludgeoning, piercing, and slashing damage, and immunity to poison and psychic damage. You are also immune to the following conditions: exhaustion, paralyzed, petrified, poisoned, and unconscious. Finally, you gain truesight to 30 feet and can teleport 30 feet as a move. Each round, as a bonus action, you can cause an automatic Wild Magic Surge, choosing either yourself or another creature you can see within 60 feet as the caster for the purpose of resolving the effect. This is considered the lowest level surge, however you can choose to cause a moderate or severe surge when casting spells; again choosing a target for the surge separate from the cast spell. You must choose the surge targets prior to knowing the effect from the surge table. The DC of any required saving throw on the surge table is calculated as if you were the caster.

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PENDULUM LEVEL 1

*Sorcery*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You give the touched creature an aspect of regularity in its motions and fortunes. If the target gets a failure on a Wisdom saving throw, then for the duration of the spell it doesn't make d20 rolls - to determine the results of attack rolls, ability checks, and saving throws it instead follows the sequence 20, 1, 19, 2, 18, 3, 17, 4, and so on.

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POLAR RAY LEVEL 8

*Sorcery, Draconic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged spell attack, dealing 1d6 points of cold damage per Sorcery level on a hit, and 1d4 points of Dexterity drain.

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PRECOGNITION LEVEL 1

*Sorcery*

**Cast:** 1 Reaction, verbal, somatic

**Range:** Self

**Duration:** 1 round

As a reaction, when you are attacked you cause the attacker to have disadvantage and increase your armor class to  $13 + \text{your dexterity modifier}$  until your next turn.

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PRISMATIC WALL LEVEL 9

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** 10 minutes

You create a shimmering, multicolored plane of light that forms a vertical opaque wall - up to 90 feet long, 30 feet high, and 1 inch thick, centered on a point in range that you can see.

Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the spell fails, and your action and the spell slot are wasted.

The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you cast the spell can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute.

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

The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the spell.

Antimagic Fields have no effect on the wall, and magic that Dispels Magic can affect only the violet layer.

1. **Red.** The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, nonmagical ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it..
2. **Orange.** The creature takes 10d6 acid damage on a failed save, or half as much on a successful one. While this layer is in place, magical ranged attack can't pass through the wall. The layer is destroyed by a strong wind.
3. **Yellow.** The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 points of force damage to it.
4. **Green.** The creature takes 10d6 poison damage on a failed save, or half as much on a successful one. A Passwall spell, or another spell of equal or greater level that can open a portal on a solid surface destroys this layer.
5. **Blue.** The creature takes 10d6 cold damage on a failed save, or half as much on a successful one. This layer can be destroyed by dealing at least 25 fire damage to it.
6. **Indigo.** On a failed save, the creature is restrained. It must then make a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected

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

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

## PROPHECY

## LEVEL 9

*Sorcery, Alter*

**Cast:** 1 action, verbal, somatic, material (a pinch of sand and a diamond worth 150 gp)

**Range:** Unlimited

**Duration:** 24 hours

You choose a creature that you know (other than yourself) from across any distance, and choose to prophesies either fortune, misfortune, or an entwined fate upon that creature.

**Fortune.** The feature ignores disadvantage on attack rolls and saving throws. In addition, whenever the creature makes an ability check or saving throw, it can treat a d20 roll of 5 or lower as a 6.

**Misfortune.** The chosen creature must make a Charisma saving throw, and on a failure it cannot benefit from advantage on attack rolls and ability checks. In addition, whenever the creature makes a Dexterity (Acrobatics), Wisdom, or Charisma check, the creature has disadvantage.

Entwined Fate. Choose a second creature that you can see. Both chosen creatures must make a Charisma saving throw, and, if both fail their saving throws, their fates are entwined. These creatures now have advantage on Intelligence (Investigation) and Wisdom (Perception and Survival) checks to do with research/locating each other, and advantage on Wisdom (Insight) checks made against each other. In addition, the chosen creatures have advantage on death saving throws when they have not taken any form of damage from the other chosen creature within the last hour.

The chosen effect ends when you use this spell again, when the chosen creature dies, or when a 9th level spell is used to end it (either a Wish or a Dispel).

**Material:** a pinch of sand and a diamond worth 150 gp [consumed]

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## PUSH LEVEL 1

*Sorcery*

**Cast:** 1 Minute, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You slam a concussive burst of force at one creature or object within range. Creatures make a Strength savings throw. On a failed save, the target is pushed 20 feet away from you and knocked prone. On a successful save, the creature isn't pushed or knocked prone.

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## PULSE WAVE LEVEL 3

*Sorcery, Fey*

**Cast:** 1 Action, verbal, somatic

**Range:** Self (30 foot cone)

**Duration:** Instantaneous

A blast of pure force energy erupts from your hands in a 30-foot cone, and decide whether the pressure pulls or pushes creatures and objects. Each creature in that cone must make a Strength

saving throw. A creature takes 6d6 force damage on a failed save, or half as much damage on a successful one. Every creature that fails the save is either pulled 20 feet towards you or pushed 20 feet away from you, depending on the choice you made for this spell.

In addition, unsecured objects that are completely within the cone are likewise pulled or pushed 20 feet.

**Heightened (+)** When you cast this spell using a spell slot of 4th or higher, the damage increases by 1d6 and the distance pushed or pulled increased by 5 feet for each slot level above 3rd.

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## PUSH LEVEL 1

*Sorcery*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

With a rush of telekinetic power, you move a foe, something they carry, or an object. You can attempt to Disarm, Shove, Push 10 feet, or Trip the target using a spell attack roll instead of an Athletics check.

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## QUELL ENERGY LEVEL 3

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round / sorcerer level

You reduce the target creature's ability to tap into a single energy type (acid, cold, electricity, fire, or sonic) of your choice at time of casting. This reduces damage of the selected type the creature deals with spells, spell-like abilities, and supernatural abilities by 10 points. Multiple castings of this spell stack. Damage from sources other than the creature, such as objects and magic items, is not reduced. If the damage of one of the creature's effects is negated entirely, any

additional effects associated with that damage (such as being stunned by sound burst or set on fire by a fire elemental) are also negated. If the target succeeds on a Wisdom saving throw, the spell's duration is reduced to 1 round.

**Heightened (13th):** you reduce the target's damage by 20 points

**Heightened (19th):** you reduce the target's damage by 30 points.

### QUICKEN

### CANTRIP

*Sorcery, Cantrip, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

Once before the duration of the spell expires, you can roll a d4 and add the number rolled to an initiative roll or Dexterity saving throw you make; the spell then ends.

### RAINBOW BLAST

### LEVEL 3

*Sorcery, Wild*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You splay your fingers to shoot a beam of mixed wild energy of multi colored hues that burns, freezes, sizzles, and screams. The beam is composed of 5 Elemental energies (acid, cold, electricity, fire, and psychic), dealing 1d6 points of damage for each energy type. Creatures apply resistances separately for each damage type.

**Augmented (7th):** damage increases to 1d8 per energy type

**Augmented (11th):** damage increases to 1d12 per energy type

### RAGING RUBBLE

### LEVEL 3

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration + 2 rounds

You animate an area of rubble, gravel, or other small stones, creating a dangerous, rolling area of debris. The animated rubble has a space of 10 feet square and acts like a swarm, damaging 1d6 bludgeoning (on a failed Dex save) and distracting (DC 12) anything within it. As a move action, you can direct the rubble to move up to 10 feet. If you move beyond 30 feet of the rubble, the spell ends. The space the rubble takes up is considered difficult terrain.

### REALITY BREAK

### LEVEL 8

*Sorcery, Fey*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You shatter the barriers between realities and timelines, thrusting a creature into turmoil and madness. The target must succeed on a Wisdom saving throw, or it can't take reactions until the spell ends. The affected target must also roll a d10 at the start of each of its turns; the number rolled determines what happens to the target, as shown on the Reality Break Effects table.

At the end of each of its turns, the affected target can repeat the Wisdom saving throw, ending the spell on itself on a success.

#### REALITY BREAK EFFECTS

d10	Effect
1-2	<b>Vision of the Far Realm:</b> The target takes 6d12 psychic damage, and it is stunned until the end of the turn.
3-5	<b>Rending Rift:</b> The target must make a Dexterity saving throw, taking 8d12 force damage on a failed save, or half as much damage on a successful one.

- 6-8 **Wormhole:** The target is teleported, along with everything it is wearing and carrying up to 30 feet to an unoccupied space of your choice that you can see. The target also takes 10d12 force damage and is knocked prone.
- 9-10 **Chill of the Dark Void:** The target takes 10d12 cold damage, and it is blinded until the end of the turn.

## RECAST LEVEL 1

*Sorcery, Draconic*

**Cast:** 1 Reaction, somatic

**Range:** 100 feet

**Duration:** Instantaneous

As a reaction to a creature casting an arcane based spell, you influence the weave of mana to act on its own in order to force the target to create the spell effect again on their next turn. They must succeed on a Wisdom savings throw or repeat the spell on their next turn. This second casting forces the target to use a spell slot of the same or higher level as the original casting. If the spell can not be cast due to lack of spell slots or missing material components; a wild magic surge is triggered instead. The target still has control of the spell (placement, targets, etc).

## RECHARGE INNATE MAGIC LEVEL 1

*Sorcery*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You channel magic energy into an aura, recharging the innate magic abilities of one creature. They regain the use of all 0-level and 1st-level spell like abilities that they can use as a result of a racial trait.

## REMOTE VIEWING

LEVEL 5

*Sorcery, Sense*

**Cast:** 1 hour, somatic, material (1 gp of incense)

**Range:** see text

**Duration:** Concentration, up to 1 minute

Your body enters a trance as you send your psychic senses to a distant location and gain psychic impressions of that location. You must specify the distance and direction to the location you desire to view remotely. You only pick up slight impressions of the visual area, not useful for gaining familiarity for spells like Teleport. During the 1 hour of casting time, your body is unconscious and helpless, and you are unaware of its surroundings.

**Material:** 1 gp of incense

## REPLICATE CASTING

LEVEL 9

*Sorcery, Alter*

**Cast:** 1 action [see text], verbal, somatic

**Range:** see text

**Duration:** see text

You duplicate the effect of any one spell or spell-like ability that you have seen within the last round. This spell can duplicate only spells and spell-like abilities of 8th level or lower. This duplication functions like the ability of a Wish spell to duplicate another spell, except that it is not limited by type of spell (divine or arcane) or by what school the effect is from. If the casting time of the spell you observed is greater than 1 round, the casting time of this spell is increased to the same.

A duplicated spell or spell-like ability functions as if you had the appropriate spell prepared and were casting it yourself. If the spell or ability has a material cost, you must pay it.

## RESET

LEVEL 4

*Sorcery, Elemental, Celestial*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You choose up to four creatures within range. If a target is your ally, it can preroll initiative, keeping whichever of the two results it prefers. If a target is your enemy, it must make a successful Wisdom saving throw or preroll initiative, keeping whichever of the two results you prefer.

Changes to the initiative order go into effect at the start of the next round.

**Heightened (+):** When you cast this spell using a spell slot of 5th level of higher, you can affect one additional creature for each slot level above 4th.

## REND

LEVEL 4

*Sorcery, Alter*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You weaken a creature's mind, leaving them vulnerable for a time. A target must succeed on an Intelligence saving throw or take 6d6 psychic damage and for 1 minute they are vulnerable to psychic damage. On a successful save, the target takes half damage and is not vulnerable.

**Heightened (+):** when you cast this spell using a 5th level spell slot of higher it deals an additional 1d6 psychic damage for every level above 4th.

## RESONANT ECHO

LEVEL 4

*Sorcery, Elemental, Celestial*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. The echo is a magical, translucent, gray image of you that lasts until it is destroyed for the

duration of the spell, until you dismiss it, or until you are incapacitated.

Your echo has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it has to make saving throws, it uses your saving throw bonus for the roll. On your turns you can command the echo to move 30 feet in any direction (as a free action). If the echo is ever more than 30 feet from you at the end of your turn, the echo is destroyed.

Once per turn, you may spend 15 feet of your movement to teleport and magically swap places with your echo, regardless of the distance between the two of you. If a creature that you see within 5 feet of your echo moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the echo's space.

## REWINDING STEP

LEVEL 5

*Sorcery, Alter*

**Cast:** 1 minute, verbal, somatic

**Range:** 100 feet

**Duration:** 10 minutes

You anchor your location in time so that you can swiftly retrace your steps later with complex chronomancy. The space you're in when you cast the spell becomes your temporal anchor space. While you're within 500 feet of your temporal anchor space, you can spend a bonus action to instantaneously return to that space (you don't need to have line of sight). The spell then ends. You bring any items that are in your possession with you when you take the action to return.

If the anchor space is occupied when you attempt to return to it or if this spell would bring another creature with you, the spell fails to transport you, then ends.

**Heightened (7th):** when you cast this spell using a 7th level spell slot or higher, you can return if you're within 1,000 feet of your anchor space

**Heightened (9th):** you can return at any distance

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### REVERSE GRAVITY

### LEVEL 7

*Sorcery, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

You manipulate the gravitational forces within a 50-foot radius, 100-foot long cylinder centered around a point within range. You can choose to reverse gravity, eliminate gravity entirely, or redirect gravity in any direction you wish (up, down, left, right, or any angle). All creatures and objects that aren't anchored to a fixed point within the area are subjected to the altered gravity.

A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, or "fall" in the gravity's new direction. If some solid object (such as a ceiling or wall) is encountered in this "fall", falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the "top" of the cylinder without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, gravitational forces return to normal. Any creatures or objects that were suspended or in motion will then fall or move according to the normal rules of gravity. Fall damage is equal to 1d6 for each 10 feet travelled, for a maximum of 20d6 damage.

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### RIGHT THE STARS

### LEVEL 7

*Sorcery, Control, Celestial*

**Cast:** 10 minutes, verbal, somatic

**Range:** Self

**Duration:** 1 hour

You subtly warp the flow of space and time to enhance your elemental spells with cosmic potency. Until the spell ends, the maximum duration of any Elemental spell you cast that

requires concentration is doubled, range of Elemental spells is doubled (any Elemental spell with a range of Touch is able to be cast at 5 feet; any Elemental spell with a range of Self can be imbued into another creature by Touch), and you have advantage on Wisdom checks and Wisdom saving throws.

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### RING WARD

### LEVEL 7

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 15 foot radius

**Duration:** Concentration, up to 1 hour

Arcane rings swirl about you in a 15 foot radius, visible to all as a faintly shimmering circlet of energy that spins slowly. For the duration, you and anyone inside the ring has advantage on saving throws against spells, and all affected creatures gain resistance to one type of damage of your choice.

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### RISING WATER

### LEVEL 3

*Sorcery, Fey, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration up to 1 round / level

You conjure a 10 foot high, 20 foot radius cylinder of calm water on an area of solid ground or on top of a body of water. The water forms quickly but displaces only air; it doesn't push away objects or creatures, though anything in the area when the spell is cast is submerged.

Unconscious air-breathing creatures caught in the area immediately begin to drown, but other air-breathing creatures can hold their breath while in the cylinder. Movement through the cylinder at normal speed requires a successful DC 10 Swim check (otherwise, creatures move at one-quarter speed). If conjured in an area with insufficient room for the entire cylinder, the cylinder attains its maximum possible size. It retains its shape in

defiance of gravity for the spell's duration, and any creature can enter or exit the cylinder's sides as easily as stepping into or out of a pool of ordinary water. The water disappears at the end of the spell's duration, so creatures swimming in the water immediately fall to the ground.

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**RITE OF CENTERED MIND**

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**LEVEL 1**

*Sorcery, Celestial*

**Cast:** Short Rest, somatic

**Range:** Self

**Duration:** 24 hours

You meditate during a short rest, and tighten your awareness of your own thoughts, allowing you to more easily resist outside influences. You gain an advantage and an additional 1d6 to resist mind-affecting effects. This resistance increases to advantage against emotion based or fear effects. Additionally, at any time during the spell's duration, whenever you fail a saving throw to resist a mind-affecting effect, you can expend an additional spell slot in order to cause the mind-effect to automatically fail; this spell then ends.

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**RIVEN EARTH**

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**LEVEL 3**

*Sorcery, Dwarfish, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You choose a point on the ground that you can see within range. A fountain of churned earth and stone erupts in a 20 foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning on a failed save, or half as much on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot square portion of the area requires at least 1 minute to clear by hand. The spell is ineffective if there is no earth or stone underneath that location.

**Heightened (+):** When you cast this spell using a slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

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**RIVER WHIP**

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**LEVEL 1**

*Sorcery, Fey, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute or until discharged

You create a coil of flowing water, functioning as a whip appropriate to your size. Anything you strike with the whip using an melee attack takes 1d4 slashing damage and is doused with 1 pint of water. A creature with the fire subtype takes an additional 1d6 damage. If a target is on fire, it gains a +2 bonus to its next saving throw to extinguish the flames.

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**ROAMING PAIN**

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**LEVEL 1**

*Sorcery, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You afflict a single humanoid within range with severe pain in a random part of its body. Roll a d6 and consult the table to determine the spell's initial effect.

**D6      Effect**

1      **Head:** Incapacitated.

2      **Throat:** Unable to speak coherently or cast spells with verbal components.

3      **Chest:** Cannot take reactions or bonus actions.

4      **Abdomen:** Disadvantage on Constitution saving throws.

5    **Arm:** Disadvantage on attack rolls, Strength and Dexterity skill checks

6    **Leg:** Movement halved.

The target must make a Constitution saving throw. On a successful save, it is able to function despite the pain and ignore the effects. At the start of the target's turn each round for the duration of the spell, roll again on the table to see where the pain affects the target in that round..

### ROCK BURST

### LEVEL 3

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You cause a stone object, with a volume of at least 8 cubic feet, to explode. Rock shards fly outward from the detonation, and all creatures within a 20 foot radius take 3d6 points of bludgeoning damage plus your spellcasting ability modifier. A successful Dexterity saving throw halves this damage. A magic stone object, or object in the possession of another creature, gets a Constitution saving throw to negate the effect. Creatures cannot be targeted.

### ROOT

### CANTRIP

*Sorcery, Cantrip, Dwarvish, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration up to 1 minute

If a target is standing on earth or stone, rock reaches up around the target's feet to create boots of rock. This strengthens the target's connection to the ground below them, making it more difficult for them to be moved or lifted without their consent. If the target is unwilling, they must make a Dexterity savings throw or be held by their feet. They receive your spell attack modifier to add to any Strength checks when

being moved, tripped, lifted, or checks to balance or remain standing. When this power is activate, the target can't willingly move.

### SAPPING STING

### CANTRIP

*Sorcery, Demonic, Cantrip, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You sap the vitality of one creature you can see in range. The target must succeed on a Constitution saving throw or take 1d4 necrotic damage and fall prone.

**Augmented (5th)** damage increases to 2d4

**Augmented (11th)** damage increases to 3d4

**Augmented (17th)** damage increases to 4d4

### SCATTERSPRAY

### LEVEL 1

*Sorcery, Cantrip*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** 30 ft

**Duration:** Instantaneous

You cause a collection of little, unsecured items to fly off in all directions simultaneously. The spray of items creates a burst with a 10 foot radius. If the items are fairly hard or sharp (such as stones, sling bullets, coins, or the like), creatures in the burst take 1d8 points of damage. A successful Dexterity saving throw negates the damage. Eggs, fruit, and other soft objects can be used, but the result is nonlethal.

### SCHISM

### LEVEL 4

*Sorcery*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** 1 round / Sorcerer level

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. Your new “second mind” does not by default control your body physically but is free to take one standard action in each round if the action is purely mental, such as manifesting a power. Only one mind can control your mouth per round to use verbal components, however it is possible for each mind to control their own arm for dual somatic components.

Your second mind does not provoke attacks of opportunity as it does not distract your primary mind.

Both of your minds communicate with each other telepathically. If you are subject to a compulsion or charm effect while you are of two minds, make a second saving throw if you fail the first. If you fail both, then the Schism ends and you are affected normally by the power. If you fail just one, the schism ends immediately, but you are not subject to the compulsion or charm. Each mind may concentrate on a spell, or may transfer concentration to each other. If only one mind is concentrating, you are at advantage to maintain concentration if you take damage.

### SCREAMING FLAMES

LEVEL 3

*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** self / 15 feet

**Duration:** Instantaneous

A sheer wall of flame appears and rushes away from you up to 15 feet long, and 10 feet high for a distance of 15 feet in a straight line. Tendrils of fire reach out of it, shaped into skulls screaming in agony. Creatures must succeed a Dexterity saving throw or take 4d8 fire damage. Any creature who takes fire damage must also succeed a Wisdom saving throw or take 1d3 points of Wisdom damage. Deaf creatures gain advantage on this save.

### SENSE FEAR

LEVEL 2

*Sorcery*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self / 30 feet

**Duration:** Concentration, up to 10 minutes

You sense the fear of those nearby, feeling it in the air around you. You can detect creatures that are fearful within 30 feet, and you immediately know what level of fear they are experiencing. You determine the creatures approximate direction from you, though you do not sense a given creatures identity or know their precise location. If you are within 5 feet of a creature whose fear you sense, you can pinpoint their exact location.

### SENSE VITALS

LEVEL 2

*Sorcery, Sense*

**Cast:** 1 Bonus Action, somatic

**Range:** Self

**Duration:** Instantaneous

You are able to see the vital areas and weak points of creatures within 30 feet of you. This allows you to use any ranged or melee attack to aim at these vitals and deal an increased 1d6 damage on a successful hit.

**Heightened (+):** for each additional spell slot used, the additional damage increases by 1d6

### SHAPE AIR

CANTRIP

*Sorcery, Cantrip, Draconic, Elemental*

**Cast:** 1 action, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- \* One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- \* You creature a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- \* You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters shut, or your clothing to ripple in a breeze.

### SHAPE EARTH

### CANTRIP

*Sorcery, Elemental, Dwarvish*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

You choose a portion of dirt or loose stone that you can see within range and that fits within a 5-foot cube. This spell can't manipulate solid stone. Rocks, plants and structures shift to accommodate the new terrain. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate six inches of it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes to appear on the dirt or stone, spelling out words, creating images, or shaping patterns.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain.

**Heightened (2nd):** When you cast this spell using a spell slot of 2nd level or higher, range increases to 60 feet and you may affect an area of up to 20 foot square.

**Heightened (6th):** When you cast this spell using a spell slot of 6th level or higher, the range increases to 120 feet and you may effect terrain that is 40 foot square. Effecting this size of an area takes 10 minutes, in which you can create a pillar up to 20 feet high, raise or lower the elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. As the end of every 10 minutes, you can choose a new area of terrain to affect. Because the transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

### SHAPE METAL

### LEVEL 4

*Sorcery, Elemental, Dwarvish*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You cause metal to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck, requiring a successful Strength check to open, at your option). A vehicle grinds to a halt and ceases to operate. Warped ranged weapons are useless. A warped melee weapon is at a disadvantage on attack rolls.

You can warp one Small or smaller object or its equivalent per Sorcerer level. A Medium object counts as two Small objects, a Large object as four, a Huge object as eight, a Gargantuan object a 16, and a Colossal object as 32.

Alternatively, you can unwrap metal (effectively warping it back to normal) with this spell. You can combine multiple casting of this spell on objects that are too large for you to warp in a single casting.

Targeted objects may resist with a Wisdom saving throw, if applicable.

### SHAPE STONE

### LEVEL 1

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration up to 1 minute

When cast, you cause stone to flow like a thick syrup. You can move a 5 foot cube of raw stone about and shape it into any form. If the form is stable, it will remain permanently after shaping, whereas an unstable form will last only while the spell continues, then break and collapse. Stone moved in this way only moves at 5 feet per round. You only have the ability to shape raw stone, not stone that has been cut or worked.

**Heightened (4th):** when you use a spell slot of 4th level or higher, you can shape a 5 foot section of rough stone into more useful shapes such as a weapon, idol, or coffer. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

**Heightened (5th):** when you use a spell slot of 5th level or higher, you can shape cut or worked stone. This would allow you to form a small passage through a brick wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut.

## SHAPE WATER

## CANTRIP

*Sorcery, Cantrip, Fey, Elemental*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Special (see below)

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- **Move.** You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- **Shape.** You cause the water to form into simple shapes and animate at your discretion. This change lasts for 1 hour.
- **Color.** You change the water's color or opacity. The water must be changed in the

same way throughout. This change lasts for 1 hour.

- **Freeze.** You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

**Heightened (4th):** when you cast this spell using a spell slot of 4th level or higher, you can choose to affect a cube up to 100 feet on a side and choose from the following additional effects.

- **Flood.** You case the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. This change lasts for 10 minutes as the water slowly recedes.
- **Wave.** If you choose an area in a large body of water, you create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. This change lasts for 10 minutes, with the wave repeating every minute.
- **Part.** You cause water in the area to move apart and create a trench. The trench extends across the spell's area (a cube 100ft on each side), and the separated water forms a wall to either side. The trench remains for 10 minutes.
- **Redirect Flow.** You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area (a cube 100ft on each side), it resumes its flow based on the terrain conditions. The water continues to move in the direction you choose for 10 minutes.
- **Whirlpool.** This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet

wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex. The whirlpool lasts for 10 minutes.

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**SHAPECHANGE**

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**LEVEL 4**

*Sorcery*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 hour

You assume the form of a different creature for the duration. The new creature can be any creature with a challenge rating equal to your level or lower that you are familiar. You may become familiar with a creature by spending a minute with a living or dead version, familiarizing yourself with its anatomy.

You transform into an average example of that creature, one without any class levels, legendary action, lair actions or Spellcasting traits.

You gain the physical statistics of the chosen creature (Strength, Dexterity, Constitution) but retain your Intelligence, Wisdom and Charisma.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you take half of the damage sustained while shape changed. This damage occurs

instantaneously, and could result in your death. If you revert as a result of dropping to 0 hit points in your false form, any excess damage carries over directly to your normal form.

While transformed, you may still speak and cast spells assuming the form has the appropriate body parts to do so. Your gear melds into the new form; but you can't activate, use, wield, or otherwise benefit from it.

During the spell's duration, you can use your action to assume a different form following the same restrictions and rules for the original form, with one exception: regardless of the form you choose, your hit points remain at their current value.

If you remain with the spell active for the full duration, the change lasts until dispelled.

**Heightened (9th):** You no longer take half of the damage you sustained in your transformed state.

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**SHARE MEMORY**

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**CANTRIP**

*Sorcery, Cantrip, Sense*

**Cast:** 1 Action, verbal, somatic

**Range:** 10 feet

**Duration:** Instantaneous

You momentarily link your mind with a mana sensitive creature (that has innate spell casting ability such as a Sorcerer Bloodline). You can show the target one of your memories that is no longer than 1 minute. The memory is unedited; and more importantly shares the emotion you were feeling at the time the memory was created.

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**SHARED LANGUAGE**

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**LEVEL 2**

*Sorcery, Control*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** 24 hours

You create a bond between you and another creature, such that language barriers between the

two of you are removed. Despite speaking in separate languages, each of you can understand the other even if there is no familiarity with the language spoken. Meaning is conferred through a telepathic understanding of intent.

The target must have the physical capacity to articulate sounds, make gestures, or engage in whatever other method speakers of the language use to communicate with each other in order to actually converse. If the target lacks the mental capacity to grasp an actual language it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language. However, since this spell does not endow the target with greater reasoning capacity, merely a temporarily enhanced vocabulary, the person offering up instructions to non-sentient creatures must take care to remove any ambiguity or guesswork.

### SHIFTING THE ODDS

LEVEL 3

*Sorcery, Wild*

**Cast:** 1 bonus action, verbal

**Range:** Self

**Duration:** Instantaneous

You wrap yourself in strands of chaotic energy and gain advantage on your next attack roll or ability check. Fate is a cruel mistress, however, and her scales must always be balanced. The second attack roll or ability check (whichever occurs first) that you make after casting is made with disadvantage.

### SIDESTEP ARROW

LEVEL 3

*Sorcery*

**Cast:** 1 reaction, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

With a few perfectly timed steps, you interpose a foe between you and danger. You cast this spell when an enemy makes a ranged attack or ranged

spell attack against you but before the attack is resolved. At least one other foe must be within 10 feet of you when you cast *Sidestep Arrow*. As part of casting the spell, you can move up to 15 feet to a place where an enemy lies between you and the attacker. If no such location is available, the spell has no effect. You must be able to move (not restrained or grappled or prevented from moving for any other reason), and this move does not provoke opportunity attacks. After you move, the ranged attack is resolved with the intervening foe as the target instead of you.

### SIFT

CANTRIP

*Sorcery, Cantrip, Sense*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You examine an area at range as if you were searching for fine details with the Perception skill. Make a Perception check at disadvantage, modified as for normal conditions. No penalty is applied for distance. Apply the result against the DC for any hidden features, such as secret doors, traps or hidden treasure. You must be able to see the area you are attempting to search, and you only find details that can be perceived with sight or touch.

### SIGNIFIER'S RALLY

LEVEL 7

*Sorcery, Alter*

**Cast:** 1 Action, somatic

**Range:** 1 mile

**Duration:** Instantaneous

You teleport up to one ally per five Sorcerer levels to your location. You determine which allies you want to teleport at the time of casting; these allies have 1 round to decide to allow or refuse your spell, and they teleport immediately upon accepting. Allies are teleported as if you had cast *Teleport* on them (as a Level 5 spell with the

familiarity of “Very Familiar”) and appear in a space adjacent to you. If you are in combat and your allies were not, your allies may roll initiative upon arrival but are not considered flat-footed even though they have not taken any actions.

### SIPHON MAGIC

### LEVEL 5

*Sorcery, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You attempt to transfer a magical effect from a creature you touch to yourself. When you touch the creature, if you know the specific spell effect you wish to target, you can name that spell effect to target that specific spell; otherwise Siphon Magic begins with the highest-level spell in effect. You must make a check ( $1d20 + \text{your caster level}$ ) against the targeted spell ( $DC = 11 + \text{spell caster's level}$ ). If successful, the spell effect ends on the target, and the remaining duration of that spell effect is transferred to you. That spell effect plays out for the rest of its duration as if you had been the original target. If the spell allows a saving throw to resist the effect, you gain a saving throw as if the spell were just being cast upon you, although this does not “reset” the spell’s duration.

### SOFTEN EARTH AND STONE

### LEVEL 2

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 action, somatic

**Range:** 10 foot square / level

**Duration:** Instantaneous

When this spell is cast, all natural, undressed earth or stone in the spell’s area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the

ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected. A creature in mud must succeed on a Dexterity save or be caught for  $1d2$  rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can’t run or charge. Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can’t run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While this spell does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

### SPELL ABSORPTION

### LEVEL 5

*Sorcery, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 round / Sorcerer level

If you successfully unraveled, cut or counterspelled the weave a 3rd level or lower spell while this spell is in effect, you absorb the countered spell and use it to regain a spell slot of equal level or lower to the spell you countered. If using Unravel Weave, you may not redirect the spell in order to fully absorb its power.

### SPELL ENHANCER

### LEVEL 4

*Sorcery, Control*

**Cast:** 1 action, verbal

**Range:** Self

**Duration:** 1 round

You enhance the very next spell you cast within the next round, making it more difficult to resist. Your next spell cast prior to the end of your next turn is at +2 to your spell attack modifier, and +1 to your spell save DC.

#### SPELL FORGE

#### LEVEL 3

*Sorcery, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration (up to 8 hours)

You cast this spell as you begin crafting an item using a Craft skill, and add your Spell casting modifier to Craft checks made to create that item. As part of concentrating on the spell, you must continue chanting the verbal components, pausing at most for a few seconds at a time to speak, chew, and so on. If the crafting takes more than 1 day to complete, you must cast the spell each day to gain its benefit.

#### SPELL GAUGE

#### LEVEL 2

*Sorcery, Sense*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You immediately discover some of the arcane spells that the target knows or has prepared. The number of spells revealed to you is equal to your caster level. The target's lowest-level spells are revealed first—ignoring 0-level spells—in a random order. Once all of the target's 1st-level spells are revealed, the spell begins revealing 2nd-level spells, then 3rd-level spells. This spell does not reveal spells of 4th level or higher, nor does it reveal spelllike abilities or other special abilities. If cast on a creature that is not a

spellcaster, that has only 0-level spells or spells of 4th level or higher prepared, that has expended all of its spells, or that has not prepared any spells that day, the spell has no effect.

**Heightened (+):** When cast with a level 3 spell slot or above, you can detect spells that are one level higher than the slot used to cast the spell.

#### SPELL SCOURGE

#### LEVEL 7

*Sorcery, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You control a crackling lash of mana that you may strike at creatures. Make a melee spell attack against a creature in range. On a hit, any spell effect that the target is currently under that is a Level 7 spell or lower is dispelled. If the target is not currently under the effects of at least one spell, the target is instead dealt 3d6 force damage.

#### SPELL MATRIX

#### LEVEL 3

*Sorcery, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 10 minutes / Sorcerer Level

You prepare a magical matrix that allows you to store one of your spells and use it later as a Bonus Action.

In the round after you cast this spell, you can cast one spell of up to 3rd level to be stored in it. The matrix closes after 1 round, whether or not you have stored a spell in it. Only a spell that can be altered by the Quicken Spell meta magic feature can be placed in the matrix, and any spell stored there is treated as a prepared spell. Casting this spell deals 1d6 points of damage to you, and this

damage cannot be healed by any means while the matrix exists.

While the matrix is active, you can cast the spell stored in it as a Bonus Action. Once it is cast from the matrix, the spell is gone.

A Dispel Magic spell that successfully dispels the matrix also dispels the spell held inside it. If you are affected by an Anti-magic field, the duration of the matrix is interrupted, but the spell does not activate. The matrix becomes active again when you emerge from the anti magic field. If you die while the spell is still held in the matrix, both the spell and the matrix dissipate harmlessly.

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#### SPELL TURNING

#### LEVEL 7

*Sorcery, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour

You create a weave that reflects spells that target you back at the caster. When a spell targets you directly, you can use a reaction to attempt to reflect it. This must be a spell that targets you, and not an area of effect spell. Make an ability check using your spell casting ability. The DC equals 10 + the spell's level. On a success, the caster becomes the target of their own spell. Whether or not the spell is successfully reflected, this spell ends.

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#### SPELLCRASH

#### LEVEL 4

*Sorcery, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a discordant blast of energy that connects you and a target that you can see, disrupting each of your available magic. Both you and the target must roll a Wisdom saving throw. A failed saving throw requires the loss of a 3rd level spell slot (yours for your saving throw,

and the targets for theirs). If one does not have available 3rd level slots, lose a 2nd level slot (progressing down to 1st level slots if no 2nd level slots are available).

Each round, you may continue as an action to repeat the dual saving throws or end the spell. Any spell slots lost because of this spell may be regained normally.

**Heightened (+):** When you cast this spell with a 5th level slot or higher, both you and the target must lose a spell slot of 1 lower than the slot used. E.g. lose a 7th level slot if cast as an 8th level spell.

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#### SPELLFIRE

#### CANTRIP

*Sorcery, Cantrip, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration / Instantaneous

You conjure blueish white fire in the palm of your hand. While holding this, the flames shed bright light for 10 feet and dim light for an additional 20. You may also make a ranged spell attack, where a beam of magical fire leaves your palm. On a hit, the target takes 1d10 fire damage. A flammable object touched by the flame ignites if it isn't being worn or carried.

**Augmented (5th)** Damage increases to 2d10

**Augmented (11th)** Damage increases to 3d10

**Augmented (17th)** Damage increases to 4d10

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#### SPELLFIRE BURST

#### LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You call forth a burst of raw spellfire 30 feet long and 5 feet wide, emanating from your outstretched hands. Each creature in the line

must make a Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.

**Heightened (+)** 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.

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**SPELLFIRE PURGE** LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You touch a creature and it fill it with Spellfire, causing it to take 2d6 fire damage. The heat is enough to burn away disease, poison, or mold.

**Heightened (3rd):** When cast as a 5th level spell, the spellfire does an additional 1d6 damage but also can remove petrification

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**SPELLSCAR** LEVEL 8

*Sorcery, Alter, Wild*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 1 hour

You cause a localized, temporary rift of magical devastation that disrupts any spells cast within an area. Choose an area of two 10 foot cubes per Sorcerer level; the terrain there takes on a pale hue, as if colors were muted. Periodically, ripples of vibrant color wriggle through the terrain. Within the area, any spell, spell-like ability, or magic item activation automatically triggers a Wild Magic Surge. A spell caster can attempt to avoid triggering such an event by making a concentration check (DC 15 + twice the spells level), but non spellcasters have no such option. You have a +4 bonus on these checks within the rift, and if you trigger a surge may roll

on the surge table twice and take the result you prefer.

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**SPHERE OF ANNIHILATION** LEVEL 9

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 1 round / Sorcerer level

You conjure a featureless black sphere of nothingness that disintegrates almost anything it touches. It flies at up to 30 feet per round and attacks the creature or object you indicate. You must succeed at a ranged touch attack to strike a creature with the sphere. The sphere stops moving for the round it touches/attacks a creature or object. As an action on your turn, you must actively direct the sphere to move/attack a new target. The target must succeed at a Constitution saving throw or be the subject to a Distringation effect as described in the Level 6 Wizard spell. A successful save causes 5d6 points of necrotic damage instead. If the sphere is directed to strike an object or part of an object, it disintegrates a 5-foot cube of material.

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**SPITE** LEVEL 4

*Sorcery, Control, Demonic*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour / Sorcerer level or until discharged

You choose a single touch range spell of 4th level or lower with a casting time of 1 standard action or less. As part of the casting of this spell, you also cast the associated spell and bind it in a defensive ward in the form of a tattoo, birthmark, or wart somewhere upon your body. The next time you are hit by a melee attack or a combat maneuver is successful against you, the stored spell is triggered against your foe. You do not need to succeed on a touch attack to affect the

target, but in all other respects the spell is treated as though you had cast it normally. If the attacking creature is not a valid target for the spell, the stored spell is lost with no effect. You may only have one Spite spell in effect at a time; if you cast this spell a second time, the previous spell effect ends.

**Heightened (+):** When you cast this spell using a spell slot of 5th or higher, you may store a spell that is of equal spell level.

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**STABILIZE** LEVEL 8

*Sorcery, Wild*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** 10 minutes

For the duration, no wild magic surges can occur in a 30 foot radius sphere centered on a point you choose within range. Wild surge results that target something within the sphere have no effect, and surges that overlap with the area have that part of their effect suppressed.

Any prior results of wild surges that are not of instantaneous duration are suppressed within the sphere. If this spell is cast in the location of a wild magic zone every day for 30 days, the portion of the Wild Magic zone affected by this spell is permanently removed.

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**STEAL WARMTH** LEVEL 3

*Sorcery, Elemental, Demonic*

**Cast:** 1 reaction (when you take cold damage from magic), verbal, somatic

**Range:** Self / 5 feet

**Duration:** Instantaneous

After taking cold damage from magic, select a living creature within 5 feet of you. That creature takes the cold damage instead, or half the damage with a successful Constitution saving

throw. You regain hit points equal to the amount of cold damage taken by the target.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the distance to the target you can affect with this spell increases by 5 feet for each slot level above 3rd.

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**STILL THE WEAVE**

**LEVEL 7**

*Sorcery, Control*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You make a ranged spell attack against a target. If struck, the target must also fail a Wisdom saving throw. On a failure, you sever their connection to spell casting for the duration of the spell, and they can not cast nor use supernatural spell-like abilities; nor does this form of magic have any effect on the target. The spell does not affect objects the target is carrying or in contact with, and the target can still use magic items such as potions, weapons, scrolls or wands. Any magic active on the target is surpassed for the duration of this spell, and resumes after this spell completes if the duration of the effect is sufficiently long.

If this spell is used against an object, that object's magical powers are suppressed - including any spells previously cast and currently in effect on the item.

Each round, the target may make a Wisdom saving throw to attempt to break this spell at the end of their turn.

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**STITCH**

**LEVEL 3**

*Sorcery, Alter, Celestial, Material*

**Cast:** 1 minute, verbal, somatic, material

**Range:** Touch

**Duration:** Instantaneous

This spell effectively rewinds time for a single non living object. By reversing time you repair a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. The object must be no larger than a 5 foot cube. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

This reversal of time can occasionally create a paradox, which can cause unintended ripples in The Eternal Cycle - practitioners should proceed with caution in these contexts. Example: attempting to clone objects or harvest parts of objects continuously.

This spell can reverse time up to 1d6 hours.

**Heightened (5th):** you can reverse time up to 1d6 days

**Heightened (7th):** you can reverse time up to 1d6 weeks

**Heightened (9th):** you can reverse time up to 1d6 months

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## STOMP LEVEL 7

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 150 feet

**Duration:** Instantaneous

You stomp your foot hard on the ground, sending a shockwave that splits the ground asunder. Starting with a space adjacent to you, place 10 ten-foot cubes which you can arrange in any way you wish as long as they are adjacent to another cube. Cracks and fissures ripple through these spaces. Each creature in the area must make a Dexterity saving throw or take 7d10 bludgeoning damage on a failed save, or half as much on a successful one. The area is considered difficult terrain.

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## STONE BONES LEVEL 2

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Reaction, somatic

**Range:** Self

**Duration:** 1 round

You focus your energy to enhance your defenses, drawing on your power to toughen yourself against an attack. You reduce physical damage by 5 points for each attack you receive.

**Heightened (+):** For each additional sorcery point you may reduce damage by an additional 5 points.

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## STONE'S SECRETS LEVEL 1

*Sorcery, Dwarvish*

**Cast:** 1 Bonus Action, somatic

**Range:** Self (120 feet)

**Duration:** Concentration up to 1 minute

You place a bare hand against hard stone, and can sense the subtle movements of anything touching the stone within 120 feet like ripples radiating along the surface of a pond. At the time of casting, and as a bonus action for the remainder of the duration you can touch the stone with a bare hand and automatically pinpoint the location of objects or creatures which have moved and had contact with the stone.

**Heightened (3rd):** When you cast this spell using a spell slot of 3rd level or higher; the effect lasts 10 minutes without concentration - and you gain the added ability to automatically pinpoint movement within 30 feet of you.

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## STONE SHIELD LEVEL 1

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Reaction, somatic

**Range:** 5 feet

**Duration:** 1 round

A 1 inch thick slab of stone springs up from the ground, interposing itself between you and an opponent of your choice. It provides you with cover from that enemy until the beginning of your next turn, granting you a +4 to Armor Class, and additional 1d4 to Dexterity saving throws.

If the opponent misses by 4 or less, the attack strikes the shield instead. The shield has 15 hit points. If the shield is destroyed, the spell ends and the shield crumbles away into dust. Spells and effects that damage the area deal damage to the shield.

You cannot use this spell if you are not adjacent to a large area of earth or stone such as the ground or a wall.

### STONE SOUL

LEVEL 3

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 6 hours

You grant one creature immunity to all petrification attacks that would turn it to stone, magical or otherwise.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target an additional creature for each additional spell slot.

### STORM STEP

LEVEL 3

*Sorcery, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You are able to harness the power of electricity to transport yourself a short distance, by taking the form of a furious, sizzling bolt of elemental energy. You must have line of sight to your destination. Creatures and objects in the path must make a Dexterity saving throw or take 4d8

lightning damage, a successful saving throw halves this damage.

### STRAND OF THE TANGLED KNOT LEVEL 1

*Sorcery, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 round

You influence a strand of The Eternal Cycle to subtly alter your fate. The next single attack made against you takes a -10 penalty. If that attack is a critical hit, it instead becomes a normal hit.

### STRANGLE THE FLOW

LEVEL 6

*Sorcery, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You select a creature that you can see within range, cutting off access to the local mana found around them in a 5 foot cube. The target must roll a contest of Arcana against you. If you win this check, they must lose an available spell slot of 6th level or higher. If they do not have a spell slot of that level available, they lose the next highest available spell slot. If the target has no spell slots, it loses one of their limited-use magical abilities. All of these losses are treated as if they were used abilities without effect. The slots and abilities can be regained, as normal, through rest. If the win the contest, the spell ends.

Each following round the spell is active, you may use a bonus action to begin the contest again. If they win the contest, you lost a spell slot (as described above) and the spell ends.

### STRENGTH OF STONE

LEVEL 2

*Sorcery, Elemental, Dwarvish*

**Cast:** 1 Bonus Action, verbal, somatic

**Range:** Self

**Duration:** 1 round

You call upon the fortitude of the stone, drawing power up from the earth itself. This spell grants you an additional +8 to Strength checks and saves. This spell ends instantly if you lose contact with the ground, or are not touching dirt or stone. This means you cannot jump or tumble as you would leave the ground. Your movement is restricted to 1/2.

#### SUGGESTION

#### LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 8 hours

You plant a suggestion into the subjects mind that you can see within range (limited to 25 words or less) that suggests a course of activity and magically influences them. They must be within range and be able to hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action seem reasonable. Asking the creature to stab itself, throw itself onto its spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of your ability. The suggested course of action can continue for the entire duration. If the suggested activity can be complete in a shorter time, the spell ends when it finishes what it was expected to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If this condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends. This also does not work on creatures that are already hostile with you.

#### SUN METAL

#### LEVEL 1

*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, somatic

**Range:** Touch

**Duration:** 1 minute

You touch a metal weapon, causing it to ignite into flame. The flame does not harm the weapon or the wielder, but damages those hit by the weapon. The weapon does an additional 1d4 points of fire damage. This effect ends immediately if the weapon is submerged in water.

**Heightened (+)** When you cast this spell using a spell slot of 2nd or higher, you deal an additional 1d4 damage for each additional spell slot

#### SURGE DAMPENER

#### LEVEL 3

*Sorcery, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute, until expended

Using your strength of will, you cause one creature to become firmly entrenched within reality that it is better protected from the effects of a Wild Magic Surge. The protected creature can make a DC 13 Wisdom save to either negate the effects of a surge that do not normally allow for a saving throw, or gain advantage on a saving throw that is normally allowed. Otherwise, the target may manipulate the result of the table result by 1d10, moving up or down the chart any number of results within that range. Once used against a surge, the spell ends.

#### SURGE PROTECTOR

#### LEVEL 3

*Sorcery, Wild, Elemental*

**Cast:** 1 reaction, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

When cast when a wild surge is activated, this spell allows you to negate the effects of the surge.

#### SUSTENANCE

#### LEVEL 2

*Sorcery, Celestial*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** Instantaneous

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient solid and liquid nourishment to satisfy your needs for that time using the surrounding mana.

#### SWIFT EXCHANGE

#### LEVEL 5

*Sorcery, Alter*

**Cast:** 1 reaction taken when you are attacked by another creature, somatic

**Range:** 30 feet

**Duration:** Instantaneous

When you are a target of a weapon or spell attack, you can use your reaction to magically switch your position with that of the other creature in an instant. If the creature is unwilling, it can make a Wisdom saving throw to avoid the effect.

Otherwise, you and the creature change positions, each appearing in an eyeblink at the location the other previously occupied. Any attack that was about to occur against you is resolved against whichever one of you now occupies the targeted space.

#### SWORD BURST

#### CANTRIP

*Sorcery, Cantrip, Fey, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** 5 feet

**Duration:** Instantaneous

You create a momentary circle of spectral blue-white blades made of pure mana that sweep around you. Each creature within range, other than you, must succeed on a Dexterity savings throw or take 1d6 force damage.

**Augmented (5th)** Damage increases to 2d6

**Augmented (11th)** Damage increases to 3d6

**Augmented (17th)** Damage increases to 4d6

#### SYNAPTIC PULSE

#### LEVEL 3

*Sorcery, Alter*

**Cast:** 1 action, somatic

**Range:** 30 feet

**Duration:** 1 round

You emit a pulsating mental blast that stuns for 1 round all creatures in a 30 feet radius who fail a Wisdom saving throw.

**Heightened (5th):** duration extends to 1d4 rounds

#### SYNESTHETE

#### LEVEL 1

*Sorcery, Wild, Sense*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You can shift one sensory input of sight, smell, hearing, taste and touch such that you can effectively see sound, feel light and so forth. You can shift your stimulated sense on and off with a Bonus Action. As an example; you can use this ability to “see” light through your skin even if your eyes are closed or your eyes are blinded.

#### SYNOSTODWEOMER

#### LEVEL 7

*Sorcery, Control*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 round

You channel a spell's energy and convert it into healing magic. After you cast this spell, on your next turn you cast another spell, and it is converted into positive healing energy. On the round you cast the second spell, you may touch a creature and cure 1d6 hit points of damage for every spell level of the spell slot used.

### TELEKINESIS

### CANTRIP

*Sorcery, Cantrip, Alter*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You can use your action to control mana to interact with the world. You can lift or manipulate an object, open an unlocked door or container, or pour the contents from a vial. It can not be used to attack, to activate magic items, or to push, drag or lift more than 30 lbs (considered to be a Strength score of 1).

**Heightened (+)** When you cast this spell using a spell slot of 1st or higher, the Strength score of the force increases by 2 for each additional spell slot. It can push, drag or lift 30 times the Strength score in pounds.

**Augmented (5th)** You can manipulate 2 objects, or one 60 pound object

**Augmented (11th)** You can manipulate 3 objects or one 90 pound object

**Augmented (17th)** You can manipulate 5 objects or one 150 pound object

### TELEKINETIC STRIKES

### LEVEL 2

*Sorcery, Control*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You charge your limbs or melee weapon with telekinetic force. For the duration of the spell, your unarmed attacks or natural weapons deal an additional 1d4 points of force damage on each successful attack and is considered magical.

### TELEKINETIC VOLLEY

### LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 round / level or until discharged

Choose an item weighing up to 5 lbs within range. It levitates for the duration and on your turn you may use an action to launch it at a target. The ranged attack does 1d6 bludgeoning damage unless it is ammunition for a weapon, in which case the attack is made as if fired from its respective weapon (e.g. heavy crossbow, longbow).

The object flies quickly in a straight line up to 90 feet, where it begins to lose momentum and accuracy.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and deals an additional 1d8 damage for each spell slot above 2nd.

### TELEPATHY

### LEVEL 2

*Sorcery*

**Cast:** 1 action, verbal, somatic

**Range:** 150 feet

**Duration:** Concentration, up to 1 minute

You focus your mind on any one creature, and for the duration can read their surface thoughts. If unwilling, they may make a Wisdom saving throw

to resist; ending the spell. You learn what is most on its mind in that moment. If you are within 30 feet of the target, you can probe deeper into the creature's mind as an action. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind. Each turn, the creature can use an action to make a contested Intelligence check to push you out and end the spell.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the direction, you can search for thoughts within 30 feet of you. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range. Individuals who you share a biological relationship with, a strong emotional bond, or are themselves Sorcerers are easier to connect with. In these cases, both you and the target have advantage on any rolls to either detect or defend against Telepathy.

**Heightened (4th):** Range increases to the same plane of existence. You may send a short message equal to 1 word per Sorcerer level. The target knows it was you, hearing your voice and feeling your emotional state.

**Heightened (7th):** Casting time increases to 1 minute. The spell functions as above, however all of the subject's memories and knowledge is accessible to you, ranging from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You and the subject do not need to speak the same language, though less intelligent creatures might yield up only appropriate visual images in answer to your questions. At this level, the

subject is not aware that its mind is being probed, unless you wish to make it aware.

## TELEPORT

LEVEL 4

Sorcery

**Cast:** 1 action, verbal

**Range:** 1 mile

**Duration:** Instantaneous

You teleport yourself from your current location to any other spot within range. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed what you can carry. You may also bring one additional Medium or smaller creature (carrying gear or objects up to its maximum load) per three Sorcerer levels (rounded up). A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. Unwilling creatures may resist with a Wisdom saving throw. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

Your familiarity with the destination determines whether you arrive there successfully. Roll a d100 and consults the table:

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent Circle	-	-	-	01-100
Associated Object	-	-	-	01-100
Very Familiar	01-05	06-10	11-14	15-100
Seen Casualy	01-33	34-43	44-53	54-100
Viewed Once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-89	90-100

Familiarity	Mishap	Similar Area	Off Target	On Target
False Destination	01-50	51-100	-	-

**Familiarity.** “Permanent Circle” means a permanent teleportation circle whose sigil sequence has been set with Teleportation Circle. “Associated Object” means that you possess an object taken from the desired destination within the last six months, such as a book from a library, bed linen from a royal suite, or a chunk of marble from a Lich’s secret tomb. “Very Familiar” is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. “Seen Casually” is someplace you have seen more than once but with which you aren’t very familiar. “Viewed Once” is a place you have seen, perhaps even with magic. “Description” is a place whose location and appearance you know through someone else’s description, perhaps from a map. Or a relative direction, ‘500 feet up’. “False Destination” is a place that doesn’t exist. Perhaps you tried to scry an enemy’s sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

**On Target.** You appear where you want to.

**Off Target.** You appear a random distance away from the destination in a random direction.

Distance off target is  $1d10 \times 1d10$  percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and a 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The DM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

**Similar Area.** You wind up in a different area that’s visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another laboratory or in an alchemical supply

shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere.

**Mishap.** The unpredictable magic results in a difficult journey. Each teleporting creature (or object) takes 3d10 force damage, and the DM retools on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

**Augmented (+):** You may also bring one additional Medium or smaller creature (carrying gear or objects up to its maximum load) per three Sorcerer levels (rounded up).

**Heightened (5th):** When you cast as a level 5 spell, there are no distance or planar limitations, and “Very Familiar” locations are On Target on a roll of 03-100, Off Target 01-02.

**Alternative (5th):** Alternatively, you may cast this spell as a level 5 spell without teleporting. Instead, you anchor your location in time and space, allowing you to return to this exact location in which you cast the spell as if you had a permanent circle. This lasts for 24 hours.

## TEMPORAL DIVERGENCE

## LEVEL 7

*Sorcery, Celestial, Elemental*

**Cast:** 1 bonus action, somatic

**Range:** Self

**Duration:** Instantaneous

You witness two divergent decisions and choose which to pursue. Upon completing this spell, you must immediately choose two actions to perform; these actions take effect simultaneously, and you must track all resulting effects, areas of effect, saving throws, and other outcomes separately as if each has been performed normally and the other action never happened. Once you’ve seen how each action resolves, you must choose which version of reality occurred, expending the

standard action, any prepared spells, any material components as necessary to complete the action you chose. The other action's effects, resources consumed, and results are ignored as if they never happened (because they didn't). If you cast this spell and do not or cannot immediately follow the instructions as described above, this spell is expended with no effect. Casting this spell more than once in a 24 hour period is risky. On the second and subsequent casting in a 24-hour period, you must succeed at a DC 25 Wisdom saving throw or be exposed to a crippling array of possibilities and paradoxes that leave you without any spell slots for 24 hours.

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**TEMPORAL REGRESSION** LEVEL 8

*Sorcery, Celestial, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You note and mark your current location and conditions including your hit point total and any ongoing conditions affecting you as well as their durations (e.g. poison, ability damage, and spell effects). This spell creates a beacon in space-time that's imperceptible to anyone but you. As a standard action while you are within 30 feet of the beacon before the spell expires, you can discharge the spell to transport yourself back to the marked location and restore yourself to the condition you were in when you cast the spell. This does not restore any expended items, charges, or spells you may have cast during this does not reverse effects for anyone else, and to bystanders it appears as though you teleported to the beacon and regained conditions you had when the beacon was set. This spell strains your body; when the spell is discharged, you must expend 1 hit dice for every 2 rounds that have passes since you cast the spell.

You may instead discharge this spell as an immediate action, which costs double the

amount of hit dice and expends an additional 8th level spell slot.

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**TEMPORAL SHUNT** LEVEL 5

*Sorcery, Fey*

**Cast:** 1 reaction, verbal, somatic

**Range:** 120 feet

**Duration:** 1 round

You target the triggering creature, which must succeed on a Wisdom saving throw or vanish, being thrown in another point in time and causing the attack to miss or the spell to be wasted. They are temporarily removed from The Eternal Cycle. At the start of its next turn, the target reappears where it was or in the closest unoccupied space. The target doesn't remember you casting the spell or being affected by it.

**Heightened (+)** When you cast this spell using a spell slot of 6th or higher, you can target one additional creature for each slot level above 5th. All targets must be within 30 feet of each other.

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**TEMPORAL STASIS** LEVEL 6

*Sorcery, Celestial, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You attempt to place a target into a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed in time. The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it.

The target must succeed on a Constitution saving throw. On a failed save, it is restrained as its body begins to become rigid. On a successful save, the creature isn't affected. Unconscious creatures automatically fail this save.

At the end of each of the creatures turns, they must make another Constitution saving throw or

become restrained. A restrained creature that fails their save is paralyzed, and a paralyzed creature is placed permanently in stasis. Any successful saves keep the target at their current status: restrained or paralyzed.

A restrained creature is resistant to all damage, a paralyzed creature is additionally immune to force, slashing, piercing, and bludgeoning damage. A creature in stasis can not be harmed. At the end of the spell's duration, any restrained or paralyzed creatures regain their movement and the spell ends. Any creatures in stasis remain that way permanently. Dispel Magic and other methods to unravel spells can reverse the effect.

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**THUNDERFIST****LEVEL 2**

*Sorcery, Draconic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** Self, 15 foot cone

**Duration:** Instantaneous

You strike the ground at your feet with a fist, creating an impact that shakes the earth ahead of you. Creatures and unattended objects touching the ground in a 15 foot cone emanating from you take 3d6 thunder damage, and creatures fall prone. A creature that makes a successful Dexterity saving throw does not fall prone and takes only half damage.

**Heightened (+):** 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.

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**TIE-OFF THE WEAVE****LEVEL 3**

*Sorcery, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Special

You tap into ambient magical energy to stabilize and maintain a spell. A spell of level 3 or below that you are currently concentrating on will last its

full normal duration without further concentration on you, powered by the ambient mana.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can affect any spell you cast that requires concentration and is up to the same spell slot level you used to cast this spell.

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**TIME JUMP****LEVEL 8**

*Sorcery, Elemental, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 1 round / Sorcery level

You touch a creature and throw it forward in time if it fails a Constitution saving throw. The creature disappears for a number of rounds equal to your Sorcerer level, during which time it cannot act or be acted upon in any way. When the target returns, it is unaware that any time has passed.

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**TIME HOP****LEVEL 3**

*Sorcery, Celestial*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 2 rounds

You push a subject, causing them to hop forward in time 2 rounds on a failed Wisdom saving throw. The subject seems to disappear in a shimmer of silver energy, then reappear after the duration of this spell expires. The subject reappears in exactly the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round of the spell's duration, on what would have been the subject's turn, it can attempt a Wisdom saving throw. Success allows the subject to return. The subject can act normally on its next turn after this spell ends. If the space from which the subject departed is occupied upon their return to the time stream,

they appear in the closest unoccupied space, still in their original orientation. Determine the closest space randomly if necessary.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional subject for each slot level above 3rd.

### TIME IN A BOTTLE

### LEVEL 9

*Sorcery, Celestial, Elemental*

**Cast:** 1 action, verbal

**Range:** Sight

**Duration:** Concentration, up to 1 minute

You designate a spot within your sight. Time comes under your control in a 20-foot radius centered on that spot. You can freeze it, reverse it, or move it forward by as much as 1 minute as long as you maintain concentration. Nothing and no one, yourself included, can enter the field or affect what happens inside it. You can choose to end the effect at any moment as an action on your turn.

### TIME JAUNT

### LEVEL 7

*Sorcery, Celestial, Elemental*

**Cast:** 1 action, verbal

**Range:** Self

**Duration:** 1 round

When you cast this spell, you step outside of the normal time stream, seeming to vanish as 1 round of time passes. If you are able to move freely, you can make minor alterations to the scene being played out within 120 feet, becoming visible for brief instants each time you make an adjustment that aids an ally or hinders foes. To everyone else, you disappear when the spell is cast, then flicker into and out of view during the next round, before reappearing for good in the space you vanished from 1 round later, whereupon the spell ends. You cannot be

attacked by any means while under the effect of this spell.

As the round progresses, you can choose during each combatant's turn to bestow a single effect, choosing the from the list below. You cannot take any other actions during the round:

- Give a creature advantage or disadvantage on a saving throw it is about to make.
- Give a creature advantage or disadvantage on an attack roll it is about to make.
- Alter the location of a mobile object to provide or remove cover for a creature.
- Shift objects into the path of a creature, the first 10 feet of terrain it must travel becomes difficult terrain.
- After an attack roll is determined to be successful, adjust the angle of the strike or the positioning of the target, either causing the strike to deal half as much damage or providing a bonus to damage equal to half your level.

### TIME LOOP

### LEVEL 6

*Sorcery, Elemental, Celestial*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You capture a creature within range in a loop of time. The target is teleported to the space where it began its most recent turn. The target then makes a Wisdom saving throw. On a successful save, the spell ends. On a failed save, the creature must repeat the activities it undertook on its previous turn, following the sequence of moves and actions to the best of its ability. It doesn't need to move along the same path or attack the same target, but if it moved and then attacked on its previous turn, its only option is to move and then attack on this turn. If the space where the target began its previous turn is occupied or if its impossible for the target to take the same action (if it cast a spell but is now unable to do so, for example), the target becomes incapacitated.

An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. For as long as the spell lasts, the target teleports back to its starting point at the start of each of its turns, and it must repeat the same sequence of moves and actions.

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**TIME SHUDDER****LEVEL 2**

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 30 foot radius

**Duration:** 1 round

You cause a ripple in time that affects all creatures within a 30 foot radius emanation centered on you. For 1 round, at the start of each creature's turn within the area, there is a 50% chance they are hastened or slowed. Hastened creatures may make one additional attack when making an attack action, have a +1 to AC and Dexterity Saving Throws, and can move an additional 30 feet (to a maximum of twice their normal speed). Slowed creatures can take either a move or an action on their turn, but not both. Additionally, they suffer from a -1 penalty to AC and Dexterity saving throws and can only move at half of its speed.

**Heightened (+):** for each additional spell slot above 2nd, the effect last for an additional round. You remain the center of the effect even if you move.

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**TIME SLIPPAGE****LEVEL 8**

*Sorcery, Elemental, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You ensnare a creature within range in a temporal trap, causing different parts of its body to function at different speeds. The creature must

succeed on an Intelligence saving throw. On a failed save, it is stunned until the end of its next turn. On a success, the creatures speed is halved and it has disadvantage on attack rolls and saving throws until the end of its next turn. The creature repeats this Intelligence saving throw at the end of each of its turns, with the same effects for success or failure. In addition, the creature has disadvantage on Strength and Dexterity saving throws but advantage on Constitution and Charisma saving throws for the spell's duration; a side effect of the coronal anomaly suffusing its body. The spell ends if the creature makes three successful saves.

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**TIME STEP****LEVEL 2**

*Sorcery, Celestial*

**Cast:** 1 Action, somatic

**Range:** Self

**Duration:** Instantaneous

You briefly step forward in time. You disappear from your location and reappear at the start of your next turn in a location of your choice that you can see within 30 feet of the space you disappeared from. You can't be affected by anything that happens during the time you're missing, and you aren't aware of anything that happens during that time.

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**TIME VORTEX****LEVEL 4**

*Sorcery, Elemental, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** 90 feet

**Duration:** Concentration, up to 1 minute

You destabilize the flow of time, enabling you to create a vortex of temporal fluctuations that are visible as a spherical distortion with a 10 foot radius, centered on a point within range. Each creature in the area when you cast the spell must succeed on a Wisdom saving throw or be affected by the time vortex. While the spell lasts,

a creature that enters the sphere or starts its turn inside the sphere must also succeed on a Wisdom saving throw or be affected. On a successful save, it becomes immune to this casting of the spell.

An affected creature can't take reactions and rolls a d10 at the start of its turn to determine its behavior for that turn.

#### D10 Effect

- |      |   |
|------|---|
| 1-2  | The creature is affected as if by the Slow spell until the start of its next turn   |
| 3-5  | The creature is stunned until the start of its next turn  |
| 6-8  | The creature's current initiative result is reduced by 5. The creature begins using this new initiative result in the next round. Multiple occurrences of this effect for the same creature are cumulative. |
| 9-10 | The creature's speed is halved (round up to the nearest 5-foot increment) until the start of its next turn.   |

You can move the temporal vortex 10 feet each round as a bonus action. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

#### TIMELY DISTRACTION LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 25 feet

**Duration:** 3 rounds

You call forth a swirling, crackling wave of constantly shifting pops, flashes, and swept-up debris. This chaos can confound one creature. If the target gets a failure on a Wisdom saving

throw, roll a d4, and consult the following table to determine the result. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, the spell ends when its duration expires.

#### D4 Result

- |   |          |
|---|----------|
| 1 | Blinded  |
| 2 | Stunned  |
| 3 | Deafened |
| 4 | Prone    |

#### TORRENT OF ELEMENTAL RAGE LEVEL 6

*Sorcery, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self, 30 foot line

**Duration:** Concentration, up to 1 round every 3 Sorcery levels (max 6 rounds)

You create a torrent of raw elemental power originating from your outstretched palms, extending in a 30 foot line. The pure spellfire blast resembles a horizontal whirlwind of howling winds, searing flame, and tumbling shrapnel of ice and metal. Any creature within the effect must make a Dexterity saving throw or take 8d6 points of damage from a variety of effects - 2d6 fire, 2d6 cold, 2d6 lightning/electricity, and 2d6 sonic. Half damage with a successful save.

The spellfire is an ongoing effect that persists for as long as you remain concentrating on it, up to 1 round for every 3 Sorcery levels you possess (maximum 6 rounds). The line affects any creatures that pass through it on their turn, requiring them to make Dexterity saves or take damage as noted.

On your turn you may shift the line's position as you please as an action, always with you as the center. Moving the line does not cause it to sweep through intermediary squares but only affects its new area of effect.

## TORRENT OF FIRE

LEVEL 4

*Sorcery, Elemental, Demonic*

**Cast:** 1 action, verbal, somatic

**Range:** Self, 60 foot cone

**Duration:** Instantaneous

You harness the power of fire, creating a 60 foot cone of flame. Creatures in the cone take 6d6 fire damage, or half as much damage with a successful Dexterity saving throw. You can then use your full movement to flow along the flames, reappearing anywhere inside the cone's area. This repositioning doesn't count as movement and doesn't trigger opportunity attacks.

## TOUCH OF COMBUSTION

LEVEL 1

*Sorcery, Demonic, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You attempt to melee touch attack a target, causing them to ignite in a violent burst of flame, dealing 1d6 points of fire damage. If it fails a Dexterity saving throw, it also catches fire. If the target catches fire, it must spend an action to put out the flame or take an additional 1d6 points of fire damage at the end of each of its turn. Additionally, any creature who ends their turn adjacent to a creature that is on fire in this way must succeed on a Dexterity saving throw or take 1d4 fire damage.

## TOUCH OF THE SEA

LEVEL 1

*Sorcery, Elemental, Fey*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** 8 hours

You cause a creature to become hyper acclimated to life in the water. Swim speed increases to their walking speed, with swim checks occurring at +10 to skill. Eyes become

adapted to seeing underwater in both fresh and salt water; but not additional abilities to see in darkness. This spell does not grant the target any ability to breathe underwater.

## TRANSMUTE ROCK TO LAVA

LEVEL 9

*Sorcery, Elemental, Dwarvish*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet . One 10 foot cube

**Duration:** Instantaneous

You transform natural, uncut or unworked rock of any sort into an equal volume of red-hot molten lava. All creatures in the spell's area that make successful Dexterity saves take 6d6 points of fire damage, provided they can physically escape the area on their next turn. Creatures that fail their saves, or those unable to escape the area, take 20d6 points of fire damage in each round they remain in the area. Creatures in the lava have their speed reduced to 5 feet and are at disadvantage on attack and skill rolls, and -2 to AC. Even after leaving the area of the spell, creatures that were exposed to the lava take half damage (either 3d6 or 10d6) for 1 additional round.

If transmute rock to lava is cast upon the ceiling of a cavern or tunnel, the lava falls to the floor and spreads out in a 15 foot radius pool at a depth of approximately 1.5 feet. The rain of lava deals 2d6 points of fire damage to anyone caught directly beneath (Dexterity save for half damage). In addition, creatures take 10d6 points of fire damage each round when they are caught in the area of the pool.

Although constructions of worked stone can't be targeted with this spell, casting it on unworked stone below or adjacent to such structures deals 10d6 points of fire damage per round to any part of the structure in contact with the lava. Wooden structures in contact with lava instantly burst into flame.

The lava cools naturally from its surface toward its center, and it no longer deals fire damage after 2d6 hours as it slowly reverts to stone. Though a

15-foot radius pool can take as long as two days to completely cool, the core of the 10-foot cube of lava might remain molten for a month or more. Magical or enchanted stone is not affected by the spell.

## TRAVEL THE PATHS OF THE MIND LEVEL 9

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*Sorcery, Sense*

**Cast:** 10 Minutes, verbal, somatic, material (a silver mirror engraved with runes and inlaid with diamond dust worth 150gp)

**Range:** Touch

**Duration:** Special

You and up to 1 creature per Sorcery level (who must be within 25 feet of your) attempt to enter into the target's memories. You can travel or send other travelers back into an individual's memories up to 5 years per Sorcery level. If the target is unwilling, they are allowed a Wisdom saving throw to resist the spell. Traveling into an individual's memories can be a dangerous thing. The travelers bear witness to the events as they occurred, based on the target's memory of how they occurred (which may be different from the actual events). To the travelers, events happen as if they were really there. The travelers can re-experience up to 1 hour per Sorcery level worth of memories of the target creature. To the travelers, time progresses as normal, but to the target, only 1 minute passes per hour of the travelers experience. The threat to the travelers can be very real. Any dangers they encounter can harm them. Spells cast, items used, and actions performed seem real to the travelers, although such actions have no effect on the actual event, outside of altering the target's memories of what happened. If a traveler dies in the memories, they must make an immediate Constitution saving throw. If they fail the saving throw, they die and remain forever trapped within the target's mind, unable to return without the proper usage of a miracle or wish. The target will gradually forget the deceased individual ever existed. If the traveler succeeds on the saving

throw, they emerge from the target's mind with 0 hit points, in critical but stable condition.

The travelers can emerge from the target's memories only when the spell expires or you release them from the memory by dispelling the spell. When the travels return from the memory, they retain any wounds they may have suffered and have lost anything they may have lost (including spells cast or items used), just as if they had truly experienced the events.

If the target dies while the travelers are still within their memories, all travelers must immediately make a Constitution saving throw (DC 10 + 1 per hour they have been within the dream). If they fail the saving throw, they die with the target. If they succeed, they emerge from the memories as normal.

It is theoretically possible for the travelers to draw a person or item out from the target's memories, although this is extremely difficult and dangerous. Anyone attempting to draw an item or person from the target's mind must make a Wisdom saving throw (DC 20 + 1 per hour within the memories). The target must also make the same Wisdom saving throw (involuntary; this save cannot be suppressed by the desires of the target). If the traveler succeeds by the target fails the saving throw, the item or person emerges from the memories. If the traveler fails by the target succeeds, the item or person remains within the target's memories. If both fail or both succeed, the traveler is immediately ejected from the memories without the item or person they are attempting to draw out. The effect of removing something from a target's memories is long-lasting. The target has no memories of the person or item after it was removed from their memory. The nature of the item or person is also completely based upon how the target remembers them, which may be very different from the reality. A person drawn out is effectively a simulacrum, based upon the target's memories. An item drawn out is only has as powerful as the original, if it was magical (as determined by the GM).

**Material:** A silver mirror engraved with runes and inlaid with diamond dust worth 150gp

### TRICK QUESTION

LEVEL 1

*Sorcery*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You pose a question that can be answered by one word, directed at a creature that can hear you. The target must make a successful Wisdom saving throw or be compelled to answer your question truthfully. The answer is blurted uncontrollably. When the answer is given, the target knows that you used magic to compel it.

### TRUE STRIKE

CANTRIP

*Sorcery, Cantrip, Fey*

**Cast:** 1 Action, somatic

**Range:** 30 feet

**Duration:** Concentration up to 1 round

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. On or before your next turn ends, make a ranged spell attack against the target. On a hit, your following ranged spell attack made on the following turn against the very same target will hit automatically.

### TWIST SPELL

LEVEL 1

*Sorcery*

**Cast:** 1 Reaction, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

As a reaction to a creature within range casting a spell that provides an effect for its allies, you can have the spell's effect include one other creature within your range. The caster need not have targeted you, nor does this effect the allies he

targeted - you are adding an additional ally to his spell.

**Heightened (+)** when you cast this spell at a 2nd level or higher, you may add an additional creature to receive the benefits of the spell you twist for each additional spell slot.

### TWIST THE SKEIN

LEVEL 1

*Sorcery, Wild*

**Cast:** 1 reaction, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You tweak a strand of the creature's fate as it attempts an attack roll, saving throw, or skill check. Roll a d20 dice and subtract 10 to produce a number from 10 to -9. Add that number to the creature's roll. This adjustment can turn a failure into a success or vice versa, or it might not change the outcome at all.

### TWISTED FUTURES

LEVEL 2

*Sorcery, Alter, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round / Sorcerer Level

By rearranging the threads of fate, you disrupt fortunate outcomes for other creatures. A creature affected by this spell is unable to benefit from effects that grant the ability to roll multiple times and take the higher result or to choose the die result in lieu of rolling (like the wizard's prescience divination school power). This doesn't affect abilities that force a creature to take the lower of two rolls.

### TWISTED SPACE

LEVEL 2

*Sorcery, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round

You distort the space around a creature, twisting the path of its melee attacks unpredictably, but always toward a nearby creature that the target threatens. The target makes a Wisdom saving throw. On a failure, until the start of your next turn, melee attacks made by the target creature affect a random target instead of their intended target.

### UNCONTROLLABLE TRANSFORMATION

LEVEL 7

*Sorcery, Alter*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour

You infuse your body with raw chaos and will it to adopt a helpful mutation. Roll a d10 and consult the Uncontrollable Transformation table below to determine what mutation occurs. You can try to control the shifting of your body to gain a mutation you prefer but doing so is taxing; you can roll a d10 twice and choose the result you prefer, but you gain one level of exhaustion. At the end of the spell, your body returns to its normal form.

D10	Mutation
1	A spindly third arm sprouts from your shoulder. As a bonus action, you can use it to attack with a light weapon. You have advantage on Dexterity (Slight Of Hand) checks and any checks that require the manipulation of tools.
2	Your skin is covered by rough scales that increase your AC by 1 and give you resistance to a random damage type. Roll a d10 to determine which: 1) Acid, 2) Cold, 3) Fire, 4) Force, 5) Lightning, 6) Necrotic, 7) Poison, 8) Psychic, 9) Radiant, 10) Thunder

3	A puckered orifice grows on your back. You can forcefully expel air from it, granting you a flying speed of 30 feet. You must land at the end of your turn. In addition, as a bonus action, you can try to push a creature away with a blast of air. The target is pushed 5 feet away from you if it fails a Strength saving throw with a DC equal to 10 + your Constitution modifier.
4	A second face appears on the back of your head. You gain darkvision out to a range of 120 feet and advantage on sight based and scent based Wisdom (Perception) checks. You become adept at carrying on conversations with yourself.
5	You grow gills that not only allow you to breathe underwater but also filter poison out of the air. You gain immunity to inhaled poisons.
6	Your hindquarters elongate, and you grow a second set of legs. Your base walking speed increases by 10 feet, and your carrying capacity becomes your Strength score multiplied by 10.
7	You become incorporeal and can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. You can't pick up or interact with physical objects that you weren't carrying when you became incorporeal.
8	Your limbs elongate and flatten into prehensile paddles. You gain a swimming speed equal to your base walking speed and have advantage on Strength (Athletics) checks made to climb or swim. In addition, your unarmed strikes deal 1d6 bludgeoning damage.

9	Your head fills with a light gas and swells to four times its normal size, causing your hair to fall out. You have advantage on Intelligence and Wisdom ability checks and can levitate up to 5 feet above the ground by holding your breath.
10	You grow three sets of feathered wings that give you a flying speed equal to your walking speed and the ability to hover.

**Heightened (+):** When you cast this spell using a spell slot of 8th level or higher, you gain an additional mutation for each slot level above 7th. You gain one level of exhaustion for each mutation you try to control.

#### UNDERMINE ARMOR

LEVEL 1

*Sorcery, Wild*

**Cast:** 1 Action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You unravel the bounds of reality that hold a suit of armor together. A target wearing armor must succeed on a Constitution saving throw or its armor softens to the consistency of candle wax, decreasing the target's AC by 2. This has no effect on creatures not wearing armour.

#### UNRAVEL WEAVE

LEVEL 3

*Sorcery*

**Cast:** 1 reaction, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You attempt to hijack a spell being cast and redirect it to serve your purpose. If the spell is being cast with a spell slot of 3rd level or lower, you choose the target or targets for the spell instead of its caster. If the spell is being cast with a spell slot of 4th level or higher, make an ability check using your spell casting ability against a

DC of 12 + the spell's level. On a successful check, you choose the target or targets for the spell.

Your targets must be valid targets for the spell based on the caster's ability and the range of the spell, but using your distinctions for friendly and hostile creatures.

Alternatively, you may fully unravel the weave and dissipate the spell into nothingness, preventing it from being cast.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, it works automatically (no check required) against a spell being cast that uses a spell slot of the same level or a lower.

#### UNSHACKLED MAGIC

LEVEL 9

*Sorcery, Wild, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You designate a creature within range that has the Spellcasting or Innate Spellcasting special trait and imbue it with wild magic, causing it to lose control of its magical ability. At the start of each of its turns, it must succeed on a Charisma saving throw. On a failure, it rolls randomly to select one of its available spells. The target then spontaneously casts that spell as an action. If the spell can be cast using a spell slot higher than its level, roll randomly to determine what slot is used to cast the spell. The target still determines factors such as the location of the spell's area or which creatures it affects, as normal, but it is compelled to cast that particular spell at that particular time.

#### VISION

LEVEL 7

*Sorcery, Sense*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

You name or describe a person, place or object and in 24 words or less ask a question that you desire the answer to. The spell brings to mind a brief summary of the significant lore about the question you asked. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you may gain no information. The more information you already have about the thing, the more precise and detailed the information you receive can be.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand and ask of its origin, you might learn it was forged by Rudnogg, Child of Stone, lover and beloved of Moraine.

This spell takes a toll on you. If you pose the question about some person, place or object that is at hand you gain 1 level of exhaustion. Otherwise you gain 2 levels of exhaustion.

**VISION OF HELL****LEVEL 3***Sorcery, Demonic, Elemental***Cast:** 1 action, verbal**Range:** Self / 50 ft radius emanation**Duration:** 1 minute / level

You overlay a realistic terrifying hell's ape upon an area. Structures, equipment, and creatures within the area are not hidden; although the environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Wisdom saving throw or must roll a d4 with all attack rolls and saving throws and subtract it from the total. Creatures from Baator are immune.

**VISUALIZATION OF THE BODY****LEVEL 2***Sorcery, Control***Cast:** 1 Hour, verbal, somatic**Range:** Self**Duration:** 24 hours or until discharged

You focus your mind on one aspect of your body, aligning the energies within your body to enhance that element. Choose a single physical ability score (Constitution, Dexterity, or Strength). If you choose Strength or Dexterity, you gain a +5 bonus on skill checks associated with that ability score. If you choose Constitution, your maximum and current hit points increase by an amount equal to your Hit Dice.

At any time during the spell's duration, you can expend the spell's remaining duration as an immediate action in order to gain a one-time physical enhancement associated with the ability score you chose to visualize, as detailed below. After you do so, the spell ends.

**Constitution:** You immediately regain a number of hit points equal to  $1d8 + \text{your total character level}$ .

**Dexterity:** You gain a +4 dodge bonus to your Armor Class for 3 rounds.

**Strength:** You gain a +6 bonus on all Strength checks to break objects and on checks to escape or establish grapples for 1 minute; or cause one successful melee attack to be a critical hit.

**VISUALIZATION OF THE MIND****LEVEL 2***Sorcery, Control***Cast:** 1 Hour, verbal, somatic**Range:** Self**Duration:** 24 hours or until discharged

You enhance a single aspect of your mind, nurturing and empowering it. Choose a single mental ability score (Charisma, Intelligence, or Wisdom). You gain a +5 bonus on ability checks and skill checks associated with that ability score.

At any time during the spell's duration, you can expend the spell's remaining duration as an immediate action in order to gain a one-time mental enhancement associated with the ability

score you chose to visualize, as detailed below. After you do so, the spell ends.

**Charisma:** You are immediately infused with a wave of supernatural luck, and gain a +2 luck bonus on all d20 rolls for 1 minute.

**Intelligence:** You immediately gain a flash of insight, and gain proficiency in all Intelligence based skills. These ranks last for 1 minute.

**Wisdom:** When you fail a Wisdom save, you can immediately attempt that saving throw again, gaining a +4 bonus on the new saving throw to resist the effect.

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VITAL MARK	LEVEL 3
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*Sorcery, Alter*

**Cast:** 10 minutes, verbal, somatic

**Range:** Touch

**Duration:** 24 hours

You mark an unattended magic item with a mark visible to a Detect Magic spell. The exact appearance of this mark is up to you. The item's magical abilities do not function for anyone else as long as the mark remains upon it. For example, a +1 sword with a Vital Mark functions as a nonmagical sword in the hands of anyone but you.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher on the same item for 248 consecutive days, the effect becomes permanent until dispelled.

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VORTEX	LEVEL 5
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*Sorcery, Wild*

**Cast:** 1 Action, verbal, somatic

**Range:** 150 feet

**Duration:** Concentration, up to 1 minute

You unleash a glittering tornado of chaos magic. The vortex is a 10 feet wide and 20 feet high cylinder that begins anywhere in range. Until the spell ends, you can use your action to move it 30 feet in any direction along the ground. At the

start of each of your turns, the vortex also moves 10 feet in a random direction.

Creatures caught in the vortex must make a Dexterity saving throw when it makes contact with the vortex. They take 6d6 force damage on a failed save, half as much on a successful one. Also, failed saves trigger a wild magic surge; roll on the surge table as if the creature is both the caster and the target. A surge can only occur once per round, and only five surges can occur during the spell's duration.

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WALL OF LAVA	LEVEL 8
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*Wizardry, Elemental, Dwarvish*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a vertical wall of lava that is 6 inches thick, 5 feet high, and extends a total area of 5 feet square per Sorcerer level. A wall of lava's maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a wall of lava can be destroyed by damage (hardness 4, hp 90), but if a section is destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a wall of lava, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a wall of lava as a full-round action by making a DC 25 Strength check—failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a wall of lava inflicts 20d6 fire damage. A wall of lava also radiates heat dealing 2d4 points of fire damage to creatures within 10 feet (of either side

of the wall) and 1d4 points of fire damage to those past 10 feet but within 20 feet. Once per round as a move action, you can direct the wall of lava to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a wall of lava from this effect instantly reseal, reducing the overall size of the wall. All damage inflicted by physical contact with a wall of lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round)

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**WALL OF TIME** LEVEL 5

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*Wizardry, Elemental, Celestial*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a shimmering, transparent wall of force put 060 feet long, 20 feet high, and 1 foot thick, or a cylindrical wall up to 20 feet high, 1 foot thick, and 20 feet in diameter. Nonmagical ranged attacks that cross the wall vanish into the time stream with no effect. Ranges spell attacks and ranges weapon attacks made with magic weapons that pass through the wall are made with disadvantage. A creature that intentionally enters or passes through the wall is affected as if moving slowly through time; they take a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. For the duration of the spell, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its

action that that turn to complete the spell. If it can't the spell is wasted.

A creature affected by this spell makes a Wisdom saving throw at the end of each of its turns. On a successful save, the slowing effect ends for it.

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**WAVE SHIELD** LEVEL 1

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*Sorcery, Fey, Elemental*

**Cast:** 1 Reaction (when taking fire damage), somatic

**Range:** Self

**Duration:** Immediate

You create a rushing torrent of water that protects you from one fire attack/damage that reduces the dire damage by half your caster level (minimum 1).

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**WEAVE MASTER** LEVEL 3

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*Sorcery, Control*

**Cast:** 1 bonus action, somatic

**Range:** Self

**Duration:** Instantaneous

You use your mastery of Mana and the Weave to make a skillful flourish with your melee weapon, dealing additional damage. By casting this spell as a bonus action after making a successful melee weapon attack, you deal an extra 2d6 damage of the weapon's type to the target. In addition, if your weapon attack roll was a 19 or higher, it is a critical hit and increases the weapon's damage dice as normal. The extra damage from this spell is not increases on a critical hit.

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**WEIRDING POWER** LEVEL 6

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*Wizardry, Alter*

**Cast:** 1 Action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

You harness and release arcane energy to cut weaves, reverse magical effects, spring traps and unlock doors and chests. Unless specifically stated otherwise, this spell affects magical and mundane hazards of the indicated type equally.

Choose the one effect you wish to occur:

- One trap targeted by this spell is sprung or reset. You must be aware of the trap to target it.
- Untie or tie knots, or cause manacles, chains and similar restraining devices to close or open and fall away. Spell effects that tangle and grasp such as Entangle are dispelled. Doors (or chests, drawers, cabinets, and so on) that are locked, barred, or under the effect of an arcane lock spell are opened.
- A 5-foot-diameter hole is created in a magical wall (such as a force cage, wall of force, or similar spell). This function of the spell does not destroy the targeted effect, but creatures trapped by it might be able to wriggle free.
- A creature that has been polymorphed, turned to stone, or otherwise transmitted from its natural state is returned to its natural form.
- Webs, slime, grease, and other substances that would hamper movement are destroyed in a 20 foot radius on a point within range you select.

### WELDING STONES

### LEVEL 3

*Sorcery, Dwarvish, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Permanent

You are able to hold and affix one stone surface to another, such as two rocks or stones. The two objects must be touching. The places they touch form together magically treating them as a single object. The strength of the bond is equal to your spell attack modifier times 100 pounds.

Removing the two objects requires a Dispel

Magic, or a combined Strength that multiplied by 10 is equal to or greater than the bond strength. You are only able to bond an area that is 15 feet in any dimension.

### WHIRLING BLADE

### LEVEL 2

*Sorcery, Control, Material*

**Cast:** 1 Action, somatic, material (a slashing melee weapon that you hurl)

**Range:** 60 feet

**Duration:** Instantaneous

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon, against each foe in the weapon's path, but use your Spellcasting modifier to add to the attack in place of Dexterity/Proficiency. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

**Material:** a slashing melee weapon that you hurl

### WILD GUESS

### CANTRIP

*Sorcery, Cantrip, Wild, Control*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration up to 1 minute

Nine or ten "reflections" of yourself swarm about you, taking in your surroundings and whispering suggestions on courses of action. You receive a 1d4 bonus to one ability check that requires one minute or less to perform. Alternatively, the DM may provide you with one to four answers to a

question that represents the guess from the unique experiences these alternative selves have.

## WILD SHIELD

## LEVEL 4

*Sorcery, Elemental, Wild*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You surround yourself with the forces of chaos. Wild lights and strange sounds engulf you, making stealth impossible. While Wild Shield is active, you can use a reaction to repel a spell of 4th level or lower that targets you or whose area you are within. A repelled spell has no effect on you, but doing this increases the chance of a chaos magic surge - increase your Surge Threshold by two and roll for a Wild Magic Surge each time you repel a spell. If a surge is triggered, you are considered the caster for any effect of the surge.

Wild Shield ends when the duration expires or when it absorbed 4 levels of spells. If you try to repel a spell whose level exceeds the number of levels remaining, make an ability check using your spell casting ability. The DC equals  $10 + \text{the spell's level} - \text{the number of levels Wild Shield can still repel}$ . If the check fails, the spell has its full effect. The chance of a Wild Magic Surge exists regardless of whether the spell is repelled.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you can repel one additional spell level for each slot level above 4th.

## WILD TRAJECTORY

## LEVEL 8

*Sorcery, Wild, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

You create a 30-foot cube of magical instability that causes spell effects passing through it to

diverge wildly from their original paths. When a spell with a visible or tangible manifestation (such as a fireball, lightning bolt, or ray or projectile such as magic missile or ray of frost) passes through the area, roll a d8 to determine the effect. A spell that affects anything in its path, such as a lightning bolt, continues to do so along its new trajectory, up to the limit of its range. A fireball spell will travel in the new direction up to the limit of its range before detonating. A targeted spell will strike the first viable target it encounters along its new trajectory.

### D8 Result

- 1 The spell continues on its original path or towards its original target
- 2 The spell diverts 45 degrees to the right
- 3 The spell diverts 90 degrees to the right
- 4 The spell diverts 135 degrees to the right
- 5 The spell turns 180 degrees back the way it came, striking the caster if it is a targeted spell
- 6 The spell diverts 45 degrees to the left
- 7 The spell diverts 90 degrees to the left
- 8 The spell diverts 135 degrees to the left

## WILDSTRIKE

## LEVEL 6

*Sorcery, Wild, Elemental*

**Cast:** 1 Action, verbal, somatic

**Range:** 90 feet

**Duration:** 1 minute

You create a localized wild magic zone that sticks to one creature, infecting them with chaotic power. At the start of their turn, until the spell ends, they must make a Wisdom saving throw. On a failure, they must roll on the Wild Magic Surge table twice as if they are both the caster

and target; you choose which result occurs and any choices in the effect.

### WILDZONE\*

### LEVEL 8

*Sorcery, Elemental, Wild, Ritual, Material*

**Cast:** 1 minute, verbal, somatic, material (100gp of metallic paints)

**Range:** Touch

**Duration:** 1 day

You create a zone of wild magic in the shape of a cube 300 feet to a side. Any arcane spell cast from or into a point within this zone must roll on the Wild Magic Surge table. Other Sorcerers who are not of the Wild Bloodline must make a Wisdom saving throw or go berserk (as if affected by the Confusion spell). If you cast Wildzone every day for 30 days in the same location, the wildzone become permanent.

**Materials:** 100gp of metallic paints, which are consumed on casting of the spell.

### WINDS OF VENGEANCE

### LEVEL 9

*Sorcery, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 15 minutes

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space. Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass though the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Constitution saving throw or take 5d8 points of bludgeoning damage and be knocked prone (if on the ground). On a failed save, flying creatures in the air are unable to move until their next turn; as they require to right themselves after being checked. On a successful save, the damage is halved and the creature is not knocked prone (or flying creatures checked).

### WINDY ESCAPE

### LEVEL 1

*Sorcery, Draconic, Elemental*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** 1 round

You decrease the air resistance around you and are able to move 60 feet with an incredible burst of speed. You do not provoke opportunity attack, and can even sprint across or run up vertical surfaces by generating a wind current behind you to propel you forward. You must continue moving for this ability to function. You travel at a speed almost too swift for the naked eye to be able to see properly.

**Heightened (2nd):** You may even run across the surface of liquids without falling in.

### WITNESS

### LEVEL 3

*Sorcery*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet / 400 feet

**Duration:** Concentration for up to 1 min / Sorcerer level

You extend your senses and link them to a creature, allowing you to see and hear through its eyes and ears. When using the target's senses, you are blind and deaf. As a move action you can shift your senses from yourself to the target

or back again. When perceiving through the target, you use its normal and special senses (such as Darkvision), not your own.

Unwilling targets may resist with a Wisdom saving throw; which they can repeat each minute. If the target moves further than 400 feet away from your body, the spell ends.

### WRISTPOCKET

### LEVEL 2

*Sorcery*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** Concentration, up to 1 hour

You flick your wrist, causing one object in your hand to vanish. The object, which only you can be holding and can weigh no more than 5 pounds, is transported to an extra dimensional space, where it remains for the duration.

Until the spell ends, you can use a bonus action to summon the object to your free hand, and you can use an action to return the object to the extra dimensional space. An object still in the pocket plane when the spell ends appears in your space, at your feet.

### ZEPHYR STRIKE

### LEVEL 3

*Sorcery, Draconic, Elemental*

**Cast:** 1 bonus action, verbal

**Range:** Self

**Duration:** Concentration, up to 1 minute

You move like the wind. For the duration, your movement doesn't provoke opportunity attacks. Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 force damage on a hit. Whether you hit or miss, your walking speed increase by 30 feet until the end of that turn.

### ZEPHYR'S FLEETNESS

### LEVEL 3

*Sorcery, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 10 minutes

You infuse elemental air into one creature for every 2 sorcery levels you possess. Each target gains a 30 foot bonus to its land and fly speeds (if it has the ability to fly).

# Occult Spells

## ABHORRENT APPARITION

LEVEL 4

*Occult*

**Cast:** 1 action, material (a gourd, or similar vegetable with a face carved into it)

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You imbue a terrifying visage onto a gourd and toss it ahead of you to a spot of your choosing within range. Each creature within 15 feet of that spot takes 6d8 psychic damage and becomes frightened of you for 1 minute; a successful Wisdom saving throw halves the damage and negates the fright. A creature frightened in this way repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Material:** a gourd, or similar vegetable with a face carved into it

**Heightened (+):** If you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

## AGONIZING MARK

LEVEL 1

*Occult*

**Cast:** 1 action, somatic

**Focus:** a cricket [consumed]

**Range:** Self

**Duration:** Concentration, up to 1 minute

You squeeze the cricket into your palm and choose a creature you can see within range to mark as your prey, and a ray of black energy issues forth from your hand. Make a melee spell attack against the target. On a hit, until the spell ends, each time you deal damage to the target it must make a Constitution saving throw. On a failed save, it falls prone as its body is filled with torturous agony.

## ANCIENT SORCERY OF THE SERPENTFOLK LEVEL 6

*Occult, Wyrm*

**Cast:** 1 action, verbal, somatic

**Focus:** 5 gold pieces [consumed]

**Range:** 30 feet

**Duration:** Instantaneous

You duplicate a spell whose effect you can see within range. The targeted spell must be ongoing or, if it was instantaneous, taken effect since the start of your last turn. The target spell must be no higher than 5th level if it is a spell you know, or 4th level otherwise. The spell takes effect immediately as if you had just cast it, using your own caster level and statistics.

**Heightened (+):** When you cast this spell using a spell slot of 7th level or higher, the maximum spell level of the target spell increases by 1 for each slot level above 6th.

## ANIMUS MINE

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a snail shell [consumed]

**Range:** Self

**Duration:** 1 hour / warlock level

You crush the snail shell. You implant a mental mine within your psyche that triggers against anyone attempting to manipulate or read your thoughts. Any creature that uses a mind-affecting effect against you triggers the trap, causing psychic backlash against the offending creature. This backlash does 1d6 points of damage per level of magic used against you and staggers the target for 1d4 rounds. If the target succeeds a Wisdom saving throw, it takes half damage and negates the staggered effect. You can use a bonus action to suppress or reactivate the trap to allow someone to use a mind affecting effect on you. You may only have one mental mine active at a time.

**Heightened (5th):** when cast with a 5th level spell slot, the mind affecting spell fails when it triggers your trap and the target fails their Wisdom save. The trap then ends.

**Heightened (+):** for each additional spell slot, the amount of psychic damage increases by 1d4

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#### ANONYMOUS INTERACTION

#### LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of dust from a gravestone

**Range:** 10 foot cone

**Duration:** Permanent

You cause the targets in a 10 foot cone to forget all but the most generic information about you. If they saw or interacted with you, they still remember your presence and your general shape (such as humanoid), as well as the gist of your interactions (such as “she was asking about the queen”), but they are foggy on the details and can’t remember specifically what you said, details of your appearance, or any identifying information about you. This spell targets any memories of you in the few minutes preceding its casting, but is otherwise permanent.

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#### ARMOR OF AGATHYS

#### LEVEL 1

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a cup of water

**Range:** Self

**Duration:** 1 hour

A protective magical force surrounds you, manifesting as a spectral frost that covers you and your gear. You gain 5 temporary hit points for the duration. If a creature hits you with a melee attack while you have these hit points, the creature takes 5 cold damage.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the cold damage increase by 5 for each slot.

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#### ARTIGANA'S AVARICE

#### LEVEL 1

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of bat fur from a bat's ear [consumed]

**Range:** Self (30 foot radius)

**Duration:** Concentration, up to 10 minute

You breathe in the small bit of bat fur. Your olfactory senses heighten. You can pinpoint, as a pleasant aroma, the location of any precious metals or gemstones within 30 feet of you. If you find anything, you can use an action to determine the exact types and amounts of any such materials. If materials of this sort are completely enclosed by, or separated from you by more than 6 feet of earth or wood, 2 feet of stone, or 2 inches of common metal, you cannot detect them even if they are in range.

These smells linger like perfume, and you can smell a faint whisper on hands, in pockets, or in rooms that had touched sufficient quantities of precious metals or gemstones for up to a minute before they fully dissipate.

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#### AS YOU WERE

#### LEVEL 2

*Occult, Undying*

**Cast:** 1 minute, verbal, somatic

**Focus:** a piece of flesh from a creature of the target's race [consumed]

**Range:** Touch

**Duration:** 1 hour / Warlock level

When cast on a dead or undead body, this spell returns that creature to the appearance it had in life while it was healthy and uninjured. The target must have a physical body; the spell fails if the target is normally noncorporeal.

If cast on a corpse, it becomes protected from decay for the duration, and its appearance is restored to that of a healthy, uninjured (albeit dead) person.

If the target is an undead creature, it also is restored to the appearance it had in life, even if it died from disease or from severe wounds, or centuries ago. The target looks, smells, and sounds (if it can speak) as it did in life. Friends and family can tell something is wrong only with a successful Wisdom (Insight) check against your spell save DC, and only if they have reason to be suspicious (Knowing that the person should be dead is sufficient reason). Spells and abilities that detect undead are also fooled, but the creature remains susceptible to Turn Undead as normal.

This spell doesn't confer the ability to speak on undead that normally can't speak. The creature eats, drinks, and breathes as a living creature does; it can mimic sleep, but it has no more need for it than it had before.

The effect lasts for a number of hours equal to your caster level. You can use an action to end the spell early. Any amount of radiant or necrotic damage dealt to the creature, or any effect that reduces its Constitution also ends the spell.

If this is cast on an undead creature that isn't your ally or under your control, it makes a Charisma saving throw to resist the effect.

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## ASSUME APPEARANCE LEVEL 3

*Occult, Undying*

**Cast:** 1 minute, verbal, somatic

**Focus:** an intact humanoid corpse dead for no longer than 24 hours

**Range:** Self / Touch

**Duration:** 1 day / Warlock level

You assume the exact form of a deceased Small or Medium humanoid creature. Your voice changes to match that of the form you assume. The creature whose form you assume must be dead and you must have access to its fresh corpse. It must either be dead for less than 24

hours, or preserved in some means. You do not have access to the assumed forms abilities, memories, mannerisms, or speech patterns. The spell grants a +10 bonus on Disguise checks to imitate the creature. If the assumed creature is returned to life while this spell is active, your assumed appearance ends.

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## AURA OF LISTLESSNESS LEVEL 3

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a drowned rodent [consumed]

**Range:** Self / 20 foot radius

**Duration:** Concentration, up to 1 minute

You create an aura of power around you that saps the will and determination from creatures, making them unable to act. Any creature within 20 feet of you must succeed on a Wisdom saving throw or be unable to take actions, reactions, or bonus actions on its turn, except for the Disengage action. Affected creatures can move, but only to distance themselves from harmful conditions, such as attacks by other creatures or hazardous effects that damage or cause ill effects. A creature that moves out of the area can act normally in the following round. Any creature that remains in the area must make another successful saving throw on its turn or continue to be affected by the spell.

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## AURA OF THE UNREMARKABLE LEVEL 3

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a cat's eye [consumed]

**Range:** Self / 30 feet radius

**Duration:** 1 minute / Warlock level

An invisible sphere of magic surrounds you for a 30 foot radius, clouding the minds of creatures of your choice in the area who fail a Wisdom saving throw, so they regard even the strangest actions as innocuous. For example, if you and your allies

are beating a member of the city guard for information, creatures within the area don't think this is unusual or cause for alarm; if your ally is aiming a crossbow at the queen from a balcony, the affected creatures accept this as normal and unworthy of concern. Any hostile actions by you or your allies against a creature or its allies break the effect of the spell for that creature. When the spell ends (or when the affected creatures move outside of the range of the emanation), observers see things normally but altered perceptions from the earlier events remain. Each mention of the events as noteworthy (such as being questioned about them by an authority figure) allows the target another Wisdom save to break the effect and remember things normally.

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**BALANCE OF SUFFERING****LEVEL 6**

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a finger bone from a murdered humanoid

**Range:** 90 feet radius

**Duration:** Instantaneous

You attempt to borrow life force from a living creature and infuse it into another, both targets who must be in range and visible to you. Choose the initial target, which must be alive, and a secondary target, which may be alive or undead. The initial target is dealt a number of hit points equal to  $9d6 + 1$  point per Warlock level. A successful Wisdom saving throw halves the damage dealt. If the secondary target is a living creature, it regains a number of hit points equal to the amount of damage taken by the initial target; undead creatures instead take that amount of damage (halved with a successful Wisdom saving throw). If the initial target dies as a result of this spell, you take a level of Corruption.

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**BARROW HAZE****LEVEL 3**

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** Self / 20 foot radius cloud

**Duration:** 1 minute / Warlock level

You create a bank of fog in a 20 foot radius, 20 foot high. The vapors are black and they have a necromantic link to you. The vapors do not interfere with vision. Because of your link to the haze, if you are touching the fog, any creatures within the haze count as in range for you.

**Heightened (+):** the radius of the fog increases by 5 feet for each spell level above 3rd.

**Heightened (4th):** when you cast this spell using a spell slot of 4th level, the haze becomes so thick that it impedes movement. Creatures moving through the haze move at half their normal speed and are at disadvantage to melee attack rolls and Dexterity saving throws. A creature or object that falls into the haze is slowed so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. You may further heighten the spell to increase the radius beyond 20 feet, as above.

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**BEGUILE****CANTRIP**

*Occult, Cantrip, Fey*

**Cast:** 1 Action, somatic

**Focus:** a feather from a black swan

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You attempt to beguile a humanoid you can see within range. The targeted creature makes a Wisdom saving throw, with advantage if you or your companions are fighting it or threatening it. If the saving throw fails, the humanoid is charmed by you until the spell's duration expires, until you or your companions do anything harmful to it, or until it performs a minor favor for you.

For the duration you have advantage on all Charisma checks directed at the target. They regard you as a friendly acquaintance or distant kin. It is willing to reveal a secret, open a door, lift an object, share food or water, or perform another favor on a similar level. It won't fight on

your behalf, defend you in combat, put its life or property at risk, or threaten or harm someone else it considers a friend. When the spell ends, the creature knows it was charmed by you - and what you made them do or what they revealed to you.

### BEGUILING GIFT

LEVEL 1

*Occult, Fey, Material*

**Cast:** 1 action, verbal, material (an object to be used as the gift)

**Focus:** an object anointed with blood

**Range:** 5 feet

**Duration:** 1 round

You hold and offer an object to an adjacent creature, and entice them into using or consuming the proffered item. If the target fails a Wisdom saving throw, it immediately takes the object, dropping an already held object if necessary. On its next turn, it consumes or dons the object, as appropriate for the object in question. An apple would be eaten, a potion drank, a weapon wielded, and a ring worn. If the subject is physically unable to accept the object, the spell fails. The subject is under no obligation to continue using the item after the spell's duration has expired.

**Material:** an object to be used as a gift

### BIND UNDEAD

LEVEL 3

*Occult*

**Cast:** 1 minute, verbal, somatic

**Focus:** a drop of blood, a piece of flesh, and a pinch of bone dust

**Range:** 30 feet

**Duration:** 24 hours

You seize control over an undead target that you can see whose CR is no greater than the level of this spell. The target must make a Wisdom saving throw. This save is replaced with their current master's Wisdom if applicable. On a

failed save, the target is compelled to obey your verbal commands.

Undead with a higher challenge rating than your current level are immune to this spell. Undead with an intelligence of 8 or higher have advantage in their initial saving throw. If the subject has an Intelligence of 13 or higher it can repeat the saving throw once per hour until it breaks free or the spell ends.

### BIRTH POLYP

LEVEL 8

*Occult, Fiend*

**Cast:** 1 minute, verbal, somatic

**Focus:** an elder sign with a radius of at least 10 feet

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

You summon a flying polyp from Baator, birthed from the living fabric that comprises Avernus. It appears within the Elder Sign that you draw on a relatively flat surface. The polyp disappears when it drops to 0 hit points or when the spell ends.

The polyp is friendly to you and your companions for the duration unless it succeeds on a Charisma saving throw, in which case it is hostile towards you and your companions. Roll initiative for the polyp, which has its own turns. If you control it, it obeys any verbal or mental commands that you issue to it (no action required by you), as long as they don't violate its interests. If you don't issue any commands to it, it defends itself from hostile creatures but otherwise takes no actions.

You can communicate telepathically with the polyp while it is within 100 feet and you maintain concentration, but the connection can also harm you. When the polyp is reduced to 0 hit point while you concentrate, any remaining damage is dealt to you. In addition, all psychic damage dealt to the polyp while you concentrate is also dealt to you; if the polyp takes psychic damage that would reduce its hit points below 0, that additional damage does not transfer to you.

If your concentration is broken, the polyp doesn't disappear. Instead, you lose control of the creature, it becomes hostile toward towards all creatures, and it might attack you. An uncontrolled polyp can't be dismissed by you, and it disappears 1 hour after you summoned it.

#### **FLYING POLYP** (*Huge Aberration*)

**AC:** 17 (natural armor)

**Hit Points:** 126 (11d12 + 55)

**Speed:** 25 ft fly, 60 ft hover

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	17 (+3)	18 (+4)	18 (+4)

**Saving Throws:** Dex +6, Wis +8, Cha +8

**Skills:** Perception +8

**Damage Vulnerabilities:** lightning

**Damage Resistances:** acid, bludgeoning, cold, piercing, slashing from nonmagical attacks

**Damage Immunities:** thunder

**Condition Immunities:** prone

**Senses:** darkvision 60ft, passive perception 18

**Magical Resistance:** advantage on saving throws against spells and other magical effects

#### ACTIONS

**Multiattack:** The polyp can use its Frightful Presence. It then either uses its Sucking Wind or makes three tentacle attacks.

**Tentacle:** +10 to hit, reach 10 ft, hit 3d6 + 6 bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 16). Until the grapple ends, it is restrained.

**Flickering Invisibility:** the polyp becomes invisible until the end of its next turn or until it attacks.

**Frightful Presence:** each creature of the polyps choice within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to that polyp's Frightful Presence for the next 24 hours.

**Sucking Wind:** The polyp sends out an eerie wind to slow and eventually stop escaping foes. The wind emanates from the polyp to a radius of 100 feet until the end of the polyp's next turn. The polyp gains blindsight within that range. If the polyp uses this action again before the end of the duration, the radius increases by 100 feet to a maximum range of 1 mile.

As a bonus action while the Sucking Wind lasts, the polyp can focus its wind's effects on one target of its choice. The wind does not require concentration, but focusing in this way requires concentration as if concentrating on a spell. The target must succeed on a DC 16 Strength saving throw or moving in any direction except towards the polyp costs 2 feet of movement for every 1 foot the target moves until the target leaves the polyp's wind radius. If the creature fails its saving throw when slowed this way, it is restrained until the start of the polyp's next turn.

#### BLACK GOAT'S BLESSING

#### LEVEL 1

##### *Occult*

**Cast:** 1 bonus action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration up to 1 round

You raise your hand with fingers splayed and utter an incantation at a target in range. The target has disadvantage on saving throws against spells you cast until the end of your next turn; or until you lose concentration.

### BLACK HAND

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You gather the powers of darkness into your fist and fling dark, paralyzing flame at a target within 30 feet. If you make a successful ranged spell attack, this spell siphons vitality from the target into you. For the duration, the target has disadvantage (and you have advantage) on attack rolls, ability checks, and saving throws made with Strength, Dexterity, or Constitution. An affected target makes a Constitution saving throw (with disadvantage) at the end of its turn, ending the effect on a success

### BLACK RIBBONS

LEVEL 1

*Occult*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 40 feet

**Duration:** Concentration, up to 1 minute

You pull pieces of the plane of shadow into your own reality, causing a 20-foot cube to fill with inky black ribbons that turn the area into difficult terrain and wrap around nearby creatures. Any creature that ends its turn in the area becomes restrained by the ribbons until the end of its next turn, unless it makes a successful Dexterity saving throw. Once a creature succeeds on the saving throw, it can't be restrained again by the ribbons, but it's still affected by the difficult terrain.

### BLACK WELL

LEVEL 6

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Range:** 300 feet

**Duration:** Concentration, up to 1 minute

You summon a seething sphere of dark energy 5 feet in diameter at a point within range. The sphere pulls creatures toward it and devours the life force of those it envelops. Every creature that starts its turn within 90 feet of the black well must make a successful Strength saving throw or be pulled 50 feet toward the well. A creature pulled into the well is sucked into a dark pocket dimension and takes 6d8 necrotic damage and is restrained; a successful Constitution saving throw halves the damage. At the beginning of their turn, the creature may make another saving throw as an action to attempt to escape. A total of nine medium creatures, three Large creatures, or one Huge creature can be inside the well's other dimensional space at one time. When the spell's duration ends, all creatures inside it tumble out in a heap, landing prone.

### BLEED

CANTRIP

*Occult, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Focus:** a drop of blood [consumed]

**Range:** 30 feet

**Duration:** Instantaneous

You place a drop of blood on your tongue. You cause a living creature that is below 0 hit points but stabilized to resume dying. The creature resumes rolling death saving throws as normal.

### BLIGHTBURN WEAPON

LEVEL 5

*Occult*

**Cast:** 1 Action, verbal, somatic

**Focus:** a piece of blightburn crystal

**Range:** Touch / 10 foot radius

**Duration:** 1 round / Warlock level

You transform the target weapon into pure blight burn. The weapon functions as normal, but any creature that touches it, or that it strikes takes 2d6 points of fire damage each round it remains in contact. In addition, the weapon emanates an aura of radiation that causes blightburn sickness. Creatures that start their turn within 10 feet of the weapon must make a Constitution saving throw or take 1 point of Constitution damage or 1 point of Charisma damage. This effect is blocked by 1 inch of lead, 1 foot of stone, or a magical force effect.

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**BLOATBOMB** **LEVEL 4**

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of a corpse

**Range:** Touch

**Duration:** Instantaneous, and 1 minute / Warlock level

You touch a target that dies if it fails a Constitution saving throw and its Hit Dice are no more than half your caster level. If it dies, its corpse rapidly purifies. The next creature to touch the corpse within 1 minute per level of the target's death causes the corpse to explode in a 10-foot-radius burst, dealing 3d6 points of acid damage (a successful Dexterity saving throw reduces this by half).

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**BLOOD ARMOR** **LEVEL 3**

*Occult*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** the fresh blood of a creature

**Range:** Self

**Duration:** 1 hour

When you successfully strike a foe with a melee weapon attack that does damage, you can immediately cast this spell as a bonus action. The foe must have blood, if the target doesn't

bleed the spell fails. The blood forms around you into a suit of armor, granting you AC 18 + your Dexterity modifier for the spell's duration. There is no Strength requirement, doesn't hinder spellcasting, and doesn't incur disadvantage on Dexterity (Stealth) checks.

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**BLOOD LURE** **LEVEL 2**

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a pint of blood [consumed]

**Range:** 10 feet / 120 feet radius

**Duration:** 1 minute

You target a jar, bowl, or puddle within range that contains at least a pint of exposed blood. Each creature that feeds on blood or uncooked flesh within a 120 foot radius of that location must make a Charisma saving throw. This includes undead that feed, such as vampires and ghouls. A creature that has Keen Smell or any similar scent-boosting ability has disadvantage on the saving throw. On a failed save, the creature is attracted to the blood and must move toward it unless impeded.

Once an affected creature reaches the blood, it tries to consume it, foregoing all other actions while the blood is present. A successful attack against an affected creature ends the effect, as does the consumption of the blood, which requires an action by the affected creature.

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**BLOOD MIST** **LEVEL 8**

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of dried red algae [consumed]

**Range:** 120 feet / 60 foot radius

**Duration:** 1 minute

You call forth into being a 60 foot radius misty red cloud. Any creature within the mist is coated in it, covering them in the same reddish color. All targets within the mist gain concealment. Any

creature within the mist must succeed a Constitution saving throw or take 1d4 points of Wisdom damage and become enraged, attacking the nearest creature it can detect each round. An enraged creature remains so as long as the spell is in effect. A creature only needs to save once each time it is within the mist, although leaving and returning requires another save.

#### BLOOD NEEDLE

LEVEL 4

*Occult*

**Cast:** 1 action, somatic

**Focus:** a drop of your own blood [consumed]

**Range:** 60 feet

**Duration:** Instantaneous

You create a thin needle of your own blood and fire it at a target that you can see within range. At the cost of 1 hit point, make a ranged spell attack. On a hit, the target takes 6d6 necrotic damage and its maximum hit points are reduced by an equal amount. This reduction lasts until the creature finishes a short or long rest, or until it receives the benefit of a spell that cures diseases or curses. This spell has no effect on constructs or undead.

#### BLOOD OFFERING

LEVEL 3

*Occult, Fiend*

**Cast:** 1 action, somatic

**Focus:** a corpse dead for no more than 1 hour

**Range:** Touch

**Duration:** Instantaneous

You touch the corpse of a creature that isn't undead or a construct and consume its life force. You must have dealt damage to the creature before it died, and it must have been dead for no more than 1 hour. You regain a number of hit points equal to 1d4 times the creature's Challenge Rating. The creature can be restored to life only by means of a True Resurrection or

Wish spell. Once cast upon a corpse, no further castings of this spell have any effect.

#### BLOOD RITUAL

LEVEL 6

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Until your next short or long rest

You may exchange your own life force to cast spells. Until your next short or long rest, you may cast a spell you know as if you had used a spell slot by instead taking damage equal to the level of spell in number of your hit die. For example, a 6th level spell slot is 6 hit die worth of damage.

#### BLOOD SCARAB

LEVEL 1

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of your own blood, and an exoskeleton of a scarab beetle [consumed]

**Range:** 30 feet

**Duration:** Instantaneous

You crush a dead beetle; and a translucent rubylike scarab beetle emerges and flies towards a creature of your choice within range. The target must make a successful Constitution saving throw or take 1d6 necrotic damage. You gain temporary hit points equal to the damage dealt.

**Heightened (+)** when you cast this spell using a spell slot of 2nd or higher, the number of scarabs increases by one for each slot level above 1st. You can direct the scarabs at the same target or at different targets. Each target makes a single saving throw, regardless of the number of scarabs targeting it.

#### BLOOD SLAVE

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a vial of blood from the target [consumed]  
**Range:** 100 feet  
**Duration:** Concentration, up to 1 minute

With a sample of their blood, you are able to magically control a creature's actions. Choose a creature you can see within range whose blood you hold. The target must succeed on a Constitution saving throw, or you gain control over its physical activity (as long as you interact with the blood material component each round). As an action or a bonus action on your turn, you can direct the creature to perform various activities. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. The target is aware of being controlled. If you chose to use a bonus action to direct the target, at the end of its next turn, the target can make another Constitution saving throw. On a success, the spell ends. Targets without blood cannot be affected by this spell. If you do not give orders to the target, or lose possession of the blood sample, the spell ends.

**BLOODY HANDS** LEVEL 1

*Occult*  
**Cast:** 1 action, verbal, somatic  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

You cause the hands (or other appropriate body parts, such as claws or tentacles) of a creature within range to bleed profusely. The target must succeed on a Constitution saving throw or take 1 necrotic damage each round and suffer disadvantage on all melee and ranged attack rolls that require the use of its hands for the spell's duration. Casting any spell that has somatic or material components while under the influence of this spell requires a DC to Constitution saving throw. On a failed save, the spell is not cast but it is not

lost; the casting can be attempted again in the next round.

**BOILING BLOOD** LEVEL 4

*Occult*  
**Cast:** 1 action, verbal, somatic  
**Focus:** a vial of blood from a Dathairä or Tiefling  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

You cause the blood within a creature's body to boil with supernatural heat. Choose one creature that you can see within range that isn't a construct or an undead. The target must make a Constitution saving throw. On a successful save, it takes 2d6 fire damage and the spell ends. On a failed save, the creature takes 4d6 fire damage and is blinded. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends. On a failure, the creature takes an additional 2d6 fire damage and remains blinded.

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

**BONE FLENSE** LEVEL 3

*Occult*  
**Cast:** 1 bonus action, somatic  
**Focus:** a jagged shard of bone from a humanoid creature  
**Range:** 30 feet  
**Duration:** 1 round

You choose a creature that you can see. The next successful melee attack made against this creature before the start of your next turn deals additional damage as the bone nearest the wound instantly sprouts jagged, razor sharp spurs that flense the muscle and flesh from inside

out. The creature takes 10d6 points of piercing damage (half on a successful Constitution saving throw). The bone returns to normal immediately after dealing the damage, and the spell ends. If the creature has no bones or no flesh, the spell has no effect.

### BRAIN SPIDER\*

### LEVEL 7

*Occult, Ritual*

**Cast:** 1 action, somatic

**Focus:** a living spider with each of its legs intact [consumed]

**Range:** 400 feet

**Duration:** Concentration, 8 rounds

You eavesdrop on the thoughts of up to eight other creatures at once, and attempt to make sense of the ceaseless chaos of their surface thoughts. You need not see the targets for this spell to succeed, and can attempt to be as specific or general in how you select your targets at the casting of this spell. For instance, “the nearest eight guards who must be in that chamber there”.

Each target must succeed at a Wisdom saving throw. On a success, the spell ends for them. You pull a leg from a living spider and can glean one of the following (of your choice) from the chorus of thoughts and whispers that you hear:

- A single individual train of thought, what they are thinking or saying at that moment
- One nugget of information from all of the minds at once about a particular topic, thing, or being.
- Implant a benign suggestion that is a base desire of something (hunger, rest, love) or a compulsion to say something.

The creature can make another Wisdom saving throw to resist the suggestion. Each round, you may (as an action) rip another leg from the spider and perform another action above.

### BURNING BLOOD

### LEVEL 3

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of salt and saltpeter

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

Choose one living creature you can see within range that has taken unhealed damage from an edged or piercing weapon. The exposed blood of the target turns into burning acid while the spell lasts. At the beginning of each of the creatures turns, the target must make a Constitution saving throw. On a failure, the target takes 2d4 fire damage.

### BURNING GAZE

### LEVEL 2

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** eye of a mundane salamander [consumed]

**Range:** Self / 30 feet

**Duration:** 1 round

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance. As a standard action as long as the spell's effects persist, you may direct your gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Constitution saving throw or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Dexterity save or catch fire. Each round, burning creatures may attempt a Dexterity save to quench the flames; failure results in another 1d6 points of damage. If a creature is already on fire, it suffers no additional effects from your gaze.

Note: you may still look upon creatures and objects normally, it is only when you use a deliberate action that you set items ablaze.

## CADAVEROUS UPRISING

LEVEL 2

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Focus:** the severed hand of a humanoid creature

**Range:** 30 feet

**Duration:** 1 hour

Specify a 5-foot square space of natural ground (not solid stone) that you can see within range, then choose any undead creature of challenge rating 1 or lower (such as a specter, ghoul, shadow, zombie, or skeleton). That creature claws its way up out of the ground and immediately tries to grapple or attack a creature within 5 feet.

The undead uses its standard stat block, but it has only 10 hit points and is prone until it stands up. It takes its turn immediately after yours. You can use a bonus action to issue a mental command to the undead when you cast the spell, and use you change the command by using a bonus action on your turn while the spell is active. Once given an order, the creature continues to follow it until its task is complete. If you issue no command, the creature defends itself and attacks the last enemy that attacked it. The creature remains under your control for 1 hour, after which it crumbles to dust or disappears.

**Heightened (5th):** The spell calls forth two undead

**Heightened (9th):** The spell calls forth four undead

## CALL THE VOID

LEVEL 3

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** a tongue of a creature with Intelligence 5 or greater

**Range:** Self / 5 foot radius

**Duration:** Concentration, up to 1 minute

You surround yourself with an aura of nothingness that channels the mysterious energies of the Void. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of necrotic damage. In addition, creatures affected by your aura are fatigued, cannot breathe, and cannot speak or cast spells with somatic components. Creatures adjacent to you are allowed a Dexterity save to halve the damage and negate the fatigue effect, but cannot breathe or speak regardless of whether their save is successful as long as they are adjacent to you.

## CAUSTIC TOUCH

CANTRIP

*Occult, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

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

**Augmented (5th)** damage increases to 2d8

**Augmented (11th)** damage increases to 3d8

**Augmented (17th)** damage increases to 4d8

## CELEBRATION

LEVEL 7

*Occult, Fey*

**Cast:** 1 Action, verbal, somatic

**Focus:** an emerald worth at least 5 gp

**Range:** Touch / 30 foot radius

**Duration:** 1 hour

You create a 30-foot radius area around a point in which you place or toss the emerald. Any intelligent creature that starts its turn within the area must succeed on a Wisdom saving throw or

start to engage in celebratory revelry: drinking, singing, laughing, and dancing. Affected creature are reluctant to leave the area until the spell ends, preferring to continue the festivities. They forsake appointments, cease caring about their woes, and generally behave in a cordial (if not hedonistic) manner. This preoccupation with merrymaking occurs regardless of an affected creature's agenda or alignment. Assassins procrastinate, servants join in the celebration rather than working, and guards abandon their posts.

The effect ends on a creature when it is attacked, takes damage, or is forced to leave the area. A creature that makes a successful saving throw can enter or leave the area without danger of being glamoured. A creature that fails the saving throw is forcibly removed from the area and must repeat the saving throw if it returns to the area. Three failures in a row cause a creature to no longer be given saves to resist for the remaining duration.

The duration of this spell is doubled if the 30 foot area has a large enough supply of food, drink, song, and merrymaking.

You are immune to the spell's effect.

#### CEREMONIAL SERVANT

*Occult, Cantrip, Dreaming*

**Cast:** 1 Action, verbal, somatic

**Range:** Self / 25 feet radius

**Duration:** up to 24 hours

You conjure a dreamlike entity, a ghostlike figure that resembles you and that can participate in ceremonies or rituals you perform. They cannot perform any other tasks; if the ceremony is disrupted or you stop performing the ceremony, the spell ends.

#### CHAOS AT THE HEART OF EVERYTHING LEVEL 5

*Occult, Fathomless*

**Cast:** 1 Action, verbal

**Focus:** a musical instrument

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You use music to imitate the discordant piping that formed the universe. Choose any number of aberrations, fiends, elementals, primordials, and oozes that you can see and that can hear you within range. Each must make a Charisma saving throw. On a failure, the creature becomes indifferent towards any creatures they were previously hostile toward until the spell ends; at which point they become hostile again unless the GM rules otherwise. In addition, creatures that fail have disadvantage on Wisdom (Perception) checks to perceive any creature other than you until the spell ends or until the target can no longer hear you.

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#### CHEAT

#### CANTRIP

*Occult, Cantrip, Fey*

**Cast:** 1 Bonus Action, somatic

**Range:** Self

**Duration:** Instantaneous

With a subtle twist of your fingers, you alter the outcome of a nonmagical game of chance such as cards or dice. When a dice roll is made to determine the outcome of the game, you may demand a reroll, but be forced to live with the second result.

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#### CHILL TOUCH

#### CANTRIP

*Occult, Cantrip*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 round

Your hand radiates a pale darkness. Make a melee spell attack against the creature to assail it with the chill of the grave. This weakens the living and disorients the undead.

Living creatures take 1d8 necrotic damage, and can't regain hit points until the start of your next turn. Undead creatures make a Constitution saving throw or are unable to move for their next turn. Critical failure of this Constitution save causes the undead to flee for 1 round.

**Augmented (5th)** damage increases to 2d8  
**Augmented (11th)** damage increases to 3d8  
**Augmented (17th)** damage increases to 4d8

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**CLAWS OF DARKNESS** **CANTRIP**

*Occult, Cantrip*

**Cast:** 1 action, verbal, somatic  
**Range:** Self  
**Duration:** Concentration, up to 1 minute

You shape shadows into claws that grow from your fingers and drip inky blackness. The claws have a reach of 10 feet. While the spell lasts, you can make a melee spell attack with them that deals 1d10 cold damage.

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**CLOAK OF DREAMS** **LEVEL 5**

*Occult, Fey*

**Cast:** 1 action, verbal, somatic  
**Focus:** a rose petal and a drop of perfume  
**Range:** Self / 5 ft radius  
**Duration:** Concentration, up to 1 minute

You are surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep for 1 minute if they fail a Wisdom saving throw. Creatures must save each time they end their turn within the Cloak Of Dreams, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened by a standard action or after being wounded. Creatures with keen or acute smell are at disadvantage on their save.

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**CLOAK OF SECRETS**

**LEVEL 1**

*Occult*

**Cast:** 1 minute, verbal, somatic  
**Range:** 30 ft  
**Duration:** 10 minutes

You form an invisible bubble with a 5 foot radius that filters all speech coming inside the affected area so that creatures outside hear a completely different version of the conversation. The bubble also disguises lip movements to match the false conversation. Any creature listening for at least 1 round can attempt an Insight check against your spell DC to realize the conversation doesn't make sense.

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**CLOAK OF SHADOW**

**LEVEL 1**

*Occult*

**Cast:** 1 Bonus Action, verbal  
**Range:** Self  
**Duration:** Concentration, up to 1 minute

You cloak yourself in shadow, giving you advantage on Dexterity (Stealth) checks against creatures that rely on sight.

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**CLOSING IN**

**LEVEL 3**

*Occult*

**Cast:** 1 action, verbal, somatic  
**Focus:** a pinecone [consumed]  
**Range:** 30 feet  
**Duration:** Concentration, up to 1 minute

You crush a pinecone in your hand, choosing a creature you can see within range. The target must succeed on a Wisdom saving throw, which it makes with disadvantage if it's in an enclosed space. On a failed save, the creature believes the world around it is closing in and threatening to crush it. Even in open or clear terrain, the creature feels as though it is sinking into a pit, or the land is rising around it. The creature has disadvantage on ability checks and attack rolls.

for the duration, and it takes 2d6 psychic damage at the end of each of its turns. An affected creature repeats the sting throw at the end of each of its turns, ending the effect on itself on a success.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

### COMMAND OF THE BLOODY TONGUE

#### LEVEL 3

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of your own blood drawn by biting your tongue [consumed]

**Range:** 30 feet

**Duration:** 1 minute

You command the target's blood to rush out of its wounds. To cast this spell, you must bite your tongue, inflicting 1 point of damage upon yourself. The target must succeed on a Constitution saving throw or become susceptible to bleeding for the duration. Whenever the susceptible target takes damage, it bleeds for the rest of the spell's duration. While bleeding, the target loses 5 hit points at the start of each of its turns. If the target regains hit points in any way, or benefits from a successful Wisdom (Medicine) check against the spell's save DC, the bleeding stops until the target is damaged again. Undead and creature like constructs that lack blood are unaffected by this spell.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, the target loses an additional 5 hit points each round that it bleeds.

### COMMAND UNDEAD

#### LEVEL 3

*Occult*

**Cast:** 1 action, verbal

**Focus:** a piece of an undead creature

**Range:** 60 feet

**Duration:** 1 round

You speak a one-word command to all undead creatures you can see within range. Any target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is living, if it doesn't understand your language, or if your command is directly harmful to it.

### CONGEAL FORMLESS SPAWN

#### LEVEL 6

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a vial of blood from a creature with an Intelligence score of 5 or higher [consumed]

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You empty the vial of blood, which immediately rolls and seethes, becoming a formless spawn in an unoccupied space you can see within range. When reduced to 0 hit points, it dissolves into a thin film of revolting residue. When the spell ends, the formless spawn does not vanish, but immediately leaves to seek its own mysterious goals.

The formless spawn is hostile to all creatures besides oozes. Roll initiative for the formless spawn, which has its own turns. The formless spawn pursues and attacks the nearest non-ooze creature obviously hostile to you. If none are available, it attacks other creatures to whom it is hostile while the spell lasts.

#### FORMLESS SPAWN (*Large Ooze*)

**AC:** 14 (19 with Parrying tendrils)

**Hit Points:** 95 (10d10 + 40)

**Speed:** 40 ft, climb 30 ft, swim 50 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	18 (+4)	15 (+2)	12 (+1)	15 (+2)

**Damage Resistances:** Bludgeoning, Piercing, Slashing  
**Damage Immunities:** acid  
**Condition Immunities:** blinded, deafened, exhaustion, prone  
**Senses:** blindsight 10ft, passive perception 8  
**Senses:** blindsight 90ft (blind beyond this radius), tremor sense 120 ft, passive Perception 11.  
**Languages:** Abyssal

**Amorphous:** can move through a space as narrow as 1 inch wide without squeezing  
**Magic Resistance:** the spawn has advantage on saving throws against spells and effects  
**Reactive:** The spawn can make 1 reaction on each turn of combat  
**Spider Climb:** the spawn can climb difficult surfaces, including upside down on ceilings, without need for an ability check  
**False Appearance:** while motionless it appears as a puddle of tar or oil  
**Form Weapon:** as a bonus action, it transforms its body to gain one of the following attacks until its next turn:

**Bite:** +6 to hit, reach 5 ft, hit 2d12 + 3 piercing and 2d6 acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the formless spawn can't bite other targets. When the spawn moves, any Large or smaller creature it is grappling moves with it.

**Ram:** +6 to hit, reach 10 ft, hit 4d12 + 3 piercing. If the target is a creature it must succeed on a DC 15 Strength saving throw or be either knocked prone or pushed up to 5 feet away (spawn's choice)

**Whip Tendrils:** +6 to hit, reach 15 ft, up to 5 different targets, hit 2d4 + 3 slashing damage

#### ACTIONS

**Pseudopod.** +7 to hit, reach 10 ft, Hit 1d8 + 4 bludgeoning damage

#### REACTIONS

**Parrying Tendrils.** Spawn adds 5 to its AC against one melee attack that would hit it. To do so, the spawn must be able to see or otherwise detect the attacker.

## CONJURE DREAM-DWELLERS LEVEL 4

*Occult, Dreaming*

**Cast:** 1 minute, verbal

**Focus:** sand and a silver key worth 50 gp

**Range:** 30 feet

**Duration:** Concentration, up to 1 hour

You summon one or more creature from the dream world of Sene'Rine'Rada in an unoccupied space that you can see within range. Choose one of the following options below:

- One Leng
- Two Nightgaunts
- Four Yeth Hounds
- Eight Dweomer Cats

The creature disappears when it drops to 0 hit points or when the spell ends. It is friendly to you and your companions for the duration unless it succeeds on a Charisma saving throw, in which case it acts as it wills. Roll initiative for the.

Creature, which has its own turns. If you control it, it obeys any verbal commands that you issue to it (requiring no action from you), as long as they don't violate its interests. If you don't issue any command to it, it defends itself from hostile creature but otherwise takes no actions.

If your concentration is broken, the summoned creature doesn't disappear. Instead you lose control of the creature, it becomes hostile towards you and your companies, and it might attack. An uncontrolled summoned creature can't be dismissed by you, and it disappears 1 hour after you summoned it.

## CONTACT OTHER PLANE\* LEVEL 5

*Occult, Ritual*

**Cast:** 1 minute

**Focus:** an item related to the plane or entity

**Range:** Self

**Duration:** 1 minute

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar

intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A greater restoration spell cast on you ends this effect.

On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes", "no", "maybe", "never", "irrelevant", or "unclear". If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

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**CONTRARY MELODY** LEVEL 7

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*Occult, Fathomless*

**Cast:** 1 action, verbal

**Focus:** a musical instrument

**Range:** Self / 30 feet

**Duration:** Concentration, up to 8 hours

Spells, features, and other effects that deal sonic or thunder damage, that teleport or conjure creatures or objects, or that require hearing to take effect have no effect within a 30 foot radius around you for the duration. If such effects target creatures or objects in the area or the targets of such effects enter the area, those effects are suppressed. The duration of each suppressed effect continues to elapse.

In addition, whenever an enemy in the area casts a spell with verbal components, that creature must make a saving throw using its spell casting ability unless the spell is at least 7th level or uses a spell slot of at least 7th level. On a failed save, the creature takes 4d10 thunder damage and can't cast the spell but can choose another action. On a successful save, the creature casts the spell and takes half damage (which may force it to make a Constitution saving throw to maintain concentration on a spell, including the spell it just cast).

**Heightened(+):** When you cast this spell using a spell slot of 8th level or higher, the radius increases by 10 feet per slot level above 7th and the level of spells that this spell interferes with increases by one level for each slot level above 7th.

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**CORPSE LANTERNS** LEVEL 2

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*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a glow worm [consumed]

**Range:** 120 feet

**Duration:** 1 minute

You summon four spheres that emit a pale sickly greenish-yellow light. These orbs hover in the air for the duration and shed dim light in a 20 foot radius. Anyone within the light is at disadvantage to stealth checks, and interfere with magical Illusions such that creatures receive advantage in discerning them if within the light. You may move the lights up to 20 feet as a bonus action.

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**CORPSE SPIDERS** LEVEL 6

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*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a black widow spider [consumed]

**Range:** 30 feet

**Duration:** 10 minutes

Flesh and bone erupt from every fresh and nearly intact corpse within 30 feet of you that still has flesh upon its body as twisted spiders crawl forth from the carcass. A number of swarms equal to as many as 1/2 your Warlock level are created. The spiders are ravenous and not fully under your control, swarming living flesh that is the nearest to them. As a free action, you can cause them to burst and rot away.

**CORPSE SPIDER SWARM** (*Tiny Beasts*)

**AC:** 12 (natural armor)

**Hit Points:** 5d8

**Speed:** 20 ft, climb 20 ft

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

**Damage Resistances:** Bludgeoning, Piercing, Slashing

**Condition Immunities:** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses:** blindsight 10ft, passive perception 8

**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 insect. The saws can't regain hit points or gain temporary hit points.

**Spider Climb:** The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The swarm ignores movement restrictions caused by webbing, and can sense the exact location of other creatures in contact with the same web.

#### ACTIONS

**Bite.** Melee Weapon Attack: +3 to hit, reach 0 ft, one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm is at half of its hit points or fewer.

### COUNTLESS EYES

LEVEL 3

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** an eye from a creature

**Range:** Touch

**Duration:** 1 hour / Warlock level

The target sprouts extra eyes all over its body, including the back of its head. It gains all-around vision causing them to be unable to be flanked, and +10 to Perception checks.

### COUNTERVAILING

CANTRIP

*Occult, Cantrip, Wyrm*

**Cast:** 1 action, verbal, somatic

**Focus:** 1 hitpoint [consumed]

**Range:** Touch

**Duration:** 1 round

You compensate after the fact for the effects of an ongoing detrimental spell; the penalty is temporarily removed. The target must take 1 hitpoint of damage, and one magical effect that was cast with a non-instantaneous duration is negated until the end of your next turn. This spell does not heal wounds (or compensate for them).

**Heightened (+):** When you cast this spell using a spell slot of 1st level or greater, the duration expands to 1 round for each level of the spell slot.

### COVETOUS AURA

LEVEL 5

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** the tears of a child

**Range:** Self / 25 foot radius

**Duration:** 1 round / Warlock level

Anytime a spell of 3rd level or lower is cast within 25 feet of you, in which the caster had the ability to choose multiple targets, you may choose to immediately gain the benefit of that spell as if it had also targeted you. The intended target(s) still gain the effect of the spell. You gain the benefits of this duplicated spell only if the caster is in range of your aura. Each time this spell duplicates a spell effect, the remaining duration is reduced by a number of rounds equal to the spell level of the spell effect that is duplicated.

### CREATE TREASURE MAP

LEVEL 2

*Occult, Fiend*

**Cast:** 1 hour, verbal, somatic

**Focus:** powdered metal and rare inks worth 10 gp

**Range:** Touch

**Duration:** Instantaneous

You target a creature who has died within the last 24 hours, and magically tattoo a map onto its skin. You may then cut off this skin to use it as a map. You may ask a question with a number of words equal to your Warlock level that begins with “Where is/are” (these words don’t count towards your total). The map reveals the location of one item that matches your description. The map is accurate to the best knowledge the creature had in life. Any inaccuracies or faulty information held by the creature are represented on the map as well. The map also does not take into account for any changes that occur after the creature’s death.

**CREEPING DARKNESS****LEVEL 8**

*Occult, Shadowbound*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You create a great, writhing mass of shadows that move slowly in a direction you choose. The grasping, shadowy tendrils occupy up to three 10 foot tubes within range. The mass has a speed of 20 feet, and it moves each round at the end of your turn, ignoring difficult terrain. The shadows can also move vertically or across a ceiling, as long as they can travel along a surface on which to cling.

All light in this area is reduced to dim light. The surface covered by the darkness is considered difficult terrain.

If the darkness moves into the space occupied by a living creature, that creature takes 6d6 necrotic damage and is restrained. The creature must make a Constitution saving throw. On a successful save, the creature takes half the damage and is not restrained. Any creature in the area of the spell at the start of its turn must make another Constitution saving throw, taking damage in each round that it remains in the area. Restrained creatures move with the darkness,

dragged along by the shadowy tendrils. A creature can take an action on its turn to make a Strength check against your spell save DC to see itself from the tendrils.

Bright light can destroy portions of the spell. One 5-foot cube is destroyed if it takes 12 radiant damage. As long as at least one 5-foot cube occupies all or part of a creature’s space, the creature remains restrained.

**CROWN OF STARS****LEVEL 7**

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** 1 hit die [consumed]

**Range:** Self

**Duration:** 1 hour

Seven star-like motes of light appear and orbit your head until the spell ends. You can use a bonus action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote.

If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius.

**Heightened (+):** When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.

**CRUSHING CURSE****CANTRIP**

*Occult, Cantrip, Old God*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You speak a word of Void Speech. Choose a creature you can see within range. If the target can hear you, it must succeed on a Wisdom saving throw or take 1d6 psychic damage and be deafened for 1 minute, except that it can still hear Void Speech. A creature deafened in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Augmented (5th)** damage increases to 2d6

**Augmented (11th)** damage increases to 3d6

**Augmented (17th)** damage increases to 4d6

#### CURSE OF DRAGONFLIES

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a dragonfly [consumed]

**Range:** 120 feet

**Duration:** Permanent

You attempt to permanently hamper a creature's ability to fly. The creature must succeed on a Constitution saving throw, or permanently be reduced to 1/2 of its natural flying speed as its wings grow unnatural rips and tears. This spell does not affect incorporeal creatures or creatures without wings.

#### CURSE OF HOSTILITY

LEVEL 3

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a clove of garlic [consumed], and a body part from the chosen race

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed with the antipathy of a certain type or race of creature, chosen by you when you cast the spell. Choose a type (e.g. Giants, Dragons, Elementals, Undead) or a group/race (e.g. members of the local thieves guild, Orcs). In

situations involving creatures of the selected type, the following effects apply. A remove curse spell can end this effect.

- 1) in encounters with creatures of the selected type, when the creatures are already hostile, they will attack the target of this spell in preference to other targets.
- 2) a creature of the selected type gains advantage on any attack rolls made against the target if the target has attacked and hit the creature at least once during the encounter.
- 3) the target has disadvantage on any Charisma based checks made against creatures of the chosen type.

#### CURSED GIFT

LEVEL 4

*Occult, Fey*

**Cast:** 1 action, verbal, somatic, material (an object worth at least 7 gold)

**Range:** Touch

**Duration:** 24 hours

You imbue an object with a harmful magical effect that you or another creature in physical contact with you is currently suffering from. If you give this object to a creature that freely accepts it during the duration of the spell, the recipient must make a Charisma saving throw. On a failed save, the harmful effect is transferred to the recipient for the duration of the spell (or until the effect ends).

Returning the object to you, destroying it, or giving it to someone else has no effect. Remove Curse and comparable magic can relieve the individual who received the item, but the harmful effect still returns to the previous victim when this spell ends if the effect's duration has not expired.

**Material:** an object worth at least 7 gold

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the duration increases by 24 hours for each slot level above 4th.

## CURSED SILENCE

LEVEL 6

*Occult*

**Cast:** 1 minute, verbal, somatic

**Focus:** a tongue of a snake

**Range:** 10 feet

**Duration:** Until dispelled

You cause a cursed rune to magically engrave a seal onto the back of a creature's tongue. If the creature tries to show their seal, talk about the seal's existence, talk about your involvement with the seal, or discuss a topic of your choice that you specify when casting the spell without your express permission, the creature must make a Constitution saving throw or begin suffocating until they die. At the end of each of their turns, they may attempt to stop their actions and make another saving throw; a success ends the suffocation. A successful save renders the seal ineffective for 1 round, but does not dispel the magic. This spell can not be dispelled by normal magic, but can be ended by a Remove Curse spell.

kiss will wake the target of the Cursed Slumber. The target continues to age normally and can die of old age.

If the target remains asleep for at least 1 year, the spell grants benefits to spell casters in its vicinity. Each creature within 30 feet of the sleeping target has advantage on Intelligence (Arcana) checks. Treat the slot level of any spell cast within 30 feet of the sleeping target as one higher if the target has been asleep at least 1 year. Effective slot level increases from multiple sources are not cumulative.

## DAHAK'S RELEASE

LEVEL 5

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** a dried drop of demon or tiefling blood

**Range:** Touch

**Duration:** 1 minute

You unleash all the target's anger and destructive urges, causing it to fly into a violent bloodlust. If the creature fails a Wisdom saving throw, its actions are determined each round by the following table. If a creature is killed or the target is for some reason unable to effectively attack it, roll on the table again to select a new action for the target.

### D% Behavior

01-25 Target attacks the creature nearest to it

26-75 Target attacks its nearest ally

76-100 Target always attacks the last creature to attack it

If the target is unable to reach its subject on its turn, it gets as close as possible to the subject of its bloodlust. The target also gains advantage on attack and damage rolls, and cannot use any Charisma, Dexterity, or Intelligence based skills that require patience or concentration. Any creature immune to confusion or rage is immune to this spell.

## CURSED SLUMBER

LEVEL 9

*Occult, Dreaming*

**Cast:** 1 action, verbal, somatic

**Focus:** white sand [consumed]

**Range:** 60 feet

**Duration:** Instantaneous, or until dispelled

You choose a creature you can see other than a construct or undead within range. It must make a Wisdom saving throw. The target takes  $20d10$  psychic damage and is stunned until the start of your next turn on a failed save or takes half as much damage and can't take reactions until the start of its next turn on a success. This damage can't reduce the target below 1 hit point. If the target is reduced to 1 hit point and has an Intelligence score of at least 5, it falls unconscious, sleeping with no need of food or water (although it must still breathe) until the spell is dispelled. No violence, face-full of water, or

## DAMNATION STRIDE

LEVEL 5

*Occult, Fiend*

**Cast:** 1 bonus action, verbal

**Focus:** 1 level of corruption

**Range:** Touch / 500 feet

**Duration:** Instantaneous

You instantly transfer yourself and all creatures and objects you touch to another spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't make any other actions until your next turn. All creatures to be transported must be in contact with one another and be within 10 feet of you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

When you teleport, you leave behind a burst of fire. A 10 foot radius around you bursts into flame dealing 4d6 points of fire damage to creatures left behind and fiery runes emblazon themselves on the ground in which you stood.

## DARK DEMENTING

LEVEL 5

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** a moonstone

**Range:** 120 feet

**Duration:** 10 minutes

A dark shadow creeps across the target's mind and leaves a small bit of shadow essence behind, triggering a profound fear of the dark. A creature you designate within range must make a

Charisma saving throw. If it fails, the target becomes frightened of you for the duration. A frightened creature can repeat the saving throw each time it takes damage, ending the effect on a success. While frightened in this way, the creature will not willingly enter or attack into a space that isn't brightly lit. If it is dim light or darkness, the creature must either move toward bright light or create its own (by lighting a lantern, casting a light spell, or the like).

## DARK LORD's MANTLE

LEVEL 5

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** you must be of demonic blood

**Range:** Self (30 foot radius)

**Duration:** Concentration, up to 10 minutes

You infuse yourself with fiendish power, which inspires your allies and intimidates your foes. While the spell lasts, you exude confidence, strength and might. You gain advantage on saving throws against all glamour spells and effects. In addition, each ally within 30 feet of you can roll a d4 once per round and add the result to an attack roll or attack damage as a bonus action, or to a saving throw as a reaction. An enemy that starts its turn within 30 feet of you, or that moves within 30 feet of you on its turn, must succeed on a Wisdom saving throw or become frightened of you. If a creature moves out of the spell's radius, it remains frightened until the start of its next turn, and then the spell ends for the creature. While frightened in this way, the creature repeats the saving throw at the end of each of its turns. On a success, the creature is no longer frightened, and it cannot be affected again by your casting of this spell for 24 hours.

## DARK MAW

CANTRIP

*Occult, Cantrip*

**Cast:** 1 action, verbal, somatic

**Focus:** a dog's tooth

**Range:** Touch  
**Duration:** 1 round

Thick, penumbral ichor drips from your shadow-stained mouth, filling your mouth with giant shadow fangs. Make a melee spell attack against one target. On a hit, the target takes 1d8 necrotic damage as your shadowy fangs sink into it. If you hit a humanoid target, you gain 1d4 temporary hit points until the start of your next turn. If you have a bite attack (such as from a racial trait or a spell like *alter self*), you can add your spell casting ability modifier to the damage roll.

**Augmented (5th)** damage increases to 2d8  
**Augmented (11th)** damage increases to 3d8  
**Augmented (17th)** damage increases to 4d8

## DARK WEB OF THE SPIDER MONARCH

### LEVEL 5

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*Occult*

**Cast:** 1 action, verbal, somatic  
**Focus:** a thread of black silk  
**Range:** Self (30 foot cube)  
**Duration:** Concentration, up to 1 hour

You create a 30 foot cube centered on you that fills with sticky, night-black webbing. The webs are difficult terrain and lightly obscure the area for all creatures other than you, who instead gains a 30 feet climbing speed while moving on the webs.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall or ceiling, the web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters the webs during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained for as long as it remains in the webs or until it breaks free.

Each turn that you are in the webs, you can use a bonus action to siphon life force from every creature restrained by the webs. Each creature takes 3d6 necrotic damage, and you regain hit points equal to half the damage dealt. A creature restrained by the webs can use its action to make a Strength check against your spell save DC. On a successful check, it is no longer restrained. The webs are not flammable, but are susceptible to radiant damage. Any 5-foot cube of webs exposed to radiant damage dissipates to nothing in 1 round.

## DARKBOLT

### LEVEL 2

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*Occult*  
**Cast:** 1 action, verbal, somatic  
**Range:** 60 feet  
**Duration:** Instantaneous

You utter a quick invocation to create a black nimbus around your hand, then hurl three rays of darkness at one or more targets in range. The rays can be divided between targets however you like. Make a ranged spell attack for each target (not each ray); each ray that hits deals 1d10 cold damage. A target that was hit by one or more rays must make a successful Constitution saving throw or be unable to use reactions until the start of its next turn.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

## DEATH CLUTCH

### LEVEL 9

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*Occult, Fiend*  
**Cast:** 1 action, verbal, somatic  
**Range:** 25 feet  
**Duration:** Instantaneous

You chant an unholy litany, reaching out with a grasping motion toward your target and cause its

heart to leap out of its chest and into your hand. A creature must make a Constitution saving throw. A target with 200 or fewer hit points remaining that fails its saving throw is instantly reduced to a number of negative hit points equal to your Warlock level. The creature is staggered on its next turn, able to make a single move or a single action but not both, at which point it dies at the start of your next turn. If the affected creature receives a Regeneration spell before the beginning of your next turn, the creature gains the normal benefits of that spell and, thanks to its heart's regeneration, it doesn't immediately die when your next turn begins.

A target with 201 or more hit points that fails its saving throw manages to keep its heart from leaping out of its chest, but it is still staggered for 1 minute (only able to make 1 action or 1 move, but not both) and takes 1d4 points of Constitution drain.

Regardless of its current hit points, if the target succeeds at its Constitution save, it is staggered (only able to take 1 action or 1 move but not both) until the beginning of your next turn as it feels its heart wrenching within its chest.

## DEATH KNELL

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a fly [consumed]

**Range:** Touch

**Duration:** Instantaneous

You snuff the life out of a creature on the brink of death. The target must succeed on a Wisdom saving throw or automatically fails two death saving throws. If this kills it, you gain 10 temporary hit points and +1 bonus to attack and damage rolls for 10 minutes.

**Heightened (4th):** When you cast this spell using a 4th level spell slot, you may instead turn this into a concentration spell that lasts for 1 minute. During this time, you shed an aura of dull light for 20 feet. Creatures that start their turn within your

aura must save vs a Wisdom saving throw or suffer the harmful effects of Death Knell [above].

## DEATH MAGIC

LEVEL 1

*Occult, Old God*

**Cast:** 1 reaction (when a creature dies), verbal, somatic, occult focus

**Range:** Self (30 feet)

**Duration:** Instantaneous

When a creature with a CR of 1 or greater dies within 30 feet of you, you may use a reaction to use one of your hit dice to heal yourself. You gain this health from the spirit leaving the creature's body.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you may use any number of hit dice equal to the creature's CR or the level of the spell slot used, whichever is smaller.

## DEEP SLEEP

LEVEL 8

*Occult, Dreaming*

**Cast:** 1 action, verbal, somatic

**Focus:** a fistful of fine sand and gemstone powder worth at least 3 gp [consumed]

**Range:** 5 feet

**Duration:** Concentration, up to 1 hour

You blow the powder into the face of a Large or smaller creature, sending them into a deep, magical slumber. The target must succeed on a Wisdom saving throw to avoid falling asleep. A creature whose challenge rating is higher than your level gains a bonus to the save equal to the difference of your level / CR. Constructs, oozes, plants, undead, and creatures immune to being charmed are immune to this spell.

An affected target falls prone and is unconscious. Shaking, sleeping, or moving the creature does not wake them. Damaging the creature also does not wake it, until it is less than 1/2 health, in

which case the spell ends and the target awakens. For every 10 minutes spent in deep sleep, the sleeper's exhaustion level is reduced by one. Spending 10 minutes asleep this way is equivalent to completing a short rest, and a full hour gains the advantages of a long rest.

### DEFLECT BLAME

LEVEL 3

*Occult*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** a bone of a jackal or coyote

**Range:** 30 feet

**Duration:** Instantaneous

You can cast this spell immediately after attacking a creature, causing that creature to believe that a different creature that threatens it was responsible for the attack rather than you if they fail a Wisdom saving throw. You can instead cast this spell immediately after a failed a Deception, Diplomacy, or an Intimidate check, causing the target of that check to believe that a different creature you designate within spell range was responsible for the content of that failed check. Using the spell in these ways doesn't compel the target to undertake a specific action in response to its belief of where the blame lies.

### DEMON WITHIN

LEVEL 3

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** a vial of blood from a humanoid killed within the previous 24 hours [consumed]

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You choose one humanoid within range that you can see, they become a gateway for a demon to enter the Plane Of Existence you are on. The GM chooses a Dathairä of CR 4 or lower. The target must make a Wisdom saving throw. On a success, the gateway fails to open, and the spell has no effect. On a failed save, the target takes

4d6 force damage from the demon's attempt to claw its way through the gate. For the spell's duration, you can use a bonus action to further agitate the demon, dealing an additional 2d6 damage to the target each time.

If this spell is cast on the plane of Baator, the target is not given a saving throw and the spell automatically succeeds. This spell does not work on Dathairä.

If the target is dropped to 0 hit points by damage taken from this spell, the demon tears through the body and appears in the same space as the victim, and they automatically fail a death saving throw. You do not control this Dathairä, it is free to either attack or leave the area as it chooses.

### DESICCATING BREATH

LEVEL 4

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** prepared dust and ash from a creature's body and essence [consumed]

**Range:** Self (30 foot cone)

**Duration:** Instantaneous

In preparation, you create this focus by turning a creature's body and essence into ash. This can only happen once per creature. This preparation takes a short rest and requires a mostly intact creature.

Upon casting this spell, you place the ash into your mouth and spew forth a cloud of black dust that draws all moisture from a 30 foot cone.

Each creature in the cone takes a number of d6 necrotic damage equal to half the CR of the creature that was turned to ash (rounded up). For example, the prepared ashes of a CR 3 Yeti would deal 2d6 necrotic damage. Creatures take half damage if they make a successful Constitution saving throw. The damage is doubled for plants and plant creatures as well as water elementals.

### DESTRUCTION

LEVEL 7

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 3 rounds

You select a target that you can see within range, who must succeed on a Constitution saving throw or be slowly consumed by unholy fire. The target takes 3 points of damage per Warlock level. Each round that follows you continue to deal the damage again by utilizing an action. If the target is slain by any of this damage, the spell consumes them and turns their flesh to dust (but not their equipment and possessions).

Once a creature has been targeted by this spell, you may continue to damage the target regardless of the range that are at.

#### DESTRUCTIVE RESONANCE

LEVEL 2

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Range:** Self / 15 foot cone

**Duration:** Instantaneous

You shout a scathing string of Void Speech that assaults the minds of those before you. Each creature in a 15-foot cone that can hear you takes 4d6 psychic damage, or half that damage with a successful Wisdom saving throw. A creature damaged by this spell can't take reactions until the start of its next turn.

**Heightened (+):** 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.

#### DEVILFORGE

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** your own blood

**Range:** Touch

**Duration:** Concentration, up to 1 minute

When you cast this spell, you cut your hand and take 1d4 slashing damage that can't be healed until you take a long rest. You then touch a construct; it must make a successful Constitution saving throw or be charmed by you for the duration. If you or your allies are fighting the construct, it has advantage on the saving throw. Even constructs that are immune to charm effects can be affected by this spell.

When the construct is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack the ghouls", "Block the bridge", or "Fetch that bucket". If the construct completes the order and doesn't receive further direction from you, it defends itself.

You can use your action to take total and precise control of the target. Until the end of your next turn, the construct takes on the actions you specify and does nothing you haven't ordered it to do. During this time, you can also cause the construct to use a reaction, but doing this requires you to use your own reaction as well. Each time the construct takes damage, it makes a new Constitution saving throw against this spell. If the saving throw succeeds, the spell ends. Three failures makes the construct compliant for the remaining duration - and it does not get further saves.

If the construct is already under your control when the spell is cast, it gains an Intelligence of 10 (unless its own Intelligence is higher, in which case it retains the higher score) for 4 hours. The construct is capable of acting independently, though it remains loyal to you for the spell's duration. Also, if the construct was under your control during the casting, you may grant the target a bonus equal to your Intelligence modifier on one skill in which you have proficiency.

**Heightened (+):** When you cast this spell using a 5th level spell slot, the duration increases to 10

minutes. When you use a 6th level spell slot, the duration increases to 1 hour. When you use a spell slot of 7th level or higher, the duration becomes 8 hours.

#### DIMINISH RESISTANCE

#### LEVEL 2

*Occult, Fathomless*

**Cast:** 1 action, verbal, somatic

**Focus:** a chunk of flesh from a creature who had resistance to the energy type you select [consumed]

**Range:** 120 feet

**Duration:** 3 rounds

You weaken a creatures resistance against one energy type you select: acid, cold, electricity, fire, or sonic. The creature must succeed on a Constitution saving throw or have their resistance removed. If the target is immune, they become resistant.

#### DISCERN HEALTH

#### CANTRIP

*Occult, Cantrip, Undying*

**Cast:** 1 action, verbal, somatic

**Range:** 10 feet

**Duration:** Instantaneous

You can see the aura that surrounds all living beings, and can read from it the target creature's health. You learn if they are at full hit points, and if those hit points are greater or smaller than your total health.

#### DISQUIETING GAZE

#### LEVEL 1

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

Your eyes burn with scintillating motes of unholy crimson light. Until the spell ends, you have advantage on Charisma (Intimidation) checks

made against creatures that can see you, and you have advantage on spell attack rolls that deal necrotic damage to creatures that can see your eyes.

#### DIVINITY LEECH

#### LEVEL 9

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 minute

You disrupt the connection between a divine spell caster or a deific servitor and their deity, blocking their use of divine power. The target makes a Wisdom saving throw. On a failure, it is Fatigued, and for the duration of the spell, whenever the target casts a Divine spell, you regain 6d6 hit points and the target must attempt another Wisdom saving throw; on a failure the spell fails and the target is stunned.

#### DOOMTIDE

#### LEVEL 5

*Occult, Shadowbound*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of creature born in the Shadowfell

**Range:** 80 feet

**Duration:** 1 minute

You fill an area with black creeping mist that vaguely resembles thousands of spending grasping tentacles. Creatures within the area must make a Wisdom saving throw or lose their turn for 1 round and take 2d8 points of poison damage. Creatures within the mist are fully obscured and blocks magical darkvision beyond 5 feet.

You may choose eight 10 foot cubes extending straight from you, and at casting decide if the effect remains stationary or if its point of origin moves straight away from you at a rate of 10 feet per round.

<b>DRAIN POISON</b>	<b>LEVEL 3</b>	<b>DREAM REALITY</b>	<b>LEVEL 5</b>
<i>Occult</i>		<i>Occult, Dreaming</i>	
<b>Cast:</b> 1 action, verbal, somatic		<b>Cast:</b> 1 action, verbal	
<b>Focus:</b> a poisonous or venomous creature		<b>Focus:</b> a tooth from a Fey creature, ground into powder [consumed]	
<b>Range:</b> 10 feet		<b>Range:</b> 25 feet	
<b>Duration:</b> 24 hours		<b>Duration:</b> 1 minute / Warlock level	
You target a poisonous or venomous creature in range, draining 1 dose of the creature's poison, which is magically applied to your weapon without risk of poisoning yourself. The poison remains on the weapon until either it strikes a creature, you touch the weapon, or you wipe off the poison. It otherwise functions exactly like a dose of a manufactured poison applied to a weapon. You can use this spell with natural as well as manufactured weapons. This spell does not prevent you from exposing yourself to the poison if you roll a natural 1 on an attack roll while the poison is applied to your weapon.		You cause a target that you can see within range to perceive the world as if in a dream. If they fail a Wisdom saving throw, the target forgets all identifying details of events that transpired while the spell lasted. The memories were not taken from it; rather, its mind never recorded the memories as real in the first place. If memory altering spells are cast upon it before the spell ends, the target remembers these events. Sleeping targets automatically fail their saving throw.	
<b>DREAD CURSE OF AZATHOTH</b>	<b>LEVEL 6</b>	<b>DWEOMER CHAOS</b>	<b>LEVEL 7</b>
<i>Occult, Undying</i>		<i>Occult, Dreaming</i>	
<b>Cast:</b> 1 action, verbal, somatic		<b>Cast:</b> 1 action, verbal, somatic	
<b>Focus:</b> a finger bone from a Wight or undead of CR 3 or higher		<b>Focus:</b> an object from Sene'Rine'Rada	
<b>Range:</b> 90 feet		<b>Range:</b> 150 feet	
<b>Duration:</b> Concentration, up to 1 minute		<b>Duration:</b> Instantaneous	
You wither a creature that you can see within range. The target must succeed on a Constitution saving throw or this spell reduces each of the target's ability scores to 3 (unless they were already lower). The target can follow simple instructions and recognize friends, but it can't cast spells. At the end of each of its turns, it may attempt another Constitution saving throw (using its new modifier of -4). On a success, the spell effect ends. A Restoration or Wish spell ends the spell.		The veil between Sene'Rine'Rada and your current Plane Of Existence thins, causing multiple minor vestiges of the dream world to extend into your reality and lash out at everything in a 30 foot radius sphere around a point you can see within range. Creatures in the area must make a Dexterity saving throw, taking 1d100 bludgeoning damage, and falling prone on a failed save, or taking half as much damage and avoiding falling prone on a successful one. Unattended, nonmagical objects in the area take half the damage rolled.	
<b>Heightened (+):</b> When you cast this spell using a 7th level spell slot, the duration extends to 10 minutes.		<b>Heightened (+):</b> When you cast this spell using a spell slot of 9th level, the damage increases to 2d100 bludgeoning.	

## DYING OF THE LIGHT

LEVEL 7

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a black pearl

**Range:** Self / 120 feet radius

**Duration:** Concentration, up to 1 minute

A wave of withering darkness erupts from you, filling a 120 foot radius sphere and extinguishing any nonmagical light sources in the area. Any light produced by spells of 6th level or lower are dispelled. Magic items (but not artifacts) that give off light have that property suppressed while in the spell's area. Any light sources brought into the area during the spell's duration are likewise extinguished. Light-producing spells of 7th level or higher function within the area.

Nonmagical light sources removed from the area can be rekindled. Magic items regain their ability to give off light 1 round after leaving the area.

This magical darkness foils darkvision, except for creatures that can see in magical darkness. You can see within the area of the spell as if it were brightly lit.

Each creature you choose to be affected that ends its turn in the darkness takes 4d8 necrotic damage and gains one level of exhaustion. A successful Constitution saving throw halves the damage and negates the exhaustion.

## ELDRITCH BLAST

CANTRIP

*Occult, Cantrip*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Instantaneous

A beam of crackling energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage.

The spell creates more than one beam when you reach higher levels: two beams at 5th level, three beams at 11th level, and four beams at 17th level. You can direct the beams at the same

target or at different ones. Make a separate attack roll for each beam.

## ELDRITCH CONDUIT

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** lifeforce of the target

**Range:** 30 feet

**Duration:** 1 minute

You select a willing creature within range that you can see. They surrender a piece of their life force and take damage equal to 1 of their hitdice. For the duration, you may cast spells and use the target as the point of origin. The target must be within range (30 feet) in order for you to use them as a conduit - if the target moves out of range, the conduit remains but cannot be utilized by you until you get back within range. Each spell you cast in this manner requires the target to expend their reaction.

**Heightened (+):** When cast with a 5th level spell slot, range increases to 100 feet + 10 feet per Warlock level for both casting and maintaining the conduit.

## ENEMY'S HEART\*

LEVEL 2

*Occult, Fiend, Ritual, Material*

**Cast:** 1 minute, verbal, somatic, material (a ceremonial dagger)

**Focus:** the heart of a creature

**Range:** touch

**Duration:** Concentration, 1 hour

You kill a helpless, living creature adjacent to you with the slash of a ceremonial dagger; cutting out their heart and consuming it. If the target dies, you gain 1d8 temporary hitpoints +1 for each HD of the target, and you gain one skill or attribute bonus of your choice that the creature had (e.g. Strength, Dexterity, Stealth, Perception).

**Material:** a ceremonial dagger

## ENSHROUD THOUGHTS

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour

You become warded against the mental prying of others, including the effects of Arcane magic to detect your thoughts or to modify your memory. If a creature attempts to target you with mind-affecting magic, the caster must succeed on an Intelligence check of DC 11 + your Warlock level or the spell fails. Only spells that read or modify your thoughts are blocked in this way.

## EVER HEALING WOUNDS

LEVEL 4

*Occult*

**Cast:** 1 action, somatic

**Focus:** the subject's own blood [consumed]

**Range:** 120 feet

**Duration:** 1 minute

You target a creature who has been wounded and is bleeding; they regain 1d4 hit points instantly, as well as at the end of each of their turns in which they were dealt damage (psychic damage does not count against this test). Their own blood begins to knit their wounds.

## EVIL EYE

LEVEL 3

*Occult*

**Cast:** 1 reaction, somatic

**Focus:** the eye from a creature [consumed]

**Range:** 25 feet + 5 feet / 2 levels

**Duration:** 1 action

The caster consumes the eye of a creature, and focuses malevolent wishes through their gaze and curses someone with bad luck. On a failed Wisdom save, the subject rolls at disadvantage for any die roll until the next sunrise, the spell is dismissed by the caster, a remove curse is cast

upon the subject, or when the caster takes at least 1 point of damage from the subject.

## EXTREME FLEXIBILITY

LEVEL 2

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute / Warlock level

You utter an Eldritch litany, and break one of your bones dealing 1d10 damage. Each of your joints and bones crack and split, allowing you to position your body in unnatural ways. You gain +10 on checks to escape from bonds and grapples, as your joints bend strangely. You also gain advantage on Slight Of Hand checks.

## EYE OF POWER

LEVEL 9

*Occult*

**Cast:** 10 minutes, verbal, somatic

**Focus:** an eyeball [consumed]

**Range:** Unlimited

**Duration:** 4 hours

You cause an eyeball to float, granting you the ability to visually sense through it. You may move the eye up to 30 feet per round as a free action. It sees exactly as you would see if you were there. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Additionally, you may cast spells through the eye. All spells cast this way must be level 3 or lower, and treated as such regardless of the spell slots used to cast. Spells of higher level produce no effect and destroy the eye.

The eye is corporeal and can be destroyed. It has an AC of 18 and 77 hit points. It uses your save bonuses for saving throws. Mental spells targeted against the eye count as targeting you directly. Any damage the eye takes beyond its hit point total is transferred to you.

## EYES OF THE VOID

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** an eyeball from a creature with darkvision [consumed]

**Range:** self

**Duration:** 24 hours

You gain the ability to see 60 feet in total darkness both natural and magical. While affected by this spell, your eyes turn completely black (but appear white to anyone viewing you with darkvision).

## FALSE FACE

LEVEL 1

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a folded paper mask

**Range:** Self

**Duration:** 1 hour

You alter details of your face so that you are no longer recognizable as yourself. Your new appearance is within the norms for your race, ethnicity, and gender. You lack control over the details of your appearance; the power is in the folded paper mask. However, reusing a paper mask causes the same identity to appear. You may keep multiple paper masks allowing you to call upon specific identities during the casting.

## FATHOM FLOWER

LEVEL 8

*Occult, Fey*

**Cast:** 1 long rest, verbal, somatic

**Focus:** a petaled flower, such as a daisy

**Range:** Self

**Duration:** Instantaneous

You ritualistically pull petals from a flower, and have 25 words to ask questions with. Each word you speak, you pull a petal from the flower. For example, "Who chases me?" Is three words, leaving you with 22 words remaining to ask

additional questions. Answers are truthful, even if vague.

## FEAST ON FEAR

LEVEL 4

*Occult, Wyrm*

**Cast:** 1 action, verbal, somatic

**Focus:** a scale of a dragon

**Range:** 30 feet

**Duration:** 1 round / warlock level

Each round, as a standard action, you can target a single living creature of up to 9 HD and strike it with terrifying waves of power. If the target fails a Constitution saving throw, it becomes panicked for 1d4 rounds, and you gain 5 temporary hit points (which disappear after 1 hour). These temporary hit points stack if they are from different creatures.

## FEROX

LEVEL 6

*Occult, Fathomless*

**Cast:** 1 action, verbal, somatic

**Focus:** 1d4 points of blood [consumed]

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You cut your palm for 1d4 points of slashing damage, and touch a creature. At the start of each of the target's turns, its Strength changes to match the highest among all creatures within 60 feet or its own Strength score, whichever is highest (up to the target's racial maximum Strength) until the start of its next turn or until the duration ends, which ever comes first. Its Strength score doesn't change when there are no enemies within 60 feet at the start of its turn.

## FEY CROWN

LEVEL 4

*Occult, Fey*

**Cast:** 1 action

**Focus:** five flowers of different colors

**Range:** Self

**Duration:** 1 hour

You channel the ancient wards of the Fey Court into a crown of five flowers that you wear on your head. While wearing this crown, you have advantage on saving throws against spells and other magical effects and are immune to being charmed. As a bonus action, you can choose a creature within 30 feet of you (including yourself). Until the end of its next turn, the chosen creature is invisible and has advantage on saving throws against spells and other magical effects. They become invisible if performing a hostile action. Each time a chosen creature becomes invisible, one of the blossoms in the crown closes. After the last of the blossoms closes, the spell ends at the start of your next turn and the crown disappears.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, the crown can have one additional flower for each slot level above 5th. One additional flower is required as a material component for each additional flower in the crown.

**FEY FORM****LEVEL 3**

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of the creature whose form you plan to assume

**Range:** Self

**Duration:** 1 minute / Warlock level

You assume the form of a Small or Medium creature of the fey type. Your base speed changes to match the new form's base speed, with a maximum speed of 60 feet (even if the chosen fey form has a base speed in excess of that speed). You gain the form's senses and additional movement types (eg flying, swimming). If the creature has any weaknesses, you gain those weaknesses.

**FEY GATE****LEVEL 6**

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** an object from The Feywild

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

You create an inter-dimensional connection between your current location and The Feywild, allowing travel between those two planes in either direction. If you are in The Feywild when casting this spell, you open a gate to The Prime Material Plane.

The gate itself is a circular hoop or disc from 5 to 20 feet in diameter (your choice) oriented in the direction you desire when it comes into existence (typically vertical and facing you). It functions as a two-dimensional window, allowing anyone on either side to see through. Anyone who chooses to step through the portal is transported.

When creating a gate to The Feywild, you may open it precisely at a point in The Feywild you desire. Archfey and other powerful beings of that plane can prevent the gate from opening in their presence or personal domains if they so desire. If you are using this spell in The Feywild to gate back to The Prime Material Plane, you may only choose to gate to one of the last 4 places you had a long rest.

**FEY GLAMOUR****LEVEL 1**

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a peacock or owl claw

**Range:** Touch

**Duration:** Concentration, up to 10 minute

You lay a glamour upon a touched creature that makes it more interesting, attractive, and compelling. For the duration of this spell, the target has advantage on all Charisma checks.

## FILM OF FILTH

LEVEL 3

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a putrid object, or poison

**Range:** 30 feet

**Duration:** 1 round / warlock level

You cause a target that you can see within range to have their flesh exude a layer of putrescent slime so foul the target is poisoned on a failed Constitution saving throw for the duration of the spell. All creatures within 20 feet must also succeed a Constitution save or be poisoned, and remain in this condition while they are within range of the target. Creatures immune to poison automatically succeed their saving throw. A creature that strikes the target with a bite attack must succeed at an additional Constitution save or become nauseated (unable to attack or cast spells) for 1d4 rounds. They make an additional Constitution save at the end of each of its turns.

## FIRE TRAIL

LEVEL 3

*Occult, Demonic, Elemental*

**Cast:** 1 action, verbal, somatic

**Focus:** a fire newt [consumed]

**Range:** Self

**Duration:** 1 minute

When you cast this spell, flammable liquid oozes from your pores, dripping onto the ground and spontaneously combusting. The flame does not harm you. During this spell's duration, each time you leave your space, you create a trail of fire that burns within the spaces you move through for 1 round before it burns out. You can leave up to 60 feet of flame trail each round, assuming you are Small or Medium. If you are larger than Medium, the maximum trail length is reduced based on your size. If you are Large, you can leave a trail up to 30 feet long (and 10 feet wide), and if you are Huge, you can leave a trail up to 15 feet long (and 15 feet wide); even larger casters can only

leave a trail up to 10 feet long (and as wide as your space) each round. You choose where to leave a flame trail.

Creatures that start their turn adjacent to the flame trail take 1d6 points of fire damage.

Creatures that start their turn within the flame trail or that enter an area of flame take a number of points of fire damage equal to  $1d6 + 1$  per caster level (maximum +10). If a creature moves into an area of the flame trail multiple times in a round, it takes this damage each time it enters the area of the flame trail. Flammable objects in or adjacent to the fire trail catch fire.

## FLESH PUPPET

LEVEL 3

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** an onyx stone worth 2gp [consumed] and spider silk

**Range:** Touch / 100 feet + 10 feet per Warlock level

**Duration:** 24 hours

You animate one corpse that has been dead no more than 48 hours and has all of its body parts. It rises as a Zombie that is magically tethered to you and obeys your commands. You can't control a creature in this way who in life was greater in CR than 4x your level.

The spell disguises the Zombies appearance. Its movement, visage and speech all appear as if it were still alive. Successfully detecting the Zombie without magic requires an opposed Perception check against your Disguise check, which you add your spellcasting modifier.

An ephemeral onyx string connects you to the Zombie. Through this string, you have a mental link to the Zombie and can command it as a Bonus Action. It can be ordered to perform simple tasks it knew in life, but can't make attacks, cast spells or perform complex or difficult tasks requiring constant concentration.

As an action, you can choose to see through its eyes and hear what it hears until the start of your next turn; during this time you are deaf and blind.

Using this ability you can effectively control the Zombie as if it were your own body. The string connecting you and the Zombie is nearly invisible. A DC 30 Perception check is required to detect it. It has 1 hp, and a maximum length of 100 feet + 10 feet per caster level. The string snaps if you and the Zombie move farther apart than this length, though the Zombie won't do so unless forced or you command it to do so. If the string is severed, the spell immediately ends. The string can pass through physical barriers, but not barriers of magical force, and it can be damaged as though it were a physical object.

When the spell ends, the Zombie immediately reverts back to a normal corpse. The spell ends automatically if you cast this spell again on a new corpse.

### FOOL'S GOLD

LEVEL 2

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a gold coin

**Range:** touch

**Duration:** 10 minutes

You cast this spell on a gold piece, making those who have them more vulnerable to your magics. A creature with one or more of these gold pieces in their possession must attempt a Wisdom save the first time it contacts the coin. If it fails, it is at disadvantage against all saving throws against your magic effects as long as the gold piece is in their possession. Additionally, if it fails a saving throw against a magic ability of yours that is not harmless and has a duration, the duration is doubled for that creature.

### GAZE OF GHATANTHOA

LEVEL 7

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You take on a fleeting aspect of an unspeakable undead form. This aspect is only perceptible by one creature other than a construct that can see you within range. When you cast this spell and at the start of each of your turns for the duration, the target must make a successful Constitution saving throw if it is within range and can see you. On a failed save, it gains two levels of exhaustion as its body begins to rapidly stiffen and mummify. If the creature would reach exhaustion level 6, instead it transforms into a perfectly preserved and completely immobile mummy, yet the victim does not die. It can observe the world around it (and may even take purely mental actions, including the use of magic without any components), but has the paralyzed condition. The mummification lasts until removed and the target need not eat, drink, or breathe and does not age during that time.

The mummification can only be removed by a Regenerate spell or a spell of at least 7th level that can remove the paralyzed condition. If the target was trapped for a long time, it will likely have developed some form of insanity.

### GHOUL TOUCH

LEVEL 2

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Focus:** cloth from a ghoul or earth from it's lair

**Range:** Touch / 10 foot radius

**Duration:** 1d6 +2 rounds

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

A paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Constitution saving throw negates). A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench. This is a poison effect

## GINGERBREAD COTTAGE

LEVEL 6

*Occult, Fey*

**Cast:** 10 minutes, verbal, somatic

**Focus:** candies, cookies and cakes worth at least 1gp [consumed]

**Range:** 30 feet

**Duration:** 12 hours

You conjure a small cottage made out of gingerbread centered on a point you can see within range. You determine the floor plan of the cottage, though it must fit within a 15 by 15 foot blueprint, and have no more than one story and a single door. The interior is comfortable appointed, and up to six people may rest inside (if there are more occupants, it becomes too cramped to allow for resting).

The walls of the cottage are magically reinforced and cannot be destroyed except for a Dispel Magic or Disintegrate spell. The door has a mundane lock (DC 15). You may place windows in any of the exterior walls.

Everything inside the cottage is made out of gingerbread and other sweet treats. There are enough non-essential elements to feed up to six creatures, which gain the following benefits after spending 10 minutes eating parts of the cottage: the creatures are freed from any charm or domination glamour affecting it, and are immune to the charmed condition for the next 8 hours. Likewise, the creatures heal 2d6 points of damage, and gain an additional 2d6 temporary hit points for the next 8 hours.

## GLAMOUR OF MUNDANITY

LEVEL 1

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** an earthworm [consumed]

**Range:** Touch

**Duration:** Concentration, up to 10 minute

You lay a glamour upon a touched creature that makes it easily overlooked and forgettable. For the duration of the spell, any Wisdom

(Perception) checks to notice the target or any ability checks made to recall details about the target or any interactions with it, are made with disadvantage. The target gains advantage on Dexterity (Stealth) checks but has disadvantage on any Charisma checks made while under the glamour.

## GLITTERDUST

LEVEL 3

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** ground mica [consumed]

**Range:** Self / 15 foot cone

**Duration:** 1 minute

A cloud of golden particles covers everyone and everything in the area. Creatures caught within must make a Dexterity saving throw or become blinded and more easily seen. Blinded creatures are at disadvantage to attack and individuals have advantage when targeting them with an attack.

The dust cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt a Wisdom saving throw to end the blindness effect. Creatures covered in dust take a -40 penalty to Stealth.

## GLIMPSE OF THE VOID

LEVEL 7

*Occult, Old God*

**Cast:** 1 action, verbal

**Focus:** a scrap or parchment with void glyph scrawlings

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You mutter in void speech words that mortal creatures can not fathom, causing images of terror and nonexistence upon your foes. Each creature in a 30 foot cube centered on a point within range must make an Intelligence saving throw. On a failed save, the creature goes insane

for the duration. While insane, a creature takes no actions other than to shriek, wail, gibber, and babble unintelligently. They are erratic and will attack brutally if provoked. The GM controls the creature's movement.

### GRAIN OF TRUTH

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You gain a bit of supernatural insight or advice. The first Intelligence or Charisma ability check you make within 1 minute is made with advantage, and you can include twice your proficiency bonus.

**Heightened (4th):** when cast as a 4th level spell, you gain the ability to ask a yes/no question concerning a specific goal, event, or activity to occur within 7 days. You must complete a long rest before casting this again.

### GRAVE SENSE

LEVEL 2

*Occult, Undying*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** Concentration, up to 1 hour

You may use an action to shift your senses to an undead you control that is on the same plane of existence as you. You gain the senses of the undead, including dark vision, blindsight, tremorsense, or truesight; and hear what it hears until the start of your next turn. You use your own ability scores and skill proficiencies to spot things and to interpret the sensations you're receiving.

### GRAVE WORDS

CANTRIP

*Occult, Cantrip*

**Cast:** 1 action, somatic

**Range:** Touch

**Duration:** 1 round

You touch a corpse, causing it to babble uncontrollably. You can't ask it specific questions or communicate with it at all. The corpse will start babbling for 1 round, spitting out random sentences. There is a 10% chance this information reveals clues to the cause of death but it can be difficult to distinguish whether the information is useful (the GM makes the percentile roll in secret).

If the corpse has no mouth or fleshy parts to facilitate sound (such as a skull or skeleton), it simply clicks and chatters as bone clicks against bone.

Once a corpse has been subject to this spell, any new attempt to cast this spell on the corpse fails. This spell does not work on a corpse that has been turned into an undead creature.

**Heightened (2nd):** when you cast this spell using a level 2 spell slot, it clearly babbles about its death

**Heightened (3rd):** when you cast this spell using a level 3 spell slot, you instead view the images the corpse saw in its final round of life.

### GREEN DECAY

LEVEL 3

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of green mold

**Range:** 30 feet

**Duration:** Instantaneous

You accelerate the force of decay on all undead creatures within range. Each must make a Constitution saving throw. Each undead in darkness makes its saving throw with advantage. Each undead in bright light makes its saving throw with disadvantage. Each undead with a challenge rating of 2 or higher automatically succeeds on its save. On a failed save, the undead is destroyed, decaying into a pile of

harmless green mold. On a successful save, the undead can't take bonus actions or reactions until the start of your next turn.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, increase the minimum challenge rating required to automatically succeed on the saving throw by 1 for each slot level above 4th.

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### GRIM SIPHON

LEVEL 1

*Occult*

**Cast:** 1 Action, verbal, somatic

**Focus:** a skull of a small mammal or bird

**Range:** 30 feet

**Duration:** Instantaneous

You twist the forces of entropy around two creatures, bringing distress to one while staving off the demise of the other. A creature you can see within range must make a successful Constitution saving throw or take poison damage equal to  $1d4 +$  your spell casting ability modifier. Another creature you choose that is within 5 feet of the target regains hit points equal to half the amount of poison damage dealt.

**Heightened (+)** when you cast this spell using a spell slot of 2nd level or higher, the poison damage increases by  $1d4$  for each slot level above 1st.

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### GRUESOME FEAST

LEVEL 6

*Occult*

**Cast:** 1 Short Rest, somatic

**Focus:** a corpse that has been dead for less than 1 day

**Range:** Self / Touch

**Duration:** 8 hours

You meticulously prepare a ritual in which you consume the heart of a creature who has been dead less than one day. The creature must have

a physical heart, or the spell fails. Upon consumption, you may choose one attribute (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) that you absorb. The creatures attribute is now yours for the duration of the spell, granting you the requisite bonuses that come with it.

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### GUEST OF HONOR\*

LEVEL 1

*Occult, Ritual, Material*

**Cast:** 10 minutes, verbal, material (a signet ring worth 2 gp)

**Range:** Touch

**Duration:** 10 minutes

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

**Heightened (3rd):** When you cast this spell using a spell slot of 3rd level or higher, the effect lasts for 24 hours.

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### GUTSNAKE

LEVEL 5

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** a fang from a monstrous reptile

**Range:** Self

**Duration:** 1 minute

A 15 foot long mucous covered tentacle sprouts from your stomach. The tentacle is fully under your command and ends with a snapping reptilian jaw. It has a Strength of 19 and a Dex of 14. The Gutsnake's hit points are tracked separately and attacks against it cause you no discomfort and do not disrupt your spell casting. If it is "killed", it disappears without causing harm to you.

Once each round as a free action, you can have the tentacle attack. If the Gutsnake is constricting and grappling a target, you may not move more than 5 feet away from your current position.

The tentacle also grants you a climb speed of 20 feet, and will continue to fight upon your death until the spell ends.

#### GUTSNAKE (*Medium Aberration*)

**AC:** 7 + level of the spell (natural armor)

**Hit Points:** 60 + 10 for each spell level above 5th

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	N/A	N/A	N/A	N/A

#### ACTIONS

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

**Bite.** Melee Weapon Attack: +6 to hit, reach 15 ft, Hit: 2d6 + the spell's level piercing damage.

**Constrict:** Melee Weapon Attack: +6 to hit, reach 10 ft, one creature. Hit: 2d8 + the spell's level bludgeoning damage. The target is Grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the gutsnake can't constrict another target. As free action, you may move them up to 15 feet on future turns.

#### HAG'S SEASONING

LEVEL 2

*Occult, Fey*

**Cast:** 1 action, somatic

**Focus:** a handful of spices (consumed)

**Range:** 30 feet

**Duration:** 24 hours

You render the affected creature supernaturally delicious, making it the preferred target for animalistic monsters, as well as biting insects, stray animals, and vermin. A creature that makes a successful bite attack against or otherwise

ingests a portion of the victim (such as with drain blood or swallow whole) gains a number of temporary hit points equal to half your caster level. These temporary hit points last for 1 hour. A creature cannot gain temporary hit points from this spell more than once per day, no matter how many times it bites your target or how many different cursed targets it bites.

#### HALLUCINOGENIC SMOKE

LEVEL 4

*Occult*

**Cast:** 1 action, somatic

**Focus:** tobacco leaves [consumed]

**Range:** self / 80 foot cone

**Duration:** 1 Hour

You exhale dark gray smoke from your mouth. The smoke spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

All creatures within the smoke must succeed on a Constitution saving throw or be nauseated for 1d4 rounds as it is wracked with waves of nausea and disorienting visions. Nauseated creatures can not attack, cast spells, concentrate on spell or perform any action other than moving.

Spells that divine the future or commune with higher powers have advantage when performed within the smoke.

#### HAND OF DOOM

CANTRIP

*Occult, Cantrip*

**Cast:** 1 Action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

Your outstretched hand glows with sinister power that hastens the demise of a creature you touch. Make a melee spell attack against the creature. On a hit, the target takes 1d4 necrotic damage and must make a successful Constitution saving throw or become poisoned until the end of your

turn. If the target was already poisoned when you hit it with *hand of doom*, it takes an additional 1d12 poison damage.

**Augmented (5th)** damage increases to 2d4 / 2d12

**Augmented (11th)** damage increases to 3d4 / 3d12

**Augmented (17th)** damage increases to 4d8 / 4d12

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HARVEST KNOWLEDGE LEVEL 4

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*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You grab a target creature (that must have at least an Intelligence of 3) by the skull, attempting to temporarily absorb its knowledge for yourself. Your fingers sink deep into its head if the target fails a Wisdom saving throw, and you may attempt to answer one question as you sift through the creature's thoughts. Alternatively, you may tap into the target's learned experiences and attempt one Knowledge check in a skill in which the target is proficient.

Unconscious creatures have disadvantage on all saving throws for the duration of this spell. This extraction is painful; and a creature that fails its saving throw takes 1 point of damage. If the creature succeeds in resisting you take this damage instead and the spell ends.

Each additional round, you may use an action to continue to probe deeper. The target may resist by making a Wisdom saving throw and take 1d6 points of damage on a failure, or choose to not resist and take 1 point of damage instead. If the creature successfully resists, you take the 1d6 points of damage instead and the spell ends. When probing deeper, you may again seek knowledge - this time with advantage. The spell ends anytime the creature succeeds in resisting.

HEALING LEAK

LEVEL 3

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*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a leech [consumed]

**Range:** Touch

**Duration:** 1 round / Warlock level

If the targeted creature fails a Wisdom saving throw, whenever the target is affected by a spell or effect that heals hit point damage through the use of positive or negative energy, it regains only half the number of hit points it normally would recover. If the target employs a spell or effect that heals itself or other creatures through the use of positive or negative energy, the target must succeed at a concentration check (DC = this spell's save DC) or the effect restores only half of the normal number of hit points. Other forms of healing (such as from the Heal skill) are not affected by this spell.

HEALING STING

LEVEL 2

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*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** five dried wasp bodies [consumed]

**Range:** Touch

**Duration:** Instantaneous

You smash the dead wasps between your palms, dealing  $1d12 + 1$  per cast level (max  $1d12 + 10$ ) on a successful touch attack. You gain an equal number of hit points as you absorb them from the target. You cannot gain more hit points than your full normal total. Excess hit points are lost.

HEALING THIEF

LEVEL 3

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*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a leech [consumed]

**Range:** 60 feet

**Duration:** 1 round / Warlock level or until discharged

With this spell you can steal the healing of the target creature. You must succeed at a spell attack to strike the target. If you do, until the effect ends, whenever your target is subject to a healing spell or a supernatural effect that heals hit points, the target only receives half the healing (rounded down) and you receive the other half (also rounded down). You must remain within 60 feet of the target to gain this benefit. If you move outside that range, the spell is discharged. Once you steal 5 hit points per your caster level (maximum 50 hit points) of healing from this spell's effect, the spell is discharged.

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#### HELLMOUTH LASH

LEVEL 4

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** your own blood

**Range:** Self

**Duration:** 1 minute

You bite your tongue, causing your self 1d4 points of piercing damage. This causes your tongue to grow and transform into a whip. At the time of casting, you choose the type of energy damage the tongue does: acid, electricity or fire. You attack with your tongue as if it were a whip with a reach of 10 feet. The tongue is considered magical. You use your spell attack modifier to hit with the tongue, dealing 5d8 points of energy damage and 1d4 slashing damage.

When your tongue has grown using this spell, you cannot speak, cast spells requiring verbal components, or activate items requiring command words.

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#### HERETIC'S TONGUE

LEVEL 6

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** the tongue of a divine spellcaster

**Range:** 60 feet

**Duration:** 1 minute

You fill your target's mind with blasphemous knowledge. It must succeed at a Wisdom saving throw or it cannot cast divine spells or use divine spell-like abilities for the duration of the spell. Those affected by this spell can end the effect early by choosing to release the blasphemies in a litany of screamed curses and heretical decadences. The creature is effectively paralyzed for their next turn, and all allies within 50 feet must succeed at a Wisdom saving throw or be shaken until the end of this spell. Shaken creatures can either make an attack action or move, but not both.

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#### HEX

LEVEL 1

*Occult*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** a petrified eye of a newt

**Range:** 90 feet

**Duration:** Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before the spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

**Heightened (+):** When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

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#### HIBERNATION OF ITHAQUA

LEVEL 7

*Occult, Wyrm*

**Cast:** 1 action, verbal, somatic

**Focus:** a flawless emerald worth 100gp

[consumed]

**Range:** Self

**Duration:** 1 round

You fall into a sleep-like trance until the end of your next turn. You are unconscious and cannot be awakened for the duration. When you awaken, you regain all your spell slots of 5th level or lower.

#### HIDE IN ONE'S SHADOW

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a lump of charcoal [consumed]

**Range:** Touch

**Duration:** 3 hours

When you touch a willing creature with a piece of charcoal while casting this spell, the target and everything it carries blends into and becomes part of the target's shadow, which remains discernible, although its body seems to disappear.

The shadow is incorporeal, has no weight, and is immune to all but psychic and radiant damage. The target remains aware of its surroundings and can move, but only as a shadow could move, flowing along surfaces as if the creature were moving normally. The creature can step out of the shadow at will, resuming its physical shape in the shadow's space and ending the spell.

This spell cannot be cast in an area devoid of light, where a shadow would not normally appear. Even a faint light source, such as moonlight or starlight, is sufficient. If that light source is removed, or if the shadow is flooded with light in such a way that the physical creature wouldn't cast a shadow, the spell ends and the creature reappears in the shadow's space and is stunned for 1d4 rounds if they fail a Constitution saving throw.

#### HOODWINK

LEVEL 2

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a tuft or hair or fur from a Fey creature

**Range:** 30 feet

**Duration:** 1 hour / level

You befuddle the targets' senses, preventing them from clearly perceiving their surroundings. On a failed Wisdom saving throw, up to 1 creature per Warlock level (no two of which can be more than 30 ft apart) see only the roughest shapes and details and hear muffled noises. However, targets can clearly perceive (audio & visually) you. They automatically fail Perception checks with DC's greater than 5, and are too disoriented by the spell to accurately remember the path they took while under its effects.

Without a guide, targets move at half speed, and attacks are made as if the creature they are attacking had concealment.

Moving faster than half speed requires a DC 10 Acrobatics check, else they fall prone. If the target is attacked or harmed by any creature other than the other targets of this spell, the spell ends immediately for that target only.

Each target may retry their Wisdom save to snap out of the beguilement each hour.

#### ICY GRASP OF THE VOID

LEVEL 7

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You summon the cold, inky darkness of the Void into being around a creature that you can see. The target takes 10d10 cold damage and is restrained for the duration; a successful Constitution saving throw halves the damage and negates the restrained condition. A restrained creature gains one level of exhaustion at the start of each of its turns. Creatures immune to cold and that do not breathe do not gain exhaustion.

A creature restrained in this way can repeat the saving throw at the end of each of its turns, ending the spell on a success.

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**INFILCT PAIN****LEVEL 3**

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round / Warlock level

You telepathically wrack the target's mind and body with agonizing pain. You impose disadvantage on attack rolls, skill checks, and ability checks. If they succeed the saving throw, the duration is reduced to 1 round.

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**INFILCT WOUNDS****LEVEL 1**

*Occult*

**Cast:** 1 Action, verbal, somatic

**Focus:** a mummified cat's paw

**Range:** Touch

**Duration:** Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage if it is a living creature; or heals 1d10 if it is undead.

**Heightened (+)** when you cast this spell using a spell slot of 2nd level or higher, the damage/healing increases by 1d10 for each slot level above 1st.

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**INFUSE WEAPON****CANTRIP**

*Occult, Cantrip, Fathomless*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 round / Warlock level

You choose one elemental energy type from The Fountains Of Creation: (acid, cold, electricity, fire, or bludgeoning). A touched weapon gains an

additional +1 bonus damage of the chosen energy type.

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**INVEIGLE PERSON****LEVEL 4**

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of alcohol [consumed]

**Range:** 30 feet

**Duration:** 8 hours

You cause a humanoid target to become extremely amiable when they fail a Wisdom saving throw. They treat all other living creatures as if it were friendly toward them. Any overtly hostile or harmful act towards the target by any living creature ends the spell.

An inveigled creature attempts to fulfill multiple requests in the same manner as it would favors for its true friends. If such requests conflict, it usually chooses the more reasonable option - overriding this preference requires succeeding at an opposed Charisma check, as if under multiple forms of mental control.

**Heightened (7th):** this spell functions on all living creatures, not just humanoids

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**KALISTOCRAT'S NIGHTMARE****LEVEL 2**

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a gemstone worth at least 10 gp

**Range:** Touch

**Duration:** 1 hour / Warlock level

You temporarily curse a creature so its touch lessens the value of coins it touches. While under the effects of this curse, whenever the target touches a coin of higher value than a copper piece, that coin changes into a copper piece. The change takes place over the course of the following minute, allowing the target to interact with multiple coins before the effect of the curse becomes apparent. The affected coins are

permanently transmuted from their previous material (typically gold or silver) into copper coins, though *remove curse* (which can affect up to 50 coins with a single casting) or a similar spell can restore them to their previous material.

### KEENING WAIL

LEVEL 4

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Focus:** a lock of hair from an undead creature, or banshee dust

**Range:** Self / 15 foot cone

**Duration:** Instantaneous

You emit an unholy shriek from beyond the grave. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 6d6 necrotic damage on a failed save, or half as much damage on a successful one. If a creature with 50 hit points or fewer fails the saving throw by 5 or more, it is instead reduced to 0 hit points. This wail has no effect on constructs and undead.

**Heightened (+).** 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.

### LABYRINTH MASTERY

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** 1d4 hit points of blood and a blank parchment [consumed]

**Range:** Touch

**Duration:** Concentration, up to 1 hour

Upon casting this spell, you immediately gain a sense of your surroundings. If you are in a physical maze or any similar structure with multiple paths and dead ends, this spell guides you to the nearest exit, although not necessarily along the fastest or shortest route.

In addition, while the spell is guiding you out of such a structure, you have advantage on ability

checks to avoid being surprised and on initiative rolls. The parchment gains a perfect map of all portions of the structure you move through during the spell's duration. If you revisit such a portion, you recognize that you've been there before and automatically notice any changes to the environment.

Also, while under the effect of this spell, you can exit any magical maze spell as an action without needing to make any checks or saving throws.

### LASH OF THE ASTRADAEMON

LEVEL 6

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** an the astral plane

**Range:** Self

**Duration:** Concentration, up to 1 minute

You draw on the a dark essence of The Astral Plane to elongate and sprout fearsome translucent claws that radiate a cold phosphorescence. You gain one claw attack, which is a primary natural attack that deals 1d6 points of slashing damage n a hit and 1d6 points of cold damage. The target must succeed on a Constitution saving throw or gain a -1 on their proficiency bonus until they finish a short rest. Creatures cannot have their proficiency bonus reduced below 0. Each time you inflict this damage, you gain 5 temporary hit points that persist for 1 hour.

A creature that succeeds at the saving throw is immune to further negative proficiency accumulation, but continues to take claw damage.

### LEGION

LEVEL 3

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** an object from Baator

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You call down a legion of shadowy fiendish soldiers in a 10 foot cube. Their features resemble a mockery of living creatures. Whenever a creature starts its turn inside the cube or within 5 feet of it, or enters the cube for the first time on its turn, the shades make an attack using your melee spell attack modifier. On a hit, the target takes 3d8 necrotic damage. The space inside the cube is difficult terrain.

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**LETHARGY OF TSATHOGGUA**      **LEVEL 1**

*Occult, Dreaming*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of sand [consumed]

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

A target creature you can see within range becomes wholly complacent, desiring nothing, unless it succeeds on a Wisdom saving throw, which it attempts at the end of each of its turns, ending the effect on it with a success. A target that is immune to being frightened automatically succeeds. While affected by this spell, the target is incapacitated, standing or sitting idly, until the duration ends. If the target is attacked, damaged, or forced to make a saving throw, the incapacitated condition ends but the target can't move or take bonus actions or reactions until the end of its next turn.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you can target an additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

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**LIVING SHADOWS**      **LEVEL 5**

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** an object from The Shadowfell

**Range:** 120 feet / 15 foot radius

**Duration:** 1 minute

You whisper sibilant words that cause shadows to writhe with unholy life. Choose a point you can see within range. Writhing shadows spread out in a 15-foot radius sphere centered on that point, grasping at creatures in that area. A creature that starts its turn in the area or that enters the area for the first time on its turn must make a successful Strength saving throw or be restrained by the shadows. A creature that starts its turn restrained by the shadows must make a successful Constitution saving throw or gain one level of exhaustion.

A restrained creature can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

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**MADDENING WHISPERS**      **LEVEL 2**

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You whisper a string of Void Speech toward a target within range that can hear you. The target must succeed on a Charisma saving throw or be incapacitated. While incapacitated by this spell, the target's speed is 0, and it can't benefit from increases to its speed. To maintain the effect for the duration, you must use your action on subsequent turns to continue whispering; otherwise, the spell ends. The spell also ends if the target takes damage.

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**MAIM**      **LEVEL 5**

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece from an undead of CR 3 or higher

**Range:** Touch

**Duration:** Instantaneous

Your hands become black claws bathed in necrotic energy. Make a melee spell attack

against a creature you can reach. On a hit, the target takes 4d6 necrotic damage and a section of its body of your choosing withers:

**Upper Limb.** The target has disadvantage on Strength ability checks, and, if it has the Multiattack action, it has disadvantage on its first attack roll each round.

**Lower Limb.** The target's speed is reduced by 10 feet, and it has disadvantage on Dexterity ability checks.

**Body.** Choose one damage type: bludgeoning, piercing, or slashing. The target loses its resistance to that damage type. If the target doesn't have resistance to the chosen damage type, it is vulnerable to that damage instead. This effect is permanent until removed by magic of Level 5 or higher.

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### MARK OF SPITE

LEVEL 3

*Occult*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** a drop of blood

**Range:** 30 feet

**Duration:** 1 round / Warlock level

You must succeed at a ranged spell attack to place your mark on the victim. While the mark remains, you may injure yourself as a standard action, dealing a number of points of damage equal to 1d8 plus your Strength modifier. The recipient of the mark automatically takes twice the amount of damage that you deal to yourself, bypassing any damage reduction, immunities, or resistances

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### MAW OF CHAOS

LEVEL 8

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** a gold-plated, cold iron ring forged with the blood of a creature from the Abyss

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You create a 5 foot square rip in reality that plunges into the interspatial vortices that constantly churn with the raw destructive chaos of the Abyss. This rift screams with the cacophony of interplanar energies. Each round at the beginning of your turn, the maw of chaos attempts a drag any creature or object within 40 feet towards itself. Each must succeed on a Strength saving throw, or be pulled 20 feet towards the rift.

Creatures dragged adjacent to the maw become entangled in the frayed strands of reality being torn apart at the rim of the rift. Escape requires a successful Dexterity or Strength check against the spell's save DC. At the beginning of a trapped creatures turn, they take 2 points of damage to each ability score. Creatures from the Abyss do not take this damage.

At the start of your turn, one creature trapped by the maw is randomly selected and is dealt 1d6 points of necrotic damage per Warlock level. Creatures slain by this damage or the attribute damage above, along with unattended objects that touch the rift are ripped into their component pieces and swallowed by the rift as would be true in entering a black hole's event horizon.

Calling, summoning, and teleportation effects used within 40 feet of the maw or that cause a creature to appear within 40 feet of the maw are redirected, causing the creature to arrive adjacent to the maw rather than at its intended destination.

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### MELT FLESH

LEVEL 5

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Focus:** a burnt piece of flesh

**Range:** 150 feet

**Duration:** Instantaneous

Choose a target creature with flesh that you can see within range. It must succeed on a Constitution saving throw or the flesh partially melts off the victim's body. On a failed save, the target's current and maximum hit points are

reduced by 2d10. If this reduces its maximum hit points to 0, it dies and automatically fails its death saving throws. The target's ears, lips, eyelids and nostrils melt away or partially seal up; any ability checks that would require the use of these body parts are made with disadvantage. One of these orifices (chosen by the GM) is sealed completely which might blind or deafen the creature, preventing it from speaking or using a bite attack, or remove other senses or actions as appropriate for the body part. The orifice can't be opened without cutting the creature as an action, which deals 1d8 slashing damage to the target. The effects of this spell otherwise last until ended by a Restoration spell, Regeneration or Wish.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, the target's current and maximum hit points are reduced by another 1d10 and another orifice seals up completely for each slot level above 5th.

#### MEMENTO MORI

#### CANTRIP

*Occult, Cantrip*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of a corpse

**Range:** Self

**Duration:** 1 round

You transform yourself into a horrifying vision of death, rotted and crawling with maggots, exuding the stench of the grave. Each creature that can see you must succeed on a Charisma saving throw or be stunned until the end of your next turn. Any creature that succeeds this saving throw is immune to further castings of this spell for 24 hours.

#### MIMIC FORM OF NYARLATHOTEP LEVEL 9

*Occult, Old God*

**Cast:** 1 action, verbal

**Range:** Self

**Duration:** Concentration, up to 1 minute

You take on the form of an Elder God. You choose either to drop all worn and carried equipment or to merge it all into your new form. Equipment that merges has no effect until it reappears when the spell ends. You lose all special senses and movement speeds from your race but retain any features of your class, race, or other source as long as your new form is physically capable of using them.

Choose one of the following forms (see below). Its effects last for the duration. While the spell lasts, you can use your action to switch from one available form to another.

**The Bloated Woman HP:139.** You become a Large humanoid monstrosity with two long tentacles in place of arms, six smaller tentacles emerging from your torso, a tiny tentacle for a nose, and five fang-filled mouths. When you assume this form, any equipment you didn't choose to drop appears as if it was melded into your body and resizes itself to be usable for your monstrous shape.

You can use each of your six smaller tentacles to wield a weapon or manipulate an object; you can draw an item as part of the action to use it, such as the Attack action. You gain truesight 120 ft. and blindsight 10 ft. Your walking speed becomes 30 feet and you don't have to spend extra movement to climb or swim. Unless they are higher, your Strength score becomes 22 (+6 modifier) and your Dexterity score becomes 21 (+5 modifier). You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

You gain two tentacle attacks and a bite attack. Your unarmed strikes deal 2d8 bludgeoning or piercing damage (depending on whether you use your tentacle or bite, respectively) and you are proficient with unarmed strikes.

You gain the Extra Attack feature if you did not already have it, allowing you to attack twice (instead of once) whenever you take the Attack action on your turn. When you make an unarmed strike with a tentacle, it has the light property and

a reach of 10 feet. When you hit a Medium or smaller creature with your tentacle, you can use a bonus action to initiate a grapple contest with it. All these natural weapon attacks are magic. Whenever you hit with a bite, you deal an additional 2d10 psychic damage and if the target is a creature, you regain hit points equal to the psychic damage it takes.

**The Dark Demon HP:105.** You become a Large humanoid monstrosity with boar-like features and ripping talons. You gain darkvision 120 ft. Magical darkness doesn't impede your darkvision. Your walking speed becomes 60 feet. Unless they are higher, your Strength score becomes 20 (+5 modifier) and your Dexterity score becomes 20 (+5 modifier).

Your Armor Class without armor is equal to 13 + your Dexterity modifier. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

You gain a tusk and two claw attacks. Your unarmed strikes deal 2d8 piercing or slashing damage (depending on whether you use your tusk or claw, respectively) and you are proficient with unarmed strikes. When you make an unarmed strike to claw, it has the light property. You gain the Extra Attack feature if you did not already have it, allowing you to attack twice (instead of once) whenever you take the Attack action on your turn. All these natural weapon attacks are magical.

**The Haunter of the Dark HP:125.** You become a Huge shadow with a single, three-lobed eye. Your eye burns with magical darkness; in nonmagical darkness, it remains visible even to creatures without darkvision, although it is lightly obscured. You can close your eye to suppress this visibility, but you are blinded while it is closed.

You have small tentacles and two big prehensile wings that can manipulate objects as if they were hands. You gain truesight with a range of 120 feet. Your walking speed becomes 40 feet and you have a flying speed of 70 feet and can hover. You don't have to spend extra movement to climb. You can move through creatures and objects as if they were difficult terrain, but if you

end your movement inside an object, you take 5 force damage. Unless they are higher, your Strength score becomes 19 (+4 modifier) and your Dexterity score becomes 23 (+6 modifier). Your Armor Class without armor is equal to 13 + your Dexterity modifier. You have vulnerability to radiant damage. You have resistance to the following types of damage: acid, cold, necrotic, poison, thunder, and bludgeoning, piercing, and slashing damage from nonmagical attacks. You have immunity to exhaustion and the grappled, paralyzed, petrified, prone, and restrained conditions.

You have disadvantage on attack rolls and ability checks in dim light. You have disadvantage on attack rolls, saving throws, and ability checks in bright light. If you start your turn in bright sunlight, you take 50 radiant damage (doubled to 100 damage by vulnerability).

As an action, you can make a melee spell attack to touch a creature within 10 feet. On a hit, the creature takes 3d8 force damage and it must succeed on a Constitution saving throw or take 30 necrotic damage. If it then has 0 hit points after taking necrotic damage, it dies. The target automatically succeeds on its saving throw if it previously made a saving throw against this spell since you cast it (regardless of whether it succeeded).

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## MIND SLIVER

## CANTRIP

*Occult, Cantrip*

**Cast:** 1 Action, verbal

**Range:** 60 feet

**Duration:** 1 round

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw it makes before the end of your next turn.

**Heightened (5th):** damage increases to 1d6

**Heightened (11th):** damage increases to 2d6

**Heightened (17th):** damage increases to 3d6

### MISERABLE PITY

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of your own blood

**Range:** Self

**Duration:** 1 minute

You grovel, beg, and plead; exuding such overwhelming pity that creatures attacking you must first succeed on a Wisdom saving throw before attacking. A failed save means they remain from harming you on that attack. They see you as pitiful, weak, and/or helpless. You break this spell if you perform an aggressive behavior, or do damage. If you break this spell in this way, creatures who failed their save and refrained from attacking you gain advantage on attack rolls against you for the next 1 minute.

### MIST OF R'LYEH

LEVEL 1

*Occult, Shadowbound*

**Cast:** 1 bonus action, somatic

**Focus:** a vial of breath from an amphibious creature

**Range:** Self

**Duration:** Concentration, up to 1 round

Your image disperses like mist blown in the wind, and you become invisible until the end of your next turn. The spell ends immediately if you attack, cast another spell, deal damage, or force a creature to make a saving throw.

**Heightened (2nd):** When you cast this spell using a 2nd level or higher spell slot, the duration of your invisibility increases to 1 hour.

**Heightened (4th):** When you cast this spell using a spell slot of 4th level or higher, the duration increases to 1 minute and actions such as attacks and spell casting do not end the spell.

### MYTHIC ROAR

LEVEL 3

*Occult, Wyrm*

**Cast:** 1 action, verbal

**Range:** 150 feet

**Duration:** Instantaneous

You make a fearsome roar that creeps into a creature's mind and drains its magical power. A target creature that you can see must make a saving throw using its spell casting ability. On a failed save, the target loses its highest level spell slot. On a successful save, the target loses its highest level spell slot of 3rd level or lower. A creature with multiple spell casting abilities uses its highest one, or one chosen randomly if there is a tie. A creature that has no spellcasting ability or no spell slots takes 4d6 psychic damage but suffers no other effects.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, then on a successful save, the target instead expends its highest level spell slot of an equal or lower level to the slot you expended to cast this spell.

### NAGA SHAPE

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of a serpent [consumed]

**Range:** Self

**Duration:** 1 hour

You assume the form of a large Naga; a large serpent body with your own head that can cast spells with verbal and somatic components, even though the naga form doesn't have hands. You retain your Intelligence, Wisdom and Charisma scores as well as your skills, spells, and proficiencies; but otherwise gain the statistics of the Naga.

### NAGA SHAPE

STR

DEX

CON

18 (+4)      17 (+3)      14 (+2)

**Armor Class:** 15 (natural armor)

**Speed:** 40 ft, swim 40 ft

**Hit Points:** 75 (10d10 + 20)

**Saving Throws:** Dex +6, Con +5

**Damage Immunities:** Poison

**Conditional Immunities:** Charmed, Poisoned

**Senses:** Darkvision 60 ft, Passive Perception 12

**Bite:** Melee Weapon Attack: +7 to hit, reach 10 feet, one creature. Hit: 7 (1d6 +4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

**Heightened (5th):** When you cast this spell using a spell slot of 5th or higher, you instead have 127 (15d10 + 45) hit points, and the ability to Spit Poison as a ranged weapon attack with a +8 to hit for a range of 15/30 feet. On a hit, the target must succeed on a DC 15 Constitution saving throw or take 45 (10d8) poison damage on a failed save or half as much damage on a successful one.

## NETHER WEAPON LEVEL 4

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic, material (a weapon)

**Focus:** your own blood

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You cut your hand for 1d6 points of damage and whisper in Black Speech; smearing your blood on a weapon. Until the spell ends, the weapon turns black, becomes magical if it wasn't before, and deals 2d6 necrotic damage (in addition to its normal damage) on a successful hit. A creature

that takes necrotic damage from the enchanted weapon can't regain hit points until the start of your next turn, and you gain 1 hit point.

**Heightened (+):** 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.

## NIGHTWING LEVEL 6

*Occult, Wyrm*

**Cast:** 1 action, verbal, somatic

**Focus:** a crow's eye

**Range:** Self

**Duration:** Concentration, up to 1 minutes

You grow wings of shadow that grant you a flying speed of 60 feet and a new attack option:

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

## NINE LIVES LEVEL 8

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a cat's whisker [consumed]

**Range:** Touch

**Duration:** 1 hour / Warlock level

Despite its name, this powerful ward does not grant the target multiple lives, but rather gives the target the ability to get out of trouble and relieves harmful effects and conditions. For the spell's duration, the target can use any of the following abilities as an immediate action, but only up to a total of nine times, at which point the spell ends.

**Cat's Luck.** The target can use this ability when it fails a saving throw. The target can reroll the failed saving throw, but it must take the new result even if it is worse.

**Fortitude.** The target uses this ability when a critical hit or sneak attack is scored against it.

The critical hit or sneak attack is negated and the damage is instead rolled normally.

**Rejuvenate.** The target uses this ability when it is reduced to 0 or fewer hit points. The target is instantly healed  $3d6$  points of damage. If enough hit points are regained to bring the target to positive hit points, it does not fall unconscious. Otherwise the target automatically stabilizes, even if the original damage was enough to kill the target outright.

**Shake Off.** The target uses this ability when it is under the effects of any of the following conditions: blinded, confused, poisoned, or frightened. Using this ability ends one of those effects.

**Shimmy Out.** The target uses this ability when it is grappled or pinned. The target automatically escapes the grapple.

**Stay Up.** The target uses this ability when it is tripped or otherwise knocked prone, the target steadies itself and stays upright.

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### NONDESCRIPT

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of horse hair

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You cloak yourself with a glamour that makes your features seem ordinary and general, causing others to have difficulty in describing you to others or recognizing you in a crowd. Those that can see you make a Wisdom saving throw or become effected. Someone who is within 5 feet of you and actively looking at you gains advantage on the save.

This spell does not make you invisible, and a guard protecting a restricted area would not let you pass by.

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### NYMPH'S KISS

LEVEL 5

*Occult, Fey*

**Cast:** 1 action, somatic

**Focus:** lipstick made from fey blood

**Range:** Touch

**Duration:** Instantaneous

You kiss a willing creature or one you have charmed or held helpless through spells or abilities. The target must make a Constitution saving throw. A creature takes  $5d10$  psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken; this reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, the damage increases by  $1d10$  for each slot level above 5th.

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### OCCULT COMMUNION

LEVEL 3

*Occult*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a square of reflective silver worth 10gp

**Range:** Self

**Duration:** 1 round

You attempt to obtain a glimpse of some specific historical event. This allows you to make a History knowledge check with a +10 bonus. You can use this spell to reroll a skill check you have already failed. The GM rolls this spell's check in secret, as the communion is only gleaned through impressions and sometimes skewed when received. On a natural 1, the resulting answer is wildly inaccurate.

This spell provides experiencing guidance based on your ability to understand the flashes of insight gleaned from your patron or external entity. Once you have used this spell to gain information on a specific topic or event, you cannot use it for knowledge checks regarding that subject again until you have gained a Warlock level.

<b>ORNADE'S BLACK</b>	<b>LEVEL 4</b>	<b>PARANOIA</b>	<b>LEVEL 2</b>
<i>Occult, Shadowbound</i>		<i>Occult, Dreaming</i>	
<b>Cast:</b> 1 action, somatic		<b>Cast:</b> 1 action, verbal, somatic	
<b>Range:</b> 30 feet		<b>Focus:</b> hair of a wolf [consumed]	
<b>Duration:</b> Concentration, up to 10 minutes		<b>Range:</b> 30 feet	
You create a one-directional gloom that covers a 30 foot radius from a point you can see within range, making the illumination level darkness. The darkness doesn't move. Creatures in the area can see outside of the affected area normally. Creatures and objects in the area are heavily obscured and can't be located by sight. The shadow suppresses the effects of all light sources. Creatures who cannot see in darkness are effectively linked regarding creatures and objects in the area.		You cause the target to see all other creatures as dire threats. The target is stricken by intense paranoia toward all creatures around it and must attempt a Wisdom save. On a failure, the target believes everyone it sees is a potential threat. It becomes unfriendly to all creatures to which it wasn't already hostile, even those that were previously allies. It reads no one as an ally.	
If any of the spell's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created that light is dispelled.		<b>Heightened (+):</b> you can target up to 5 creatures	
<b>PAGE-BOUND EPIPHANY</b>	<b>LEVEL 2</b>	<b>PHANTOM PAIN</b>	<b>LEVEL 1</b>
<i>Occult, Old God</i>		<i>Occult</i>	
<b>Cast:</b> 1 action, verbal, somatic		<b>Cast:</b> 1 action, verbal, somatic	
<b>Focus:</b> a live mammal or bird [consumed]		<b>Focus:</b> a dagger that has killed	
<b>Range:</b> Self		<b>Range:</b> 60 feet	
<b>Duration:</b> Concentration, up to 1 round / Warlock level		<b>Duration:</b> Instantaneous	
You kill a live animal, and use its life force to beseech your patron to magically scour the world's libraries for information on a topic. Name a topic in 5 words or less, and a page or parchment in your possession begins to fill with snippets and selections of mad jumbled scribbling that only you can decipher. You gain a +1 to (History/Investigation) checks for each round you concentrate on reading (maximum +10). You may cease reading at any time, but must use the bonus to make a check immediately. The writing disappears when the spell ends.		A creature must make a Constitution saving throw - on a failure you cause a creature to suffer illusory pain from within its own mind, dealing 2d8 mental damage and they are considered poisoned until the end of your next turn.	
		<b>Heightened (+):</b> 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.	
<b>PILLOW TALK</b>	<b>LEVEL 3</b>		
<i>Occult, Fey</i>			
<b>Cast:</b> 10 minutes, somatic			
<b>Focus:</b> a nightshade flower			
<b>Range:</b> Touch			
<b>Duration:</b> 1 minute / Warlock level			

This spell can be cast only on a sleeping creature, which must be present for the full duration of the casting time. You grant the semblance of wakefulness to the target, allowing it to answer questions. You can ask one question per 2 Warlock levels. The target's knowledge is limited to what it normally knows, including the languages it speaks. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you when awake. If the target succeeds at a Wisdom save, it awakens (unless some force is preventing it from being awake, such as magic or drugs), and it remains aware of the first question you asked. If the target has been subject to pillow talk within the past week, the new spell fails. While your questions don't otherwise wake the target, this spell does nothing to prevent other sounds or stimulus from waking the target. A target who sleeps through the spellcasting and duration of the spell has no memory of it taking place, but a target who awakens before the spell ends remembers every question asked and what answers it gave.

## PIPES OF MADNESS

LEVEL 8

*Occult, Fey*

**Cast:** 1 action, somatic

**Focus:** a pan flute made from a Songspire Tree

**Range:** 150 feet

**Duration:** Concentration, up to 8 hours

You cause your pan flute to hover at a point within range, causing all creatures within 20 feet of it (and can hear it) to make a Wisdom saving throw. Creatures that can't be frightened automatically succeed. On a failed save, the creature dances madly or attacks the nearest creature (50% chance of either each round) for 1 minute. Attack rolls against dancing creatures have advantage. Dancing creatures are incapacitated and have disadvantage on Dexterity saving throws. Each dancing creature that can see or hear an ally that isn't affected makes another Wisdom saving throw at the end

of each of its turns, ending the effect on itself on a success.

At the end of this period of frenzy, the affected creatures become catatonic, whistling the melody emitted from the pipes for the remainder of the spell's duration. If an affected subject is attacked, whether during the frenzy or during the catatonia, that subject makes a Wisdom saving throw. If it fails on this saving throw, it sends its next turn attack the creature that attacked it. If it succeeds on this saving throw, the effects of this spell end on it. Any creature not yet affected by the casting of this spell who hears the whistling from within 60 feet must make a Wisdom saving throw with advantage. If the listener fails on this saving throw, the spell affects the listener, starting with 1 minute of frenzy. Upon any successful saving throw against Pipes Of Madness, a creature becomes immune to that casting of the spell.

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## POSSESSION

LEVEL 5

*Occult, Dreaming*

**Cast:** 1 action

**Range:** 60 feet

**Duration:** 1 hour / Warlock level

You attempt to project and transfer your soul into another creature's body. The target creature must be within the spell's range and you must know where it is, though you do not need line of sight. When you transfer your soul upon casting, your body appears to be dead.

To take possession, first the target must fail a Wisdom saving throw. On a failure, your soul has made contact with the new body and three successive contests must be made for you to wrestle control. Both you and the target may choose to use either Wisdom or Intelligence, the winner of two contests retains control over the body. These contests happen on the same round of the casting of this spell. If the target wins this contest, or succeeds on the original saving throw, the spell ends and you return to your original

body. Otherwise, you gain control of the target's body while your own lays lifeless on the ground. If you are successful, the target's soul is imprisoned within their body with you as the dominant mind. It still perceives through its senses, although it cannot assert any influence or control nor use mental abilities. You may communicate telepathically with the host as if you shared a common language, but only with your consent. You keep your Intelligence, Wisdom, Charisma, level, class, alignment and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, and natural abilities. You can't activate the body's extraordinary or supernatural abilities, nor can you cast any of its spell-like abilities.

As a standard action, you can shift freely back to your own body regardless of range, so long as it remains on the same Plane of Existence (ending the spell). Doing so, causes the original soul to regain control of its body.

If the host body is killed with you inside of it, you are also slain. If your body is slain, when the spell expires and you are ejected from the host, you are slain.

Creatures who are undead or have no physical body can not be possessed.

Every hour, the host is given the opportunity to again make a Wisdom saving throw followed by three contests in order to regain control of its body. If it fails to do this three hours in a row, they may no longer resist for the spell's duration.

**Heightened (8th):** When you cast this spell as an 8th level spell slot, you may choose for your body to vanish as it merges with the target. As an action you may eject yourself from the host, with your body appearing within 5 feet as you emerge.

## POWDER OF IBN GHAZI

LEVEL 4

*Occult, Fathomless*

**Cast:** 1 action

**Focus:** a tube and any fine powder

**Range:** Self (20 foot radius sphere)

**Duration:** 10 minutes

Using a tube or other implement, you blow powder around you, causing it to cling briefly to and magically reveal all invisible objects in the area. Each creature in the area must succeed on a Dexterity saving throw to avoid the powder. All effects that bestow invisibility are immediately dispelled from powder-affected creatures and objects and no spell of 4th level or lower can make those creature or objects invisible again for the duration. All powder-affected creatures and objects that bear magic faintly radiate their magic auras for all to see for the duration. As a bonus action, you can choose an aura and automatically recognize its school of magic, if any. You and observers can also interpret the significance of an aura with a successful DC 10 Intelligence (Arcana) check (no action required). Wiping off or otherwise removing the powder foes not end its effects.

## REND MORTAL

LEVEL 8

*Occult, Fiend*

**Cast:** 1 action

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You make a melee spell attack against a creature, grabbing them with your hand. On a success, you roll 19d8. If the total you roll is higher than the creature's remaining hit points; you rip their soul from their body and restrain it in your hands. Their physical form collapses to the ground, empty. You must hold concentration on this spell as the creature begins to make death saving throws. If the soul succeeds, the spell ends and it returns to its body and awakens in the state it was in prior to this spell.

If it fails and is slain, you consume the soul. The creature can not be resurrected except by extraordinary means. After consuming the soul, you permanently gain the ability to (as a free action) instantly heal 1d10 hit points or 1d10 temporary hit points for 1 hour; or telepathically ask the soul a question and receive a brief

telepathic answer. The soul only knows what it knew in life, and must answer truthfully and to the best of its ability. The answer is no more than a sentence or two and may be cryptic. Once you used this ability 3 times, it is gone forever.

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**RETURN****LEVEL 9**

*Occult*

**Cast:** 1 minute

**Range:** Self

**Duration:** 24 hours

You remove a chosen number of hit points from your maximum, but allow yourself to defy death for 24 hours. Once you die from previous wounds (dying from old age isn't affected), you will arise with a number of hit points equal to the number you had removed from your maximum at the time of the casting.

You may only be affected by 1 return spell at a time. Any further castings of the spell fail.

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**RIFT OF RUIN****LEVEL 8**

*Occult, Fiend*

**Cast:** 1 action, verbal

**Focus:** an object from Baator

**Range:** 400 feet

**Duration:** 1 minute

This spell tears a rift in reality, creating an extradimensional crack 5 feet wide, up to 5 foot long per Warlock level, with a depth of 60 feet. You must create the rift on a horizontal surface of sufficient size. Since the rift extends into Baator, it does not displace the original underlying material or allow access to areas below the surface—you can create the rift on the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any Large or smaller creature standing in the area where you conjure the rift must succeed at a Dexterity save to avoid falling into the hole. If successful, the creature picks which side of the rift it remains on once the rift

opens. Unattended objects and structures that can be fully engulfed by the rift automatically fall into it.

The walls of the rift are covered with razor-sharp teeth, while the floor seethes with boiling pools of acid, strange chewing vermin, writhing shards of ice, and all manner of other chaotic and deadly manifestations of Baator. A creature that falls into the rift takes 6d6 points of falling damage. Any creature in the rift (starting on the round it enters) takes an additional 6d6 points of damage from the rift's environs, even if the creature is merely climbing or flying within the rift rather than standing at the bottom. This additional damage changes from round to round and is rolled randomly on a d8, selected from 1) acid, 2) bludgeoning, 3) cold, 4) electricity, 5) fire, 6) piercing, 7) slashing, or 8) sonic. Each round, a creature in the rift can attempt a Dexterity save to take half damage that round. The rift's walls have a Climb DC of 25.

When this spell's duration ends, the rift snaps shut, violently expelling all creatures still within. These creatures take double damage from the rift's environs in that round and are knocked prone as they are returned to the surface above. At any time during the spell's duration, you can use it to conjure a number of Baator denizens into the surrounding region as a standard action. Doing so causes the rift to snap shut, ending the spell's duration and returning any creatures that had fallen into it to the ground as detailed above. As the rift snaps shut, choose one of the following creatures or groups of creatures to appear in the area; these creatures are treated as if you had summoned them via magic and remain for a number of rounds equal to the remaining duration of the rift of ruin spell. You can choose to summon a number of creatures of the same type that add up to 1/2 your Warlock level.

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**SARNATH SIGIL****LEVEL 4**

*Occult, Fathomless*

**Cast:** 1 action, verbal, somatic

**Focus:** a small ruby worth at least 5g

**Range:** 60 feet

**Duration:** Concentration up to 1 minute

You toss a ruby into the air and target a creature that you can see within range. On a failed Wisdom saving throw, any non-spell ranged attacks originating within 90 feet of the target automatically veer towards the spell's target instead of the ranged attack's original target, provided that the spell's target is within the attack's long range. A creature's own ranged attacks do not loop back to target it. A new attack roll is made to hit the target of Sarnath Sigil.

**Heightened (8th):** When you cast this spell using a spell slot of 9th level or higher, the spell also forces spells cast within 90 feet to redirect to this new target (if the new target is within range). A spell with multiple targets adds this spell's victim, redirecting from one other target at random if necessary. Area of effect spells are not redirected. Rays and other ranged spell attacks are redirected similar to weapons (above). Each spell that is redirected depletes the potential of the Sigil by a number of levels equal to its spell level. Once the Sigil has redirected a number of spell levels equal to twice the level of the spell slot spent to cast it, no further spells are affected (though the sigil remains in place and still redirects ranged weapon attacks). Spells of higher level than Sarnath Sigil's remaining limit are not redirected but do not deplete the Sigil's limit.

## SCREECH

LEVEL 3

*Occult, Wyrm*

**Cast:** 1 action, verbal

**Focus:** an owl foot [consumed]

**Range:** 30 feet radius centered on you

**Duration:** Instantaneous

You emit a shrill, piercing shriek, startling those around you into dropping their guard. Enemies in the area must make a successful Constitution

saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own screech.

## SEE BEYOND

LEVEL 3

*Occult*

**Cast:** 1 hour, verbal, somatic

**Focus:** an intact humanoid eye from a corpse who passed into the afterlife over 24 hours ago

**Range:** Self

**Duration:** 24 hours or until discharged

You consume a humanoid eyeball from a corpse whose soul has passed into the afterlife and attune your mind and your sight to the hidden world of spirits. You gain advantage on Perception checks; this bonus increases to a +10 bonus on Perception checks to find invisible creatures or objects, incorporeal creatures or objects, or things that exist only on the Ethereal Plane. Additionally, at any time during the spell's duration, you can push your ethereal vision even further as a bonus action. When you do, you can see through solid objects for 5 rounds. After this time, the spell ends.

## SEEDS OF INFLUENCE

LEVEL 3

*Occult, Fey*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** a rose

**Range:** Touch

**Duration:** 1 hour / Warlock level

You give a gift of a rose, leaving a magical trace in the mind of a creature with an attitude of at least indifferent towards you, if they both take the rose and fail a Wisdom saving throw. This target is at disadvantage to this save if their attitude is friendly towards you.

Creatures with a magical trace are at a disadvantage on saving throws to resist spells you cast for the duration. You may also target

that creature with mind-affecting spells at double range (or 30 feet for Touch spells). Whenever the target succeeds at a Saving Throw against a divination or mind-affecting spell you cast, this spell ends for that target. A creature can only be subject to one casting of this spell, later castings remove any previous casting.

### SEEPING DEATH

### LEVEL 3

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** the corpse of a dead beast

**Range:** Touch

**Duration:** 1d3 days

Your touch inflicts a virulent, flesh-eating disease. Make a melee spell attack against a creature within your reach. On a hit, the creature's Dexterity score is reduced by 1d4, and it is afflicted with the Seeping Death disease for the duration.

Since the spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it; any can end the spell early.

**Seeping Death.** The creature's flesh is slowly liquified by a lingering necrotic pestilence. At the end of each long rest, the diseased creature must succeed on a Constitution saving throw or its Dexterity score is reduced by 1d4. The reduction lasts until the target finishes a long rest after the disease is cured. If the disease reduces the creature's Dexterity to 0, the creature dies.

### SEMBLANCE OF DREAD

### CANTRIP

*Occult, Cantrip, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of flesh from a fiend or outsider

**Range:** Self / 10 feet

**Duration:** Concentration, up to 1 minute

You adopt the visage of Azarad-Ji. For the duration, any creature within 10 feet of you and

able to see you can't willingly move closer to you unless it makes a successful Wisdom saving throw at the start of its turn. Dathaira, Constructs and Undead are immune to this effect.

For the duration of this spell you also gain vulnerability to radiant damage and have advantage on saving throws against effects that cause the frightened condition.

### SEMBLANCE OF THE KEY AND THE GATE

### LEVEL 8

*Occult, Fathomless*

**Cast:** 8 hours, verbal, somatic

**Focus:** a mundane door or portal, and a work of art of your intended location

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You evoke an unfathomable omnipresence to conjure a portal linking a mundane doorway or archway that you can see within range to a precise location on any Plane Of Existence (including the plane you are currently on). The portal fills the archway and lasts for the duration. The portal has a front and a back in each location where it appears. Travel through the portal is only possible by moving through its front. Anything that does so instantly arrives in the unoccupied space nearest the front of its other location.

Deities, Elder Gods, and other planar rulers can prevent portals like this from opening in their presence or anywhere within their domains.

When you cast this spell, you can speak the true name of a specific creature (not a pseudonym, title or nickname). If you do, the portal opens in that creature's immediate vicinity and draws it through the nearest unoccupied space on your side of the portal unless it succeeds on a Charisma saving throw. The spell automatically fails if you name a creature with challenge rating 10 or higher unless you provide as a material component a rare or rarer magic item the creature desires, which the spell consumes. You gain no special power over the creature. When

the duration ends, the creature returns to where it came from unless it wishes to stay and succeeds on a new Charisma saving throw.

**Heightened (9th):** When you cast this spell using a spell of 9th level, the names creature of challenge rating 10 or lower receives no saving throws.

#### SERVANT OF DOOM

LEVEL 4

*Occult*

**Cast:** 1 bonus action, verbal

**Range:** Self

**Duration:** Concentration, up to 1 minute

You assume the form of a force of destruction with a gift of power from your patron. When you cast this spell, choose which form to take:

- **The Emissary.** The blood in your veins shines through your skin, extra eyes open in your flesh, and you gain the following benefits:
  - You gain a flying speed equal to your walking speed and the ability to hover, though you must stay within 5 feet of the ground.
  - You gain true sight out to a range of 60 feet.
  - Creatures have disadvantage on Wisdom saving throws against your spells and abilities.
  - You have advantage on Wisdom based attack rolls.
- **The Envoy.** Your skin becomes stone like, bony growths erupt across your body, and you gain the following benefits:
  - You ignore difficult terrain for movement purposes.
  - You can move through walls and other solid barriers if you succeed on a Strength check you make just before moving up to the barrier. The DC equals  $10 + \text{twice the barrier's thickness in feet}$ .
  - You have advantage on Strength or Dexterity based attack rolls.
  - Your melee weapon attack deals an extra 1d6 slashing damage on a hit.

#### SHADOW ARMOR

LEVEL 1

*Occult*

**Cast:** 1 reaction, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

You siphon energy from the plane of shadow to protect yourself from an immediate threat. As a reaction, you pull shadows around yourself to distort reality. The attack against you is made with disadvantage, and you have resistance to radiant damage until the start of your next turn.

#### SHADOW BIND

LEVEL 1

*Occult*

**Cast:** 1 Action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

The target must succeed a Strength saving throw or you pin the target's shadow to its current location, causing the target to become entangled and preventing it from moving farther than 5 feet from its original position, as if its shadow were anchored to the terrain. Each round on its turn, the target can use an action to attempt a new saving throw to end the effect. A flying creature can only hover in place or fall while entangled in this manner. The spell automatically fails when cast on a creature that doesn't throw a shadow, and it ends if the creature is entirely in an area with no illumination.

**Heightened (+):** you may take one additional creature for each additional spell slot used to cast this spell

#### SHADOW BITE

CANTRIP

*Occult, Cantrip, Shadowbound*

**Cast:** 1 action, verbal, somatic

**Focus:** an insect that froze to death

**Range:** 60 feet

**Duration:** Instantaneous

You create a momentary needle of cold, sharp pain in a creature within range. The target must make a successful Constitution saving throw or take 1d6 necrotic damage immediately and have its speed halved until the start of your next turn.

**Augmented (5th)** damage increases to 2d6  
**Augmented (11th)** damage increases to 3d6  
**Augmented (17th)** damage increases to 4d6

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#### SHADOW BLINDNESS

#### CANTRIP

*Occult, Cantrip, Shadowbound*

**Cast:** 1 action, verbal, somatic  
**Range:** Touch  
**Duration:** 1 round

You make a melee spell attack against a creature you touch that has Darkvision; on a hit, the target's Darkvision is negated until the spell ends. This target regains all of its other senses.

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#### SHADOW CONJURATION

#### LEVEL 9

*Occult*  
**Cast:** See Text, verbal, somatic  
**Range:** See Text  
**Duration:** See Text

You use material from the Plane Of Shadow to shape quasi-real illusions of one or more creatures, objects or forces. When casting this spell, you can mimic the effect of any Wizard spell of the Conjunction type of 6th level or lower. Casting time, range, and duration are matched to the parent spell, and any material components needed must be provided. No Arcane Focus is required for casting.

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#### SHADOW HANDS

#### LEVEL 1

*Occult*  
**Cast:** 1 action, verbal, somatic  
**Range:** Self (10 foot cone)

**Duration:** Instantaneous

A freezing blast of shadow explodes out from you in a 10-foot cone. Creatures caught inside must make a Wisdom saving throw. A failed save causes 2d4 necrotic damage and the frightened condition. Frightened creatures must make every effort to be remain 30 feet away from you. A successful save only causes half damage.

**Heightened (+)** when you cast this spell using a spell slot of 2nd level or higher, the damage dealt by the attack increases by 2d4 for each slot level above 1st.

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#### SHADOW MASK

#### LEVEL 2

*Occult*  
**Cast:** 1 bonus action, somatic  
**Focus:** cobwebs  
**Range:** Self  
**Duration:** 10 minutes / level

You cause a mask of shadows to form around your face. It does not impede your vision, cannot be physically removed, completely hides your features, and protects against certain attacks. You receive advantage against saving throws against light or darkness spells and any spells that rely on bright light for damaging effects. You also gain a 50% chance each round to avoid having to make a saving throw against gaze attacks, just as if you had averted your eyes. When the spell ends, you can feel it and the mask fades over 1d4 rounds (rather than immediately), giving you time to keep your face hidden using other means. A successful Dispel Magic cast against the shadow mask ends the spell and causes the same slow fading.

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#### SHADOW METAMORPHOSIS

#### LEVEL 6

*Occult, Shadowbound*  
**Cast:** 1 action, verbal, somatic  
**Range:** Touch

**Duration:** Concentration, up to 1 minute

You touch a creature of Huge size or smaller, or a single object no more than 20 feet in dimension, and transform it into malleable shadow-stuff. Objects under the effect of this spell are no immaterial, but are easy to shape or compress (like cloth). One could not walk through a door that is affected by this spell, but the door could be pulled aside like a curtain and bypassed, or pulled up like the bottom edge of a tent flap and crawled under, even if the door was locked. An unwilling creature can make a Constitution saving throw, avoiding the effect on a success. A creature under the effect of the spell is amorphous and can move through a space as narrow as 1 inch wide without squeezing. In dim light or darkness, the creature has advantage on Dexterity (Stealth) checks. A creature under the effect of this spell cannot make attacks or cast spells and has vulnerability to radiant damage.

**SHADOW MIND****LEVEL 3***Occult, Shadowbound***Cast:** 1 action, verbal, somatic**Focus:** an earthworm**Range:** 120 feet**Duration:** 1 minute / Warlock level

You dim your targets' perceptions of light and shadow, convincing them the space they occupy is dark. Target up to 1 creature a level, no two of which can be more than 30 feet apart. Each creature that fails a Wisdom save perceives the world around it as one light level darker than its true illumination level. The spell does not change the light level outside of the targets' perception, and does not create magical darkness. However, the spell creates an illusion of darkness rather than actual darkness, so low-light and darkvision don't allow a target to see in the conditions created by the spell. Even targets that see normally through magical darkness suffer a loss of vision from this spell.

**SHADOW OF MOIL****LEVEL 4***Occult***Cast:** 1 action, verbal, somatic**Focus:** an eye from an undead creature**Range:** Self**Duration:** Concentration, up to 1 minute

Flame-like shadows wreath your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 2d8 necrotic damage.

**SHADOW OF THE NIGHTGAUNT****LEVEL 3***Occult, Dreaming***Cast:** 1 action, verbal, somatic**Focus:** an elder sign**Range:** 60 feet**Duration:** Concentration, up to 1 hour

You summon one Nightgaunt from the dream world that appears in an unoccupied space you can see within range. A summoned Nightgaunt disappears when it drops to 0 hit points or when the spell ends. When you ease concentrating, the spell does not end immediately, allowing the Nightgaunt to make a Wisdom saving throw each turn to remain against a DC of 12.

The Nightgaunt is hostile to all creatures, including you. Roll initiative for the Nightgaunt, which has its own turns. The Nightgaunt pursues and attacks the nearest non-Nightgaunt creature of Medium or smaller size to the best of its ability, attempting to capture the creature,

**NIGHTGAUNT (Medium Monstrosity)****AC:** 13 (natural armor)**Hit Points:** 78 12d8 + 24

**Speed:** 30 ft, fly 40 ft

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
18 (+4)	13 (+1)	14 (+2)	5 (-3)	14 (+2)	11 (+0)

**Skills:** Athletics +6, Stealth +5

**Condition Immunities:** charmed, frightened, sleep

**Senses:** blindsight 60ft, passive perception 12

**Clutches:** the Nightgaunt's speed is not halved by varying or dragging a grappled Medium or smaller creature.

**Faceless:** the Nightgaunt doesn't need to breathe and is immune to gaze attacks as well as inhaled attacks or hazards.

**Pack Tactics:** the Nightgaunt has advantage on attack rolls against a creature if at least one of the Nightgaunt's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### ACTIONS

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft, one target. Hit: 9 (2d4 + 4) slashing damage and if the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the night gaunt can't claw another target.

**Subdue:** as a bonus action, the Nightgaunt can subdue a creature grappled by it with horrible efficiency. Unless it is a construct, elemental, ooze, plant, or undead, the target must succeed on a DC 14 Constitution saving throw or be incapacitated until the end of its next turn.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you summon an additional Nightgaunt for every two slot levels above 3rd.

#### SHADOW PUPPETS

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of powdered lead

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You animate the shadow of a creature within range, causing it to attack that creature. As a bonus action when you cast the spell, or as an action on subsequent rounds while you maintain concentration, make a melee spell attack against the creature. If it hits, the target takes 2d8 psychic damage and must make a successful Intelligence saving throw or be incapacitated until the start of your next turn.

**Heightened (+):** 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.

#### SHADOW SPY

LEVEL 2

*Occult, Shadowbound*

**Cast:** 1 action, somatic

**Focus:** Ink made from your own blood [consumed]

**Range:** Self

**Duration:** Concentration, up to 1 minute

You smear the ink on your fingertips, bringing your shadow to life as a tenebrous spy that can slip under doors, between shutters, and through the narrowest of cracks. You can stretch your shadow up to 10 times your height and move it as you desire. It remains two-dimensional and cannot interact with physical objects.

You can spy through your shadow's eyes and ears as if they were your own, but magically enhanced senses do not work through this spell. You can utilize the Stealth skill normally if trying to keep your shadow's presence a secret; it gains advantage on Dexterity (Stealth) checks in dim lighting but disadvantage on Dexterity (Stealth) checks in brightly lit areas.

#### SHADOW TENDRILS

LEVEL 3

*Occult, Shadowbound*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of ash

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

Writhing ribbons of quasi-real darkness extend from your hand. As an action, you can make a melee spell attack with the tendrils against any creature within range. On a hit, the target takes 2d8 cold damage and must succeed at a Dexterity saving throw or be restrained.

A creature that starts its turn restrained by the tendrils takes the damage again. It can take an action to make a Dexterity check against your spell save DC to free itself. On your turn, as a Bonus Action, you can drag a creature restrained by the tendrils up to 15 feet closer to you.

The tendrils have AC 13 and 12 hitpoints. They are immune to bludgeoning, piercing, slashing damage from nonmagical weapons. They are vulnerable to radiant damage. If the tendrils are destroyed by damage, but the spell is still in effect, you can reform them as a bonus action to make another attack against a creature in range.

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**SHADOW WALK**

**LEVEL 5**

*Occult, Shadowbound*

**Cast:** 1 minute, verbal, somatic

**Focus:** a pinch of ash

**Range:** Touch

**Duration:** 8 hours

You access the Shadow Plane, using its warped nature to speed your travel. You and up to 9 willing targets that you touch enter the edge of the Shadow Plane where it borders The Material Plane. Targets can't see The Material Plane while on the Shadow Plane (although elements of that plane can sometimes be a hazy reflection of The Material Plane). While on The Shadow Plane, the targets are exposed to potential encounters with that plane's denizens. The shadows on the border between the planes bend space, speeding up your movement with respect to The Material Plane. Every 3 minutes the targets travel along this border, they move as far as they would through The Material Plan for 1 hour. At any point, a target can Dismiss the spell's effects,

although this affects only that target. The shadow bending is inexact, so when the spell ends, the targets appear roughly 1 mile from their intended location on The Material Plane (though those who are traveling together and Dismiss the spell at the same point on The Plane Of Shadow appear together).

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**SHADOWFADE**

**LEVEL 1**

*Occult*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 1 minute

In areas of darkness, the target is invisible to creatures using darkvision or infravision to see. In areas of dim light, the target gains concealment against creatures using darkvision or infravision. This spell has no effect in areas of normal light or brighter, and is automatically dispelled if the target enters an area of bright light or takes a hostile action.

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**SHIFTING SHADOWS**

**LEVEL 3**

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of squid ink

**Range:** 120 feet / 20 foot radius

**Duration:** 1 minute

Waves of shifting shadows obscure the appearance of all creatures caught within the emendation, making it harder to tell friend from foe.

While this spell does not cause affected creatures to risk accidentally attacking their Allie's, it does require them to concentrate harder to keep track of their allies and foes. While this spell is in effect, every creature in the area can treat any other creature in the area as an allied threatening creature for the purposes of flanking. Further, whenever a creature in the area would provoke an attack of opportunity, the attacker must first

succeed on a Dexterity saving throw or lose the attack of opportunity for that round as they are challenged to discern friend vs foe. The shadows do not hinder precision based attacks or create areas of dim light. Creatures who can do not require sight to sense (e.g. tremorsense), or can see through illusions are not effected by this spell.

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**SHROUD OF DEATH** **LEVEL 4**

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** Self, 30 foot radius

**Duration:** Concentration, up to 10 rounds

You call up a black veil of necrotic energy that devours the living. You draw on the life energy of all living creatures within 30 feet of you that you can see. When you cast the spell, every living creature within 30 feet of you that you can see takes 1 necrotic damage, and all those hit points transfer to you as temporary hit points. The damage and the temporary hit points increase to 2 per creature at the start of your second turn concentrating on the spell, 3 per creature at the start of your third turn, and so on. All living creatures you can see within 30 feet of you at the start of each of your turns are affected. A creature can avoid the effect by moving more than 30 feet away from you or by getting out of your line of sight, but it becomes susceptible again if the necessary conditions are met. The temporary hit points last until the spell ends.

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**SIGN OF EIBON** **LEVEL 3**

*Occult, Fathomless*

**Cast:** 1 action, verbal, somatic

**Range:** Self, 5 foot radius

**Duration:** Concentration, up to 1 minute

You draw a sign in the air that enhances your magical power. Each spell you finish casting while maintaining concentration on this spell

takes effect as if you had cast it with a spell slot one slot level higher than you actually expended for that spell. If you cease concentration on this spell as a result of casting a new spell, its effects are not enhanced and Sign Of Eibon ends. Spells enhanced in this way cannot benefit from any other effect that alters their effective slot level.

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**SILENT TABLE** **LEVEL 2**

*Occult, Fiend*

**Cast:** 1 action, verbal

**Focus:** honey [consumed]

**Range:** Self, 5 foot radius

**Duration:** 1 minute / level

You protect an area against casual eavesdropping. Sounds and sonic effects that originate inside the area are muffled for anyone outside the area; Perception DCs to hear or understand sounds leaving the area increase by 20, and any saving throw DCs of these effects decrease by 2. The spell does not affect sounds that enter the area or the Perception checks of creatures inside it.

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**SILHOUETTE** **CANTRIP**

*Occult, Cantrip*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 minute

You create a shadow play against a screen or wall. The surface can encompass up to 100 square feet. The shadowy figures are two dimensional and make no sound but they can dance, run, move, kiss, fight and so forth when you concentrate on the image.

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**SIPHON BREATH** **LEVEL 2**

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** mummified paw of a weasel

**Range:** 25 feet

**Duration:** Concentration, up to 10 minutes

You pull the breath from a creature's lungs, dealing damage and leaving it unable to speak, use breath weapons, or cast spells with verbal components. If the target fails a Constitution saving throw, it takes 2d6 points of suffocation damage immediately. A visible line of swirling air leaves the target's mouth and enters yours. You receive a gulp of air.

For the duration, the target may continue to breathe shallowly to survive, but can not make sound from their mouth or activate breath weapons. If the target and you are separated by 25 feet, the effect immediately ends.

While in possession of their breath, you may also choose to vocalize as the target, sounding exactly as they do, using their voice.

### SKELETON CREW

LEVEL 3

*Occult, Material, Undying*

**Cast:** 1 action, verbal, somatic, material (one or more humanoid corpses)

**Focus:** a bone from a previously animated skeleton

**Range:** 15 feet radius

**Duration:** 1 day / Warlock level

You target a number of corpses up to your level within range that you can see. They rise as undead and perform simple tasks for you until the spell ends.

The undead servants have AC 10, 1 hit point, and a Strength of 2, and can't attack. When a servant drops to 0 hit points, it is no longer animated.

The created undead cannot speak, attack, or even defend themselves. The only orders they obey are simple ones. They are not proficient with any weapons or armor.

On each of your turns as a bonus action, you can mentally command the servants to move up to 15 feet and interact with an object. The servants can perform simple tasks that a human servant could do, such as fetching things, cleaning,

mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servants perform the task to the best of their ability until it completes its task; then waits for your next command.

If you command the servants to perform tasks that would move it more than 60 feet away from you, that servant is no longer animated by the spell. The undead you create with this spell remain under your control for the duration of the spell and do not count against your limit of total Hit Dice worth of undead creatures you can control.

**Material:** one or more humanoid corpses

### SKULL WATCH

LEVEL 3

*Occult, Material, Undying*

**Cast:** 1 minute, verbal, somatic, material (an intact skull from an intelligent creature complete with jawbone)

**Focus:** a pinch of soot or ash [consumed]

**Range:** Touch

**Duration:** 24 hours

You incant this spell on an intact skull, placing a rune of soot or ash upon its forehead. Setting the skull in midair facing a particular direction, it hangs there in midair. The eye sockets of the skull glow faintly, defining a path 20 feet wide and 90 feet long. Physical boundaries such as walls limit this path.

Any living creature that enters the area of this path within the limitations of the spell activates the skull watch. The skull emits a piercing shriek that can be heard up to a quarter-mile away, creatures caught within its cone must succeed on a Constitution saving throw or be deafened for 1 minute. You become aware the skull watch has been tripped if you are alive, conscious, and on the same plane.

The skull can be moved from its position without activating it, as long as the individual does not step within the path. The skull can also be destroyed if it has 4 hit points and an AC of 12.

On the turn following the casting of this spell, you may place another spell upon the skull which will trigger when it screams. All decisions made involving the companion spell must be made when casting *Skull Watch* (including targets). Both *Skull Watch* and the companion spell are cast at the same time. The 1-minute casting time is the minimum total for both casting; if the companion spell has a longer casting time, use that instead. You must pay any costs associated with the companion spell during the casting of *Skull Watch*.

Valid targets for the companion spell include the skull, the area within the skull's cone, or the triggering creature. Concentration spells last for 1d6 rounds.

If you have multiple skull watches operating, you are unable to discern which has been tripped.

After being triggered, the skull sinks slowly to the ground and can be reused at a later time.

**Material:** an intact skull from an intelligent creature complete with jawbone.

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## SLITHER LEVEL 2

*Occult, Shadowbound*

**Cast:** 1 action, verbal, somatic

**Focus:** ashes from a wooden carving of you

**Range:** Self

**Duration:** Concentration, up to 1 minute

You momentarily become a two dimensional shadow. You can slide under a door, through a keyhole, or through any other tiny opening. All of your equipment is transformed with you, and you can move up to your full speed during the spell's duration. While in this form, you have advantage on Dexterity (Stealth) checks made in darkness or dim light and you are immune to nonmagical bludgeoning, piercing, and slashing damage. You can dismiss this spell by using an action to do so.

If you return to your normal form while in a space too small for you (such as a mouse hole, sewer pipe, or the like), you take 4d6 force damage and are pushed to the nearest space within 50 feet

big enough to hold you. If the distance is greater than 50 feet, you take an extra 1d6 force damage for every additional 10 feet traveled. Also in this form you are vulnerable to damage from bright light or sunlight.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you can target an additional willing creature that you touch for each slot level above 2nd.

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## SOUL VAULT LEVEL 3

*Occult, Undying*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Touch

**Duration:** 10 minutes / Warlock level

This touch a body or other container in which a soul resides, barring that soul from leaving that body or vessel. The target soul is as +10 to resist effects that would redirect or trap it, or -10 to leave its vessel. This includes any attempts to transform the target soul into an undead creature. The target is granted a save to negate such effects even if one is not normally allowed.

If this spell is cast on a living creature that then dies, the target's soul remains in its body. The target gains the +10 bonus to their death saving throws. If it's cast on a corpse within 1 round of death, the target's soul is bound to the body, negating the death. Otherwise, only the body receives the protection from being injected with a soul.

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## SPEECHREADER'S SIGHT LEVEL 1

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** Self (100 feet)

**Duration:** 1 hour

If a creature within 100 feet that you can see is speaking a language you understand, you can read its lips with perfect accuracy. Readyng lips

in this manner gives the exact wording of conversation and does not assist in deciphering any obfuscated ideas such as secret messages or slang. Reading lips requires moderate concentration.

#### SPELL WISP

#### LEVEL 1

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a wilted flower [consumed]

**Range:** Self

**Duration:** 1 hour

You summon a spirit from The Feywild that manifests as a ball of white or yellow light that hovers around you within five feet. You may dismiss and summon it as a bonus action when this spell is active. When it is present and within five feet you, you gain a +1 on your spell save DC and spell attack bonus when casting Occult spells. The wisp is incorporeal and cannot do or receive harm.

#### SPELLBLOOM

#### LEVEL 4

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** flesh from a spell caster

**Range:** Self / 30 foot radius

**Duration:** 5 rounds

You create a font of magical energy, centered on yourself that expands to a radius of 30 feet. Every spell caster, whether ally or enemy, inside the spell bloom at the beginning of their turn regains a level 1 spell slot. Either when the spell ends, or as a free action on your turn you may dispel the bloom to gain a single spell slot equal to the number of rounds the bloom was active. You must use this new spell slot by the end of your next turn, or it is lost.

#### STALKING SPELL

#### LEVEL 9

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a gold piece [consumed]

**Range:** Self

**Duration:** 1 hour / Warlock level

You become invisible, and also hidden from hearing and scent. You are unable to make noise, including communication. You are unable to cast spells with verbal components. This spell ends if you attack or harm another creature.

#### SUMMON ABERRANT SPIRIT

#### LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a pickled tentacle and an eyeball in a platinum inlaid vial worth at least 40 gp

**Range:** 90 feet

**Duration:** Concentration, up to 1 hour

You call forth an aberrant spirit. It manifests in an unoccupied space that you can see within range. This corporeal form uses the Aberrant Spirit stat block. When you cast the spell, choose Beholderkin, Slaad, or Star Spawn. The creature resembles an aberration of that kind, 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.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the creature assumes the higher level for that casting whenever it uses the spell's level in its stat block.

**ABERRANT SPIRIT** (*Medium Aberration*)

**AC:** 11 + level of the spell (natural armor)

**Hit Points:** 40 + 10 for each spell level above 4th

**Speed:** 30 ft, climb 30 ft (hover) [Beholderkin only]

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	16 (+3)	10 (+0)	6 (-2)

**Damage Immunities:** psychic

**Senses:** darkvision 60ft, passive perception 10

**Language:** Deep Speech, understands the languages you speak

**Proficiency Bonus:** equals your bonus

**Regeneration (Slaad Only):** the aberration regains 5 hit points at the start of its turn if it has at least 1 hit point.

**Whispering Aura (Star Spawn Only):** at the start of each of the aberration's turns, each creature within 5 feet of the aberration must succeed on a Wisdom saving throw against your spell save DC or take 2d6 psychic damage, provided that the aberration isn't incapacitated.

#### ACTIONS

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

**Claws (Slaad Only).** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft, Hit: 1d10 + 3 + the spell's level slashing damage. If the target is a creature, it can't regain hit points until the start of the aberration's next turn.

**Eye Ray (Beholderkin Only):** Ranged Spell Attack: your spell attack modifier to hit, range 150 ft, one creature. Hit: 1d8 + 3 + the spell's level psychic damage.

**Psychic Slam (Star Spawn Only):** Melee Spell Attack: your spell attack modifier to hit, reach 5 ft, one creature. Hit: 1d8 + 3 + the spell's level psychic damage.

You utter foul words, summoning one Dathairä from the chaos of Baator. You choose the type, which must be one of challenge rating 5 or lower, such as a shadow demon or a barlgura. The demon appears in an unoccupied space you can see within range, and the demon disappears when it drops to 0 ht points or when the spell ends.

Roll initiative for the demon, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the demon's turns, it makes a Charisma saving throw. The demon has disadvantage on this saving throw if you say its true name. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends for the rest of the duration, and the demon spends its turns pursuing and attacking the nearest non-demons to the best of its ability. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled demon doesn't disappear for 1d6 rounds if it still has hit points.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. When the spell lasts, the summoned demon can't cross the circle or harm it, and it can't target anyone within it.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

## SUMMON GREATER DATHAIRÄ LEVEL 4

### Occult

**Cast:** 1 action, verbal, somatic

**Focus:** a vial of blood from a humanoid killed within the past 24 hours [consumed]

**Range:** 60 feet

**Duration:** Concentration, up to 1 hour

## SWORD TO SNAKE LEVEL 4

### Occult

**Cast:** 1 action, somatic

**Focus:** a hair from a spider [consumed]

**Range:** 30 feet

**Duration:** 1 minute

You target an inanimate object and make an undulating gesture using your hand. The target item changes slightly in shape and appearance to resemble a cross between its original form and that of a venomous animal. For example, a staff might change to resemble a snake, a shield might change to resemble an enormous venomous beetle, or the hilt of a sword might change to resemble a scorpion's tail.

If this spell is cast on a held item, the wielder makes a Wisdom saving throw to cause the spell to fail. You must be able to see the item to cast this spell on it.

The item retains all its properties, but whenever a creature picks up, attacks with, activates, or otherwise manipulates the item (with the exception of dropping the item) after this spell is cast, it animates and bites the creature. The attack is resolved before the action that triggered it. This spell otherwise does not affect the creature's ability to use the item.

If the item is a nonmagical weapon, it has an attack bonus equal to your spell attack modifier, and its attack deals 1d4 points of piercing damage. If the target item is a magic weapon, it retains any magical qualities, and its enhancement bonus is still added to both the attack roll and the damage roll.

A creature that takes damage from the bite is considered poisoned for 1 round, and must succeed a Constitution saving throw with a DC equal to your spell save DC or take 1d10 poison damage.

## TEMPORAL ENERGY NEXUS LEVEL 9

*Occult, Fathomless*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** 24 hours

You disrupt the flow of time around you, allowing you to roll  $1d4 + 2 d20$  dice, and store the results. Until you cast this spell again or 24 hours pass, you may replace any d20 rolled with a known

result from your pool. That result is then removed from your pool.

The distortion in the time-stream prevents any other aspects of the time stream being changed within a 60 feet radius from you.

## TERRIFYING LASH

LEVEL 3

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of a creature that can cause fear (e.g. dragon, wendigo, Dathairä)

**Range:** Self / 10 feet

**Duration:** Concentration, up to 1 minute

You conjure a luminous whip of energy in your hand. The whip has a reach of 10 feet, and you can take an action to make a melee attack roll against a target on your turn, using your spellcasting ability modifier as a bonus to the attack roll.

On a hit, the target takes  $2d10$  psychic damage and must succeed on a Wisdom saving throw or be frightened for 1d4 rounds. If you attack a target that is already frightened, you gain advantage on the attack roll and the target has disadvantage on the Wisdom saving throw.

## TETHER ESSENCE

LEVEL 7

*Occult, Material*

**Cast:** 1 action, verbal, somatic, focus, material (25 gp platinum cord)

**Range:** 60 feet

**Duration:** Concentration, up to 1 hour

Two creatures you can see within range must make a Constitution saving throw, with disadvantage if they are within 30 feet of each other. Either creature can willingly fail the save. If either save succeeds, the spell has no effect. If both saves fail, the creatures are magically linked for the duration, regardless of the distance between them. When damage is dealt to one of them, the same damage is dealt to the other one.

If hit points are restored to one of them, the same number of hit points are restored to the other one. If either of the tethered creatures is reduced to 0 hit points, the spell ends on both. If the spell ends on one creature, it ends on both.

**Material:** 25 gp of platinum cord, which the spell consumes.

#### THANATOTIC FURY

LEVEL 4

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** shavings from a holy symbol

**Range:** self

**Duration:** 1 minute

You are infused with energy that makes creatures you damage incapable of casting magic from a patron such as Divine or Occult. When you hit a creature and do damage, they must succeed at a Wisdom saving throw or be unable to cast divine or occult spells until the end of your next turn.

#### THIRD EYE MASTERPIECE

LEVEL 4

*Occult, Wyrm*

**Cast:** 1 action, verbal, somatic

**Focus:** a glass of flask of water

**Range:** Self

**Duration:** 8 hours

By looking through the glass of water, you can see the interconnections within and beyond the universe. You can see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane, Feywild and Shadowfell; if you are on one of these planes, you can see into The Material Plane. In addition, if a creature is scrying upon or otherwise remotely viewing any location within 60 feet of you, you can also perceive a fleeting glimpse of that creature with a successful Wisdom (Perception) check against the viewer's spell save DC. You can identify a glimpsed viewer's plane of existence with a successful DC 15 Intelligence (Arcana) check.

#### THROWS OF ECSTASY

LEVEL 3

*Occult, Fey*

**Cast:** 1 action, verbal, somatic

**Focus:** a stick of hazel or oak

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You choose a humanoid you can see within range. The target must succeed on a Constitution saving throw or become overcome with euphoria, rendering it incapacitated for the duration. The target automatically fails Wisdom saving throws, and attack rolls against them are made with advantage. At the end of each of the creatures turns, it may make another Constitution saving throw. On a success, the spell ends and they gain one level of exhaustion. If the spell continues for its maximum duration, the target gains three levels of exhaustion when the spell ends.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional humanoid for each slot level above 3rd. The targets must be within 30 feet of each other.

#### TIME RAVAGE

LEVEL 9

*Occult, Material*

**Cast:** 1 action, verbal, somatic, focus

**Focus:** an ornate hourglass decorated with bone, filled with 500 gp of diamond dust [consumed]

**Range:** 90 feet

**Duration:** Instantaneous

You smash the hourglass and target a creature you can see within range, putting its physical form through the devastation of rapid aging. The target must make a Constitution saving throw, taking  $10d12$  necrotic damage on a failed save, or half as much damage on a successful one. If the save fails, the target also ages to the point where it only has 30 days left before it dies of old age. In this aged state, the target has

disadvantage on attack rolls, ability checks, and saving throws, and its walking speed is halved. Only the *Wish* spell or the *Greater Restoration* cast with a 9th level spell slot can end these spell effects and restore the target to its previous age. **Material:** an ornate hourglass decorated with bone, filled with 500 gp of diamond dust, which the spell consumes.

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TOUCH OF IDIOTY LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic  
**Focus:** an earthworm  
**Range:** touch  
**Duration:** Concentration, up to 10 minutes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. This spell may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

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TOUCH OF THE UNLIVING LEVEL 3

*Occult, Old God*

**Cast:** 1 action, verbal, somatic  
**Focus:** a hand from a skeleton raised from the dead  
**Range:** Touch  
**Duration:** Concentration, up to 1 minute

You make a melee spell attack against a creature you can reach. On a hit, the target takes 2d6 necrotic damage and, if it is not an undead creature, is paralyzed until the end of its next turn. Until the spell ends, you can cause the target to take an additional 2d6 necrotic damage as a Bonus Action.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each additional spell slot

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TRAIL OF THE ROSE\* LEVEL 2

*Occult, Fey*

**Cast:** 1 action, verbal, somatic  
**Focus:** a Rose dipped in blood [consumed]  
**Range:** Touch  
**Duration:** 1 hour

You touch an object causing it to emit an illusory trail in the form of a misty and visible scent that only you can perceive. The mist is a faint pink-tinted illusion that ripples and flows through the area. You may select up to six other creatures to also see the illusion, who must be present at the casting or creatures you know well.

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TRANSFIX LEVEL 7

*Occult*

**Cast:** 1 action, verbal, somatic  
**Focus:** the eye of a creature that causes paralysis or petrification  
**Range:** 100 feet / 10 foot radius  
**Duration:** 1 hour / Warlock level

With a declaration, you cause a 10 foot radius area within range to become Glamoured, paralyzing any Medium or smaller creature within it that fails a Wisdom saving throw. When casting the spell, you must specify a condition that will end it ("Wait here until the dragon arrives"), even if that condition can never feasibly be met ("Stay here until the sun shines at night"). Subjects in the area that fail their saves immediately become aware of the condition that will set them free, but cannot communicate it due to their paralyzed state (although someone could use a spell to detect their thoughts to ascertain the condition). For every hour the creatures are transfixated before the condition is met, they are allowed another saving throw to break free of the spell's effect.

As long as the spell operates, any Medium or smaller humanoid that enters its area must make a successful saving throw or become transfixed with the same exit conditions. Likewise, any creatures removed from the area are freed from the spell's effect. An affected creature that is attacked gains a new saving throw to break free of the Glamour.

### TWISTED INNARDS

LEVEL 3

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** a cocoon [consumed]

**Range:** Self

**Duration:** 1 minute / Warlock level

For the duration of this spell, your vital organs writhe, shift, and move about, making it difficult to strike you in a vulnerable area. While this spell is in effect, critical hits and sneak attacks against you have a 25% chance of failing to inflict any additional damage—though you still take the normal damage from the attack.

**Augmented (7th):** chance to ignore additional damage increases to 50%

**Augmented (13th):** chance to ignore additional damage increases to 75%

### UMBRAL STORM

LEVEL 9

*Occult, Shadowbound*

**Cast:** 1 action, verbal, somatic

**Focus:** a mirrored surface

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create a channel to a region of The Plane Of Shadow that consumes life and order. A storm of dark, raging entropy fills a 20-foot-radius sphere centered on a point you can see within range. Any creature that starts its turn in the storm or enters it for the first time on its turn takes 6d8 necrotic damage and gains one level of

exhaustion; a successful Constitution saving throw halves the damage and events the exhaustion.

You can use ab onus action on your turn to move the area of the storm 30 feet in any direction.

### UNDEATH'S BLESSING

LEVEL 1

*Occult, Undying*

**Cast:** 1 action, verbal, somatic

**Focus:** a shard of bone

**Range:** Touch

**Duration:** 1 minute

You instill within a creature the touch of the grave. For the duration, any healing spells treat the creature as undead (and do damage), and necrotic damage heals. If the target is unwilling, they resist with a Wisdom savings throw.

### UNSEEN STRANGLER

LEVEL 3

*Occult, Material*

**Cast:** 1 action, verbal, somatic, material (a live rodent)

**Focus:** a pinch of sulfur

**Range:** 30 feet

**Duration:** 8 hours

You conjure an immaterial, tentacled aberration in an unoccupied space you can see within range, and you can specify a password the phantom recognizes. The entity remains where you conjured it until the spell ends, until you dismiss it as an action, or until you move more than 80 feet from it.

The strangler is invisible to all creature except you, and it can't be harmed. When a Small or larger creature approaches within 30 feet of it without speaking the password that you specified, the stranger starts whispering your name. The whispering is always audible to you, regardless of other sounds in the area, as long as you're conscious. The strangler sees invisible

creatures and can see into the Ethereal Plane. It ignore illusions.

If any creatures hostile to you are within 5 feet of the stranger at the start of your turn, the strangler attacks one of them with a tentacle. It makes a melee weapon attack with a bonus equal to your spell casting ability modifier + your proficiency bonus. On a hit, it deals 3d6 bludgeoning damage, and a Large or smaller creature is grappled (escape DC = your spell casting ability modifier + your proficiency bonus). Until this grapple ends, the target is restrained, and the strangler can't attack another target. If the strangler scores a critical hit, the target begins to suffocate and can't speak until the grapple ends.

### UNSPOKEN NAME

LEVEL 3

*Occult, Fey*

**Cast:** 1 minute, verbal, somatic

**Focus:** a mirrored surface

**Range:** Self

**Duration:** 24 hours or until discharged

This spell is said to be used by Lady Kalamantri to identify those followers who dare refer to her as “The Harlot Queen” so that she might summarily dismiss them. When you cast this spell, designate a word, phrase, or name. If a creature within 1 mile of you uses that word, phrase, or name to refer to you, you immediately learn that creatures name, appearance, and location. This discharges the spell.

### VERMIN SHAPE

LEVEL 3

*Occult*

**Cast:** 1 action, verbal, somatic

**Focus:** a vermin whose shape you wish to assume [consumed]

**Range:** Self

**Duration:** 10 minutes

You cast this spell, assuming the form of a Small or Medium creature of the Vermin type (eg

maggots, rats, cockroaches, flies). You gain the abilities and senses of the creature, keeping your Intelligence and Wisdom.

### VEXING MISCALCULATION

LEVEL 2

*Occult*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 minute or until discharged

You speak a curse of ill fortune that leads a creature's most accurate attacks astray. If the target fails a Wisdom saving throw, they are unable to score a critical hit during the spells duration. Critical hits are treated as normal and not automatic hits with increased damage. Once a critical hit has been foiled by this spell, the spell is discharged and ends.

### VOID FIELD

LEVEL 4

*Occult*

**Cast:** 1 action, somatic

**Focus:** an item crafted in the Abyss

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You create an area devoid of all sensory input. The lighting in the area of the spell immediately drops to supernatural darkness, regardless of existing conditions. No sound permeates the space, and creatures inside are considered blind and deaf. Scents and tastes are completely erased, preventing creatures from using scent to track and nullifying the effects of air based poisons or spells. The sense of touch is gone, and creatures can not navigate through this sense. Not only can creatures not feel the ground or other objects within the space, feeling vibrations through tremorsense or blindsense is negated. Creatures are unaware of any injury they receive while in the void field, and feel no pain; however they still take full damage. As they cannot properly perceive through their senses,

they have a -10 penalty on all Strength and Dexterity based skill checks, and automatically fail Perception checks.

### VOID STRIKE

LEVEL 3

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Range:** 90 feet

**Duration:** Concentration, up to 1 minute

You utter a short phrase of Void Speech, gathering writhing darkness around your hand. When you cast the spell, and as an action on subsequent turns while you maintain concentration, you unleash a bolt of darkness at a creature within range that you can see. Make a ranged spell attack. If the target is in dim light or darkness, you have advantage on the roll. On a hit, the target takes 5d8 necrotic damage and is frightened of you until the start of your next turn.

**Heightened (+):** 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.

### VOLUMINOUS VOCABULARY

LEVEL 3

*Occult, Old God*

**Cast:** 1 minute, verbal, somatic

**Focus:** a tongue from a sentient creature [consumed]

**Range:** Self

**Duration:** 1 day / Warlock level

You prepare a sentient creature's severed tongue. Whomever consumes the tongue gains a language (except for secret languages such as Druidic) once known by that sentient creature. They gain the ability to speak, understand, read, and write that language.

If the consumer lacks the mental capacity to grasp the language, it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions

coached in the language (whether written or spoken). However, since this spell endows the target merely with a temporarily enhanced vocabulary, the person offering instructions to consenting creatures must take care to avoid metaphors or other ambiguity.

### VOMIT SWARM

LEVEL 2

*Occult*

**Cast:** 1 action, somatic

**Focus:** a live spider [consumed]

**Range:** Self

**Duration:** 1 minute

You eat a live spider, and take 1d8 of necrotic damage as you spew forth from your mouth a swarm of black spiders. The swarm begins adjacent to you, and on your turn you may move the swarm by spending an action to concentrate, otherwise it moves in a straight line.

### SWARM OF SPIDERS

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

**Armor Class:** 12 (natural armor)

**Hit Points:** 22 (5d8)

**Damage Resistances:** Bludgeoning, Piercing, Slashing

**Conditional Immunities:** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses:** Blindsight 10 ft, Passive Perception 8

**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 insect. The swarm can't regain hitpoints or gain temporary hitpoints.

**Web Sense:** while in contact with a web, the swarm knows the exact location of any creature in contact with the same web. The swarm ignores movement restrictions caused by webbing.

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

**Bite:** Melee Attack. +3 to hit, reach 0 ft, one creature in the swarm's space. Hit: 4d4 piercing damage, or half that if the swarm is at half health or fewer.

### VOMIT TENTACLES

LEVEL 1

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** a tentacle [consumed]

**Range:** Self

**Duration:** 5 rounds

You eat the tentacle and your jaw distends and dozens of thin, slimy tentacles emerge from your mouth to grasp and bind your opponents. Make a melee spell attack against a foe within 15 feet of you. On a hit, the target takes bludgeoning damage equal to  $2d6 + \text{your Strength modifier}$  and is grappled (escape DC equal to your spell save DC). Until this grapple ends, the target is restrained and it takes the same damage at the start of each of your turns. You can grapple only one creature at a time.

The Armor Class of the tentacles is equal to yours. If they take slashing damage equal to  $5 + \text{your Constitution modifier}$  from a single attack, enough tentacles are severed to enable a grappled creature to escape. Severed tentacles are replaced by new ones at the start of your turn. Damage dealt to the tentacles doesn't affect your hit points.

While the spell is in effect, you are incapable of speech and can't cast spells that have verbal components.

### VOMIT TWIN

LEVEL 4

*Occult, Old God*

**Cast:** 1 action, verbal, somatic

**Focus:** 1 HD from your reserve [consumed]

**Range:** Self

**Duration:** 1 minute

You vomit forth a disgusting ooze copy of yourself into a single adjacent square. As long as the twin exists, whenever you take a move action to move, the twin can move as well, although it does not need to follow you and cannot take any other actions. On subsequent rounds, at the start of your turn, you can instantaneously exchange places with your twin. This is not an action and does not provoke an attack of opportunity.

The twin has a speed of 30 feet and provokes attacks of opportunity from movement as normal. Its AC is equal to  $10 + 1/2 \text{ your Warlock level}$  and a number of hit points equal to the HD you consumed as part of the casting. For example, if you used  $2d8$  HD, it would have 16 hit points. If the twin is reduced to 0 hit points, it is destroyed, although you can create a new one on your turn as a standard action as long as the duration persists. You cannot have more than one vomit twin at a time.

**Augmented (10th):** when you reach a Warlock level of 10 or higher, you may cast spells from your twin as if they originated from you. Any spells cast through the twin count as your spells (you must Concentrate on them). However damage taken by the twin does not cause you to break concentration.

### WAVE OF CORRUPTION

LEVEL 3

*Occult, Fiend*

**Cast:** 1 action, verbal, somatic

**Focus:** a scrap of rotten meat or plant matter

**Range:** Self / 30 foot radius

**Duration:** Instantaneous

You cause a wave of necrotic energy to spread out in a 30 foot radius around you, corrupting what it comes into contact with. Each unattended object within range takes 3d8 necrotic damage. All food and drink in the area is fouled and made unpalatable. Magical consumables such as potions have a 50% chance of being ruined. Any possessions carried by a creature first get a Constitution saving throw to avoid this outcome.

### WAVE OF OBLIVION

LEVEL 6

*Occult, Dreaming*

**Cast:** 1 action, verbal

**Range:** 60 feet

**Duration:** 10 days

You target a creature in range that you can see. They must succeed on an Intelligence saving throw or repress all episodic memories for the duration of the spell. Creatures immune to the charmed condition are also immune to this spell. On a failed save, the target forgets all episodic memories it had when the spell was cast; the target retains its proficiencies and abilities, but not its own relationship to any creature or thing in the world. Friends, family, enemies, and associates seem to be utter strangers, and the target recalls only things it would have considered common knowledge about them (GM's discretion). Each dawn, the affected target makes an Intelligence saving throw, ending the spell on it on a success.

**Heightened (+):** When you cast this spell using a spell slot of 7th level or higher, you can target an additional creature for each level above 6th. The creatures must be within 60 feet of each other when you target them.

### WEILER'S WARD

LEVEL 2

*Occult, Fey*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** a lock of hair from a fey creature

**Range:** Self

**Duration:** Concentration, up to 1 hour

You create four small orbs of faerie magic that float around your head and give off dim light out to a radius of 15 feet. Whenever a Large or smaller enemy enters that area of dim light, or starts its turn in the area, you can use your reaction to attack it with one or more of the orbs. The enemy creature makes a Charisma saving throw. On a failed save, the creature is pushed 20 feet directly away from you, and each orb you used in the attack explodes violently, dealing 1d6 force damage to the creature.

**Heightened (+):** Whenever you cast this spell using a spell slot of 3rd level or higher, the number of orbs increases by one for each slot level above 2nd.

### WHAT GROWS WITHIN

LEVEL 6

*Occult*

**Cast:** 1 action, verbal

**Focus:** a fertilized chicken egg [consumed]

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You infuse a target that you can see in range with a parasitic infestation that eats them away from the inside. The target must make a Constitution saving throw or take 1d4 points of Constitution drain damage. As an action, you can force the target to do this again each round this spell is active. A creature whose Constitution is reduced to 0 by this spell has their infestation explode from their corpse as a Blood Incarnate; a legless creature that resembles a grotesque slug-like version of the target that drips with blood. When this occurs, the target fails a death saving throw. When the Blood Incarnate hatches, the spell ends and it exists for 1d4 minutes and is under your command, leaving a trail of blood where it slithers.

**BLOOD INCARNATE** (*Medium Monstrosity*)**AC:** 11 + level of the spell (natural armor)**Hit Points:** 50 + 10 for each spell level above 4th**Speed:** 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	16 (+3)	10 (+0)	6 (-2)

**Senses:** darkvision 60ft, passive perception 10**Language:** understands the languages you speak**Regeneration:** the incarnate regains 5 hit points at the start of its turn if it has at least 1 hit point.**ACTIONS****Multiattack.** The incarnate makes a number of attacks equal to half this spell's level (rounded down).**Claws.** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft, Hit: 1d10 + 3 + the spell's level slashing damage. If the target is a creature, it can't regain hit points until the start of the incarnate's next turn.**WITCH BOLT****LEVEL 1***Occult***Cast:** 1 action, verbal, somatic**Focus:** a twig from a tree struck by lightning**Range:** 30 feet**Duration:** Concentration, up to 1 minute

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The spell ends if you use your action to do anything else. The spell also ends if the target is ever outside the spell's range or if it has total cover from you.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.**WORD OF MISFORTUNE****CANTRIP***Occult, Old God, Cantrip***Cast:** 1 action, verbal, somatic**Focus:** a slip of paper with void speech written on it**Range:** 60 feet**Duration:** Concentration, up to 1 minute

You hiss a word of Void Speech. Choose one creature you can see within range. If they fail a Wisdom saving throw, the next time the target makes a saving throw during the spell's duration, it must roll a d4 and subtract it from the saving throw result. The spell then ends.

**WRATH OF THE WYRM****LEVEL 2***Occult, Wyrm***Cast:** 1 action, verbal, somatic**Range:** Self**Duration:** 10 minutes / Warlock level

Your eyes take on a reptilian shape, and your teeth become dragon fangs. You gain a bite attack (1d4 points of damage). You gain an additional 1d4 bonus when making Intimidation checks. Any spell or ability you use with a fear descriptor grants you advantage to hit or disadvantage for the target to resist.

**WRITHING ARMS****LEVEL 1***Occult, Old God***Cast:** 1 action, verbal, somatic**Range:** Self**Duration:** Concentration, up to 1 minute

Your arms become constantly writhing tentacles. Use your action to make a melee spell attack

against any target within range. The target takes 1d10 necrotic damage and is grappled (escape DC is your spell save DC). If the target does not escape your grapple, you can use your action on each subsequent turn to deal 1d10 necrotic damage to the target automatically.

Although you control the tentacles, they make it difficult to manipulate items. You cannot wield weapons or hold objects, including material components while under the effects of this spell.

**Augmented (5th)** you have two tentacle attacks and can grapple two creatures

**Heightened (+)** when you cast this spell using a spell slot of 2nd level or higher, the damage you deal with your tentacle attack increases by 1d10 for each slot level above 1st.

## ZYNGAYA

## LEVEL 7

*Occult, Shadowbound*

**Cast:** 1 hour, verbal, somatic

**Focus:** a clay pot filled with grave dirt and an onyx gem worth 20 gp

**Range:** 60 feet

**Duration:** Permanent

You transform a corpse you can see into a Wight if the original creature's challenge rating was 7 or lower. It is loyal to your patron. Although it recognizes you as its creature, it works with you only insofar as you serve the purposes of your patron. You have advantage on Charisma (Persuasion) checks to influence the undead as long as your interests do not conflict with those of your patron. If you are capable of commanding the undead with magic or other abilities, you may attempt to use these abilities on the undead creature as it forms.

The Wight is created by allowing a spirit of shadow to inhabit it; allowing it entry into The Material Plane. The GM has the option to modify the stats of the Wight based upon the form of the corpse used.

While it is possible for a Warlock to create more than one Wight in this manner; it is common for the Wights to kill their maker when they outnumber them.

**Heightened (+):** When you cast this spell using a spell slot of 8th level or higher, increase the maximum challenge rating of creator you can affect by 1 for each slot level above 7th.

# Bardic Spells

## ABSURDITY

LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, voice, instrument (drum)

**Range:** 120 feet

**Duration:** Performance + 1 minute

You select a number of creatures equal to your Bard level that you can see within range. They must succeed a Wisdom saving throw or perceive intimidation and threats as laughably absurd. They see the humor in unhumorous things, as if watching a play; seeing actions individuals take as being deliberately exaggerated and absurd. Effects that impose fear conditions become objects of ridicule, and fear attacks are ignored. Likewise, there is a 50% chance it removes a fear effect. Any effects that ignore immunity to fear also ignore this spell. However, target creatures also have serious difficulty noticing potential threats; they take a -10 to Insight checks and disadvantage on Initiative rolls. The effect ends when the target takes damage.

## ACCELERANDO

LEVEL 7

*Bardic, Performance*

**Cast:** 1 action, voice, instrument

**Range:** 30 feet

**Duration:** Performance (up to 3 turns)

You play a tune that rapidly increases in tempo, and enchants a chosen ally in the same way. Each turn, you must use an action to continue this performance. On the first round, you choose an ally who gains a single non-spell attack. On the second round, choose an ally who gains two non-spell attacks. On the final round, choose an ally who gains three non-spell attacks.

## ADORATION

LEVEL 1

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** Self

**Duration:** Instantaneous

Your voice becomes clear and pleasant. You gain a +10 to Deception and Persuasion checks that use of your voice to convince others of something. A Wisdom saving throw negates.

## ALLEGRO

LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, voice

**Range:** Self

**Duration:** 1 round / Bard level

While maintaining a Bardic Performance, you begin to play more swiftly. You must already be maintaining a Bardic Performance before you cast this spell. You gain double your movement speed, +2 to AC, advantage on Dexterity saving throws, and an additional action on your turn. That action can only be used to Attack (one weapon attack only), Dash, Disengage, Hide or Use an Object.

If you cease maintaining the Bardic Performance, or it is interrupted, this spell's duration ends. As an immediate action you may dismiss this spell to automatically succeed a Dexterity saving throw or skill check.

## ALTER MUSICAL INSTRUMENT

LEVEL 1

*Bardic, Performance*

**Cast:** 1 bonus action, instrument

**Range:** touch

**Duration:** Concentration

During a performance with an instrument, you alter it to sound like a different instrument you are familiar with. The change may be minor (such as making a lute sound like a guitar) or major (making a flute sound like drums). All other aspects of the

instrument such as volume, pitch, and how it is played are unchanged. You gain advantage on the performance skill check.

## AND THE WALLS CAME TUMBLING DOWN LEVEL 6

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*Bardic, Performance*

**Cast:** 1 action, voice, instrument (percussion)

**Range:** 10 feet

**Duration:** Performance

You attune yourself to a freestanding structure, and perform a song that creates damaging vibrations within it. Once your performance begins, these internal vibrations deal 2d10 points of sonic damage to the target structure, bypassing hardness and toughness of the building's material. If the spell is cast upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs. This performance cannot affect creatures (including constructs). Since structures are unattended objects, they get no saving throw to resist the effect.

## ARCANE INSPIRATION LEVEL 6

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*Bardic, Arcane*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** 1 round / Bard level and special (see below)

You whisper words of encouragement, which seep into the target's mind. Each time the subject of the spell makes an attack roll, ability check, or skill check, you also roll a d20 and it can take the better result (yours or theirs). If any roll is a natural 20, the spell's effect ends - your brilliant advice spent.

## ARCANE SELF LEVEL 9

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*Bardic, Arcane*

**Cast:** 1 reaction (that you use when you reach 0 hit points)

**Range:** Self

**Duration:** 1 hour

As you reach 0 hit points, your spirit and your inner magic detach from your body and create an arcane spirit. In arcane spirit form, you have a number of hit points equal to your maximum and are incorporeal. Moreover, while in this form you gain the following benefits and drawbacks :

- you gain a flying speed equal to your walking speed,
- you can enter and occupy the space of other creatures,
- you don't need to breath,
- your spirit gains resistance to non magical bludgeoning, slashing and piercing damage,
- your spirit is immune to poison and disease,
- your AC become equal to 13 + your spell casting modifier,
- you can't cast level 1 or higher spells,
- you can't activate magic items, use objects or wield weapons,
- your dead body is stabilized,
- when your dead body should take damage, your arcane spirit take twice that damage instead.

If you reach 0 hit points in arcane spirit form, you're dead.

If your body regains hit points, if your arcane spirit is targeted by a dispell magic spell, or at the end of the duration of the arcane self spell, your arcane spirit rejoins your body. Your hit points become equal to the hit points of your body and you no longer experience the other benefits and drawbacks of being in arcane spirit form

## ARCHON'S TRUMPET LEVEL 4

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*Bardic, Performance*

**Cast:** 1 action, instrument (horn)

**Range:** 30 foot cone

**Duration:** Performance + 1d4 rounds

All creatures within a 30 foot cone, starting from you, upon hearing the trumpet's booming report must succeed a Constitution saving throw or be paralyzed for the duration. If the creature takes damage, the spell is lifted for them. Creatures that start their turn in the cone must roll a savings throw or be effected.

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ASPECT OF THE NIGHTINGALE      LEVEL 1

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*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** Self

**Duration:** 1 minute

Your voice becomes clear and pleasant. You gain a +10 to Performance checks that require singing or use of your voice. A Wisdom saving throw negates.

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ASSUMED LIKENESS      LEVEL 1

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*Bardic, Body*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** Concentration

You assume the stride, mannerisms and voice inflection to assume a persona that aims at eliciting an emotion from targets that perceive you. You gain a +10 bonus to Disguise checks to conceal your identity. You cannot attempt to impersonate a specific person, only slightly distort your voice and subtly adjust your body language. You choose the emotion to evoke at the time of casting.

**Fear.** You carry yourself with an air of a warrior who can physically handle themselves. Gain +4 on Intimidation checks.

**Lust.** You exude a flirty presence that allows you to gain +4 to Slight Of Hand attempts.

**Respect.** You carry yourself with an air of authority, like a local noble or constable. Gain +4 to Diplomacy/Persuasion checks.

**Trust.** You make yourself act much older and wiser like a grandparent. Gain +4 to Deception/Bluff checks.

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BALLAD OF THE BRAVE      LEVEL 1

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*Bardic, Performance*

**Cast:** 1 action, voice, instrument (drum)

**Range:** 30 feet

**Duration:** Performance + 10 minutes

You instill courage and bravery in one creature for each four Bard levels you possess. They gain an additional 1d4 to resist fear effects. If they are currently under the influence of a fear effect when receiving this spell, that effect is suppressed for the duration and in its place the target becomes filled with bravery; for the duration both this and the fear effect is active the subject gains a +2 bonus to Strength and Constitution, an additional +1 to Wisdom saving throws, and a -2 penalty to AC.

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BALLAD OF THE MUSES      LEVEL 8

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*Bardic, Performance*

**Cast:** 1 action, voice, instrument (string worth 90gp)

**Range:** 60 feet

**Duration:** Performance

You designate up to nine creatures that you can see within range (that may include yourself). For the duration, you sing an ancient but potent ballad and up to nine indestructible spectral beings appear next to the creatures you designated, one for each of them.

The spectral being represent nine muses. Each creature that is targeted by your performance receives a muse at their side and at any time during the performance can channel their muse to automatically succeed on one saving throw or gain advantage on one roll. Once the creature channels their muse, the muse disappears from their side.

BATTLE HYMN	LEVEL 2	BEWILDERMENT	CANTRIP
<i>Bardic, Performance, Valor</i>		<i>Bardic, Cantrip, Voice</i>	
<b>Cast:</b> 1 action, voice, 2 free hands		<b>Cast:</b> 1 action, voice	
<b>Range:</b> Self / 30 feet radius		<b>Range:</b> 30 feet	
<b>Duration:</b> Performance		<b>Duration:</b> 1 minute	
You wave your hands as if a conductor and hum an uplifting tune under your breath. As the energy of the spell releases, you hear the air around you fill with the song you are humming, sounding as if performed by a small troupe as your allies hum in chorus.		You temporarily inhibit the cognitive ability of a creature that can hear you within range. If the target makes a successful Wisdom saving throw, the spell is ineffective. On a failed save, the next time the creature makes an Intelligence check (or Intelligence based skill check) before the spell ends, roll a d6 and subtract the result from the roll. The spell then ends.	
You inspire all creatures within a 30 foot radius of yourself who are friendly towards you. They may refill one Wisdom saving throw each round for the duration of the spell. The reroll must be made before the GM declares whether the roll results in a success or failure, and the result of the second roll must be used, even if it is a lower result.			
BEREAVE	LEVEL 3	BIT OF LUCK	LEVEL 3
<i>Bardic, Performance</i>		<i>Bardic, Arcane, Material</i>	
<b>Cast:</b> 1 action, voice, instrument (any)		<b>Cast:</b> 1 action, voice, 1 free hand, material (a four leaf clover)	
<b>Range:</b> 15 feet radius		<b>Range:</b> Self	
<b>Duration:</b> Performance		<b>Duration:</b> 10 minutes / Bard level	
An overwhelming feeling of loss overcomes all targets within a 15 feet radius around you who fail a Wisdom saving throw. Their allies' words sound bleak and hollow. Regardless of actual allegiances, affected creatures no longer count as allies for other creatures and always count as enemies for the purposes of abilities, effects, and spells that differentiate between allies and enemies, such as flanking. Allies of an affected creature must succeed at a melee touch attack to affect the subject with touch spells, and an affected creature cannot voluntarily fail a saving throw even if the effect is harmless (such as cure light wounds). An affected creature still counts as her own ally and can target herself with abilities, effects, and spells normally.		For the spell's duration, you gain a reservoir of luck with a total number of points equal to 1 point per 2 Bard levels. During the spell's duration, you can use a bonus action to spend 1 point from this reservoir when making an attack roll or skill check to add a +1d8 luck bonus to the d20 roll's result. This bonus can be added before or after the roll or check's result is revealed, and if this bonus is large enough to turn a failure into a success, the roll succeeds. The spell instantly ends when all points are expended or when cast again.	
		<b>Material:</b> a four leaf clover	
		<b>Augmented (8th):</b> at 8th level, you may use a bonus action to spend 4 points to add a +2d8 luck bonus	
		<b>Augmented (16th):</b> at 16th level, you may use a bonus action to spend 8 points to add a +3d8 luck bonus	

**BITING WORDS****LEVEL 1***Bardic, Voice***Cast:** 1 action, voice,**Range:** 30 feet**Duration:** Instantaneous

Your voice becomes suffused with magic so that you can harm opponents with but a word. As a standard action, you can make a ranged attack against a target by speaking a word of power, dealing  $1d6 +$  your spellcasting modifier. The damage dealt is bludgeoning.

**Augmented (3rd)** Damage increases to  $2d6 +$  your spell casting ability modifier

**Augmented (5th)** Damage increases to  $3d6 +$  your spell casting ability modifier

**Augmented (11th)** Damage increases to  $4d6 +$  your spell casting ability modifier

**Augmented (17th)** Damage increases to  $5d6 +$  your spell casting ability modifier

**Duration:** 24 hours, or until discharged

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this boon. You may only transfer a single spell whose level is no more than half (rounded up) the CR, HD or Level of the creature you are transferring the spell to. For example, a CR 2 creature can accept a Level 1 spell, and a Level 10 adventurer can accept a Level 5 spell. As part of the casting, you must sacrifice some of your blood equal to 6 hit points. These hit points cannot be regained by any means until the spell ends of discharged. You must pay the cost of materials and casting time for the spell you are transferring as part of the casting of this spell.

**BLARE OF THE ARCHON****LEVEL 7***Bardic, Performance***Cast:** 1 action, 1 instrument (a horn)**Range:** 60 feet**Duration:** Instantaneous

You blow a note on a horn, unleashing a deafening blast. All creatures within 60 feet that can hear you but make a Constitution saving throw. Each creature that fails their save takes  $8d6$  thunder damage, is pushed 10 feet away from you, is knocked prone, and becomes deafened for  $1d4$  rounds. Creatures that succeed at their saving throw take half damage, are not pushed or knocked prone.

**BODY HARMONIC****LEVEL 5***Bardic, Performance*

**Cast:** 1 action, voice, 2 free hands, material (a water filled crystal/glass goblet)

**Range:** 120 feet

**Duration:** Performance

You rub the rim of a water-filled glass, causing it to emit a piercing tone. As you chant a simple poem you feel the glass in your hand crackle with energy, causing the hand holding it to become slightly numb. You target a single creature that you can see, and it begins to vibrate loudly and painfully in harmony with the tone. Each round you continue to perform this spell, the victim takes  $1d10$  points of damage to one ability score of your choice. You must select a different ability score each round, and cannot damage any one ability score more than once every 5 rounds. The creature can attempt a Wisdom saving throw each round to negate the round's effect.

While the subject is under the effect of this spell, their body whines and hums discordantly. The victim is at disadvantage to checks to Dexterity (Stealth) rolls.

**Material:** a water filled crystal/glass goblet

**BLOOD SONG****LEVEL 4***Bardic, Arcane, Lore*

**Cast:** 1 minute, voice, 1 free hand, material (your blood)

**Range:** Touch

BONERATTLE	LEVEL 7	
<i>Bardic, Performance</i>		maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.
<b>Cast:</b> 1 action, voice		If the spell is one that cannot be dispelled by dispel magic or stone to flesh, break enchantment works only if that spell is 5th level or lower.
<b>Range:</b> 10 feet		If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.
<b>Duration:</b> Performance		
You target a creature that has a skeletal structure within range and hum. At the start of the creature's turn, it must succeed on a Constitution saving throw or its bones vibrate painfully and disturbingly, like a resin bow is being drawn across them. The creature takes 2d6 thunder damage and 2d6 necrotic damage, and their movement speed is halved. On a successful saving throw the creature can move normally and takes half damage. Each turn thereafter, you must use an action to hold this performance.		
BRAWN BOOST	CANTRIP	
<i>Bardic, Cantrip, Performance</i>		
<b>Cast:</b> 1 bonus action, voice or instrument		
<b>Range:</b> 10 feet		
<b>Duration:</b> Performance + 1 minute		
During a performance with your voice or instrument, you may grant a single target an increase to their strength checks. Once, before the effect ends, the target can roll a d6 and add the result to one Strength check of its choice. It can roll the die before or after making the check. The effect then ends.		
BREAK ENCHANTMENT	LEVEL 4	
<i>Bardic, Arcane, Lore</i>		
<b>Cast:</b> 1 minute, voice, 1 free hand		
<b>Range:</b> 5 feet		
<b>Duration:</b> Instantaneous		
You attempt to free a living victim from enchantments, glamours, transmutations, and curses. This spell can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level,		
BUNGLE	LEVEL 1	
<i>Bardic, Voice</i>		
<b>Cast:</b> 1 action, voice		
<b>Range:</b> 30 feet		
<b>Duration:</b> Concentration, up to 2 rounds or until triggered		
You cause a target to take a -20 penalty on its next attack roll or check that requires a d20 roll, if they fail a Wisdom saving throw. This action must be one deliberately taken by the target on its turn. Creatures of a challenge rating of 10 or more are unaffected by this spell. Once the target activates the penalty, the spell triggers and ends.		
CACOPHONY BURST	LEVEL 5	
<i>Bardic, Voice</i>		
<b>Cast:</b> 1 Action, voice		
<b>Range:</b> 400 feet		
<b>Duration:</b> Instantaneous		
You cause a burst of low, discordant noise to echo and burst in a distant location. Choose a 20 foot radius in range, and all creature in the chosen location are health 1d6 points of sonic damage per caster level (maximum 15d6) if they fail a Dexterity saving throw. This spell cannot penetrate an area of magical silence.		

<b>CALL MUSIC</b>	<b>LEVEL 3</b>	<b>CHORD OF SHARDS</b>	<b>LEVEL 1</b>
<i>Bardic, Performance, Material</i>		<i>Bardic, Performance</i>	
<b>Cast:</b> 1 action, instrument, material (sheet music)		<b>Cast:</b> 1 Bonus Action, instrument	
<b>Range:</b> 60 feet		<b>Range:</b> Self, 15 feet cone	
<b>Duration:</b> Performance + 1 round		<b>Duration:</b> Instantaneous	
You play the sheet music, which erupts with life upon your instrument sounding the first note. The notes leap from the page and form into physical projectiles that fire at your command. On each of your turns, until the spell ends, you can use your action to fire three notes which strike creatures in a straight line up to 60 feet away. All creatures within the line must succeed on a Dexterity saving throw or take 3d6 points of sonic damage (half as much on a successful save).		You strike a chord during your bardic performance whose notes transform and manifest into a shower of razor sharp crystalline shards. The shards deal 2d6 points of piercing damage to anyone in a 15 foot cone. Creatures can negate the effect with a Dexterity saving throw.	
<b>Material:</b> sheet music			
<b>Heightened (+):</b> 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.			
<b>CELEBRATION</b>	<b>LEVEL 4</b>	<b>CIRCLE DANCE</b>	<b>LEVEL 2</b>
<i>Bardic, Performance</i>		<i>Bardic, Performance, Lore</i>	
<b>Cast:</b> 1 action, voice		<b>Cast:</b> 1 minute, somatic (dance)	
<b>Range:</b> self, 30 foot radius		<b>Range:</b> Self	
<b>Duration:</b> Performance + 1d4 rounds		<b>Duration:</b> Instantaneous	
With a few slurred words and fumbling motions you cause creatures within 30 feet of you to feel increasingly more intoxicated the longer you perform a drinking song. In the round the spell is cast, all creatures must make a Wisdom saving throw. On their first failure, they are considered poisoned and are at disadvantage to all Dexterity, Wisdom, and Intelligence checks. Each round they must continue to make checks, three failures cause them to be nauseated (they may move or attack but not both); four cause them to pass out unconscious. Three successful saves make them immune to further effects of this spell.		You dance to each point in a compass rose, then finish with a wide, circular sweep. At the end, you know that the creature you seek lies in the general direction you face.	
		You must have firsthand knowledge of the creature for the spell to function. The creature rolls a Wisdom saving throw, on a success, if the creature is alive and on the same plane as you, the spell leaves you facing its direction with an impression of its physical and emotional condition (e.g. unharmed, wounded, dying). Otherwise you feel nothing.	
<b>COIN SHOT</b>	<b>LEVEL 1</b>		
<i>Bardic, Arcane, Lore, Material</i>			
<b>Cast:</b> 1 action, 1 free hand, material (a coin)			
<b>Range:</b> Touch / 20 feet			
<b>Duration:</b> Instantaneous			
You turn a coin into a deadly projectile. Make a ranged spell attack against a target up to 20 feet away. On a success, damage is determined by the material of the coin: copper 1d4 bludgeoning,			

silver 1d6 slashing, gold 1d8 piercing, and platinum 1d10 piercing (platinum coins critical on rolls of 19 or 20). The coins are destroyed as part of this spell.

### COMPEL HOSTILITY

LEVEL 1

*Bardic, Voice*

**Cast:** 1 reaction, voice

**Range:** Self

**Duration:** Instantaneous / 1 round

Whenever a creature that you can see (and can hear you and understand your language) makes an attack against one of your allies, as a reaction you can compel that creature to attack you instead. They may make a Wisdom saving throw to resist this compulsion. All attacks that creature makes this round will be targeted at you. If it is impossible for them to attack you this round, the effect fails.

### COMPELLING RANT

LEVEL 5

*Bardic, Performance, Whispers*

**Cast:** 1 minute, voice, somatic

**Range:** 60 feet

**Duration:** Performance + 1 round

You deliver a confusing but fascinating monologue, relaying conspiracies or metaphysical revelations that confound your audience, throughout the spell's casting time and as long as you concentrate on your performance. You take 1d4 points of Wisdom drain when you begin the speech and can't reduce or prevent this damage in any way. Each intelligent creature in the spell's area that can hear you takes 1d6 points of Wisdom damage as their perceptions of reality realign with yours for the spell's duration. Listeners with at least 5 HD can attempt a Wisdom saving throw to negate the effects. Your targets view you with a friendly attitude and respond to criticism of you with irritation. Bluff, Diplomacy, or Intimidation checks to create doubt

about your purpose in those affected by the spell are done so at disadvantage. The attitude of your targets regarding any creature that criticizes you or your vision automatically changes one step toward hostile. Your targets retain their prior beliefs, in addition to the ones you force on them. You can't force beliefs on a target if such beliefs would be necessarily against the nature of its alignment and prior beliefs, but targets are otherwise able to hold contradictory beliefs. As long as you perform, the affected targets are held in rapt attention to you unless an active and harmful threat is noticeable, in which case the spell is broken.

### CONE OF OBLIVION

LEVEL 9

*Bardic, Voice*

**Cast:** 1 action, voice, 1 instrument

**Range:** Self (30 foot cone)

**Duration:** Instantaneous

You play a killer note, which resonates within a 30 foot cone in front of you. Creatures in the area must succeed on a Constitution saving throw. On a failed save, they take  $20d6+40$  points of force damage. If this reduces a creature to 0 hit points, they are disintegrated.

A disintegrated creature and everything they are wearing and carrying is reduced to atoms. If a magical item is affected by this spell, it may make a Constitution saving throw of its own. Non magical items within the affected area are automatically vaporized. Large or larger objects that are not completely in the cone are only partially damaged where the cone touches. This cone cannot penetrate a globe of invulnerability, anti magic field, or dead mana zone.

### CONTAGIOUS ZEAL

LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, voice, 1 free hand

**Range:** 30 feet

**Duration:** Performance + 1 round

A target in range that you can see gains a +2 to attack rolls and weapon damage rolls, 1d6 temporary hit points, and advantage to save against fear effects or to resist intimidation. Once per round, the target can select one other creature to gain this bonus as well. The creature must be within 30 feet of them and be visible. A creature cannot be targeted more than once by this spell. When the spell ends, all targets lose their bonuses.

**COWARD'S COWL**

**LEVEL 1**

*Bardic, Performance*

**Cast:** 1 bonus action, voice or instrument

**Range:** 30 feet

**Duration:** Performance + 1 minute

During a bardic performance with your voice or instrument, you may grant a single target an increase to their defensive instincts. So long as the affected creature does not move closer to enemies during its turn, and moves at least 5 feet away from adjacent enemies, it gains a +1 bonus to Armor Class, Saving Throws, and Attack Rolls. If the target willingly moves toward a threatening creature, the spell ends. When effected by this spell, the creature is at disadvantage on saving throws against fear.

**Heightened (+):** When you cast this spell with a slot of 2nd level or higher, you may effect an additional creature for each additional spell slot.

**CULTURAL ADAPTION**

**LEVEL 1**

*Bardic, Awareness*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** 10 minutes / level

You focus on a culture you have had exposure to and have spent at least 1 action studying and

analyzing a native member. If you can speak the language of that culture, then you can speak that language with a native accent. Your body language and gestures mark you as a native of the culture, and you are able to make the unconscious small decisions that help you blend in. You gain advantage on checks to influence members of the culture to which you have adapted, as well as advantage on any checks to Disguise yourself as a member of the culture. This does not provide any benefits in disguising yourself as a specific individual.

**CURSE OF INCOMPETENCE**

**LEVEL 3**

*Bardic, Voice*

**Cast:** 1 action, voice, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You speak mocking words and make a mocking gesture to a creature within range that can see, hear, and understand you. If the target fails an Intelligence saving throw, roll a d4 and refer to the following table to determine what the target does on its turn. An affected target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success or applying the result of another roll on the table on a failure. If the target takes damage, it ends the spell.

D4	Result
1	Target spends its turn shouting mocking words at you and takes a -5 penalty to its initiative roll
2	Target stands transfixed and blinking, taking no action
3	Target flees or fights (50% chance of each)
4	Target charges directly at you, enraged

## DANCE OF A HUNDRED CUTS LEVEL 4

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*Bardic, Body, Valor*

**Cast:** 1 action, 1 free hand

**Range:** Self

**Duration:** 1 round / bard level

You become a lethal combat dancer, swirling and spinning with grace and precision. You gain a bonus to melee and ranged weapon attack rolls, Dexterity saving throws, and Acrobatic checks equal to +5. You must remain moving for the spell to stay in effect. If in any round you do not either move at least 10 feet, the spell ends.

**Heightened (6th):** you gain a +1 to Armor Class, an added 20 feet of movement, and gain an added attack action.

## DAWN LEVEL 1

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*Bardic, Voice*

**Cast:** 1 bonus action, voice

**Range:** 30 feet radius

**Duration:** Instantaneous

You let out a shrill cry similar to that of a rooster. All sleeping creatures in the affected area are awoken. Those who are unconscious with more than 0 hit points or are stunned or dazed wake up in the staggered condition in which they may take a move or a standard action on their next turn (but not both).

## DEADLY FINALE LEVEL 6

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*Bardic, Performance*

**Cast:** 1 action, voice, 1 free hand

**Range:** 60 feet

**Duration:** Instantaneous

You must have a bardic performance active to cast this spell. With a flourish, you immediately end your performance, dealing 2d8 points of sonic damage to up to 1 creature every 3 Bard levels that can hear you. In addition, each target

takes 3d6 points of bleed damage for 1d6 rounds. A Constitution saving throw negates the bleed damage but not the sonic damage.

## DEAFENING SONG BOLT LEVEL 5

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*Bardic, Voice*

**Cast:** 1 bonus action, voice

**Range:** 30 feet

**Duration:** Instantaneous

You sing three notes that become tangible bolts of arcane energy that shriek across the battlefield. Each bolt requires a ranged spell attack to hit and deals 3d10 points of sonic damage, deafening the target for 1d6 rounds with no attempt for a saving throw. The bolts may be fired at the same or different targets, but all must be fired simultaneously.

## DEBILITATING SPEECH LEVEL 4

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*Bardic, Voice, Whispers*

**Cast:** 1 bonus action or 1 action, voice

**Range:** 30 feet

**Duration:** 1 minute

By speaking eloquently on the subject of your opponent's ineptitude in combat, past failures, personal hygiene, or other faults, you sap their will to fight.

You may effect any number of creatures in range whose combined total CR is no more than your level. Only targets that understand the language you speak and can hear you may be effected. Each target must succeed a Wisdom saving throw or be effected.

This spell can be cast as either a bonus action or an action. If cast as a bonus action, the effect triggers in 1d4 rounds following its casting. If cast as a full action, it takes effect immediately. Targets with CR 4 or below are panicked; dropping anything in their hands and moving as far away from you as possible. If cornered, they cower and do not fight. Any other effected

creatures are shaken, and at disadvantage to attack rolls, saving throws, skill and ability checks. Targets who are immune to fear are immune to this effect.

### DETECT CHARM

### CANTRIP

*Bardic, Cantrip, Awareness*

**Cast:** 1 action

**Range:** 60 feet

**Duration:** Instantaneous

You tune in to the minutiae of observation, allowing you to pick up details and cues that would be invisible to the common eye. This level of hyper awareness allows you to detect if a single individual is influenced by a charm, compulsion, or possession effect. You immediately detect the presence of such an effect. As an additional bonus action, you can attempt to identify the properties of the effect using an Arcana check. In addition, if this ability is used on a creature who is USING a charm effect on others, you can detect this with a DC equal to 20 + their caster level. If you succeed, you can similarly use a bonus action to identify the properties of this manipulation using an Arcana check.

### DIMENSIONAL BLADE

### LEVEL 4

*Bardic, Arcane*

**Cast:** 1 bonus action, voice, 1 free hand

**Range:** personal

**Duration:** 1 round

You hum, imbuing your weapon with dimensional energy that gives your slashing/cutting weapon an impossible two-dimensional edge, allowing it to more easily slice through objects. Hits with the weapon are automatic critical, and each damage dice may be re-rolled and the higher taken. If the weapon leaves your hands before the spell is complete, the effect ends.

### DIRGE OF THE VICTORIOUS KNIGHTS

### LEVEL 6

*Bardic, Performance*

**Cast:** 1 action, instrument (drums)

**Range:** 120 feet

**Duration:** Performance

You create a staccato beat upon your drums that sound like mounted knights trampling your foes under the hooves of their mighty steeds. You choose a 10 foot square adjacent to you, and the imaginary knights ride 60 feet in a straight line direction you indicate, dealing 3d6 points of psychic damage to all creatures in their path who fail a Constitution saving throw. Creatures who are immune to fear are immune to this damage. The “knights” cannot pass through force effects or walls/barriers a mounted knight would not be capable of passing.

### DISQUIETUDE

### LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, voice, 1 free hand

**Range:** 30 feet

**Duration:** Performance, up to 1 round/Bard level

Your song warns of haunting unseen dangers and untrustworthy allies. As you sing, your target eases away from their compatriots, doubt written on their face.

A target must succeed a Wisdom saving throw or be restricted on their movement, avoiding physical contact with other creatures. Any ally that wishes to touch the subject must make a successful melee attack to do so. The target must also remain 15 feet away from any creature. At the start of its turn, if the target is within 15 feet of any creature, it must first move away before taking any action. If the subject can't move that distance, it must take the total defense action. The target may reroll its saving throw at the end of its turn, on a success they are immune to this spell for 24 hours.

## DISSONANT CHANT

LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, voice, instrument (drum)

**Range:** Self/100 feet radius

**Duration:** Performance + 1 round / level

You create a distracting and discordant chant during a bardic performance. Creatures within a 100 foot radius of you must succeed a Wisdom saving throw or be effected. Affected creatures that attempt spell casting or other activities that require concentration must make a Concentration check against a DC equal to this spell's DC + the level of the spell being cast.

The DCs of activities that already require Concentration checks, such as casting defensively, increase by 4. Creatures within the area gain a +4 bonus on saving throws against language-dependent effects.

**Heightened (+):** for each additional spell slot you use, increase the DC for concentration by 1; and the bonus received against language effects by 1 as well.

## DISSONANT CHORD

LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, instrument (wind or stringed)

**Range:** 10 feet

**Duration:** Instantaneous

You emit a terrible, piercing note. Creatures (other than you) within 10 feet of you must succeed on a Constitution saving throw or take 1d8 sonic damage per two caster levels (maximum 5d8).

## DISTRESSING RESONANCE

LEVEL 4

*Bardic, Performance*

**Cast:** 1 action, instrument (stringed)

**Range:** 30 feet

**Duration:** Performance

You create a field of subsonic vibrations in a 30-foot-radius sphere, centered on a point you choose within range, that causes physical distress and extreme discomfort. A creature in this area or that enters it after you cast the spell must succeed on a Constitution saving throw or be incapacitated until the beginning of its next turn. On a successful save, the creature can act normally. If a creature begins its turn in the area, it must make another successful save to avoid being incapacitated. Constructs, deafened creatures, oozes, plants, and undead are not affected by this spell. The vibrations from the distressing resonance interfere with tremor sense, negating any use of that ability in the spell's area.

## DRAGONVOICE

LEVEL 2

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** Self

**Duration:** 1 minute / Bard level

You alter your vocal chords to emulate the vocal inflections, power and intensity of Dragons. This grants a +6 bonus to Charisma and Charisma related skill checks when dealing with dragons. In addition, your voice is much louder than normal, carrying over great distance.

## DUEL OF THE FATES

LEVEL 7

*Bardic, Performance*

**Cast:** 1 action, voice, instrument

**Range:** Self / 60 foot radius

**Duration:** Performance

You start a performance that controls the action of combat around you. Until your next turn, during each other creature's turn you may cause a single d20 roll to be re-rolled after seeing the result. This could effect a saving throw, attack, etc. The new die result must be used regardless of it was better or worse.

<b>EAR PIERCING SCREAM</b>	<b>LEVEL 1</b>	<b>ECHOLOCATION</b>	<b>LEVEL 5</b>
<i>Bardic, Voice</i>		<i>Bardic, Voice</i>	
<b>Cast:</b> 1 action, voice, somatic		<b>Cast:</b> 1 action, voice	
<b>Range:</b> 30 feet		<b>Range:</b> Self	
<b>Duration:</b> Instantaneous		<b>Duration:</b> 1 hour	
You unleash a powerful scream, inaudible to all but a single target. They must succeed a Constitution saving throw or be dazed for 1 round and take 1d6 points of sonic damage. A successful save negates the daze effect and halves the damage.		You can perceive the world by creating high-pitched noises and listening to their echoes. This gives you blindsight to a range of 40 feet. The echo-producing noises are too high pitched to be heard by most creatures, and can only be detected by dragons, other creatures with hearing-based blindsense or blindsight. You cannot use this ability if you are deaf, and cannot detect anything in an area of silence.	
<b>Augmented (5th):</b> damage increases to 2d6			
<b>Augmented (11th):</b> damage increases to 3d6			
<b>Augmented (17th):</b> damage increases to 4d6			
<b>EARWORM MELODY</b>	<b>LEVEL 1</b>	<b>EGORIAN DIPLOMACY</b>	<b>LEVEL 1</b>
<i>Bardic, Performance</i>		<i>Bardic, Voice, Lore</i>	
<b>Cast:</b> 1 action, voice or instrument		<b>Cast:</b> 1 bonus action, voice, somatic	
<b>Range:</b> 30 feet		<b>Range:</b> 30 feet	
<b>Duration:</b> Performance + 1 minute		<b>Duration:</b> Instantaneous	
You sing or play a catchy tune that only one creature of your choice within range can hear. Unless the creature makes a successful Wisdom saving throw, the verse becomes ingrained in its head. If the target is concentrating on a spell, it must make a Constitution check with disadvantage against your spell save DC in order to maintain concentration.		If the target fails a Wisdom saving throw, you can attempt a single Intimidation skill check to make the target act friendly towards you. If you succeed, the target assists you normally, but their memory is clouded of any threats or pressures you applied. The target remembers assisting you, but can't remember why, and its attitude toward you doesn't worsen as a result of being intimidated. Whether this effect fails or is successful, the target becomes immune to this effect for 24 hours.	
For the spell's duration, the target takes 2d4 psychic damage at the start of each of its turns as the melody plays over and over in its mind. The target repeats the saving throw at the end of each of its turns, ending the effect on a success. On a failed save, the target must also repeat the Constitution check with disadvantage if it is concentrating on a spell.			
<b>Heightened (+):</b> If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.			
<b>ENAMOR</b>	<b>CANTRIP</b>		
<i>Bardic, Cantrip, Performance</i>			
<b>Cast:</b> 1 action, somatic			
<b>Range:</b> 10 feet			
<b>Duration:</b> Performance + 1 hour			
You close a bardic performance with a flourish, and can gain an advantage to Charisma checks			

for anyone that hears or views your performance. Within 1 hour after a performance, you may choose to use this spell on a single audience member.

### ENTHRALL

LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, instrument (wind instrument)

**Range:** 60 feet

**Duration:** Performance + 1 minute

You weave a slow and melodic melody, causing creatures of your choice that you can see within range to make a Wisdom saving throw. Any creature currently in combat automatically succeeds on this save. On a failed save, a target softly hums with the melody and has a -10 penalty to Wisdom (Perception) checks and Passive Perception until the spell ends. For those targeted, only those who roll a critical success on the save can detect the music, otherwise it's a melody they believe is in their head.

### ENTICE FEY

LEVEL 6

*Bardic, Performance*

**Cast:** 10 minutes, voice, somatic, instrument, material (offerings worth 50 gp+, see text)

**Range:** Self

**Duration:** Instantaneous

You beseech a Fey entity for aid, wooing it with music and something else it finds appealing. Like the Fey themselves, this spell is unpredictable, and the Fey who may answer the calling is up to the whims and nature of the Fey, not your own. You name a specific type of entity you are attempting to connect with; and make a Performance check with a DC equal to 20 + the target's Challenge Rating or Hit Dice. If you fail to meet the DC, you can't call a Fey at all. If summoned, and the Fey does not like the sound of your offer, it can simply choose to refuse, in

which case you don't expend any of the material components for the spell, either the offerings or the payment.

### ENTICING ADULATION

LEVEL 3

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** 10 minutes / Bard level

A targeted creature that fails a Wisdom saving throw is filled with a deep desire to protect and care for you, fawning over your needs and ensuring your comfort. If another creature harms you, the target is immediately overcome with rage and is compelled to attack the aggressor, gaining a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Wisdom saves, and a -2 penalty to its Armor Class. These bonuses last until the instigating creature is defeated or retreats, or the target of the spell is killed or rendered unconscious. If other creatures have harmed you while the target is under this effect, the target continues to rage until all threats against you are defeated or driven off, after which the target creature is fatigued for as many rounds as it raged. Your target continues to fly into defensive rages each time a creature harms you so long as the spell's duration lasts, but cannot rage while fatigued.

If you are reduced below 0 hit points by an attack, the target creature must succeed at a second Wisdom save or be compelled to defend your body, attacking anyone who comes near, for the remainder of the spell's duration. If the creature succeeds at this second save, the spell immediately ends.

### ETHER STEP

LEVEL 6

*Bardic, Arcane*

**Cast:** 1 immediate action, somatic

**Range:** Self

**Duration:** Until the start of your next turn

You step into The Ethereal Plane long enough to dodge a blow or confound a spell; you must cast Ether Step after you are targeted by an attack or effect but before you learn the results of the attack or effect. You enter The Ethereal Plane until the start of your next turn. On the turn after you cast this spell, you can only take move actions and a bonus action.

### EXQUISITE ACCOMPANIMENT

LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, 2 free hands

**Range:** Self

**Duration:** 1 round / Bard level

Your hands play an invisible phantom musical instrument of your choice. The instrument is not physically there, but obeys yours hands and breath (if a wind instrument) as if it where. As it does not exist, it cannot be damaged, but can be dispelled. You play the instrument as if you were proficient. This spell can be utilized with Bardic Performances that require specific instruments.

### FABLE TAPESTRY

LEVEL 5

*Bardic, Performance, Lore*

**Cast:** 1 action, voice, instrument (see below)

**Range:** self / 30 feet radius

**Duration:** Performance

You weave shadows and colors from your instrument into the shape of legendary characters from classic folktales. You can summon only one copy of the same character at a time, even with multiple castings of this spell.

Character	Instrument
Anelda the beautiful (freelance thief)	String
Old Mother Toad (fey giant toad)	Percussion

Sonnorae The Storyteller (Con Artist)	Wind
Vyushbaro The Savior (Carousing Champion)	Percussion
Winter's Son (evasive slip)	Wind
Zykomso The Slaver (Devil)	String

**Augmented (11th):** summon two fabled characters

**Augmented (17th):** summon three fabled characters

#### FABLE SPIRIT (*Medium Spirit*)

**AC:** 11 + level of the spell (natural armor)

**Hit Points:** 40 + 10 for each spell level above 5th

**Speed:** 30 ft, fly 30 ft (Zykomso only)

STR	DEX	CON	INT	WIS	CHA
12 (+2)	12 (+2)	12 (+2)	12 (+2)	12 (+2)	12 (+2)

**Proficiency Bonus:** equals your bonus

**Master Thief (Anelda Only):** has Slight Of Hand +8, Stealth +8

**Misty Step (Old Mother Toad Only):** can misty step 30 feet without provoking attacks of opportunity once per turn.

**Charismatic Charm (Sonnorae Only):** creatures within 5 feet of Sonnorae are immune to charm.

**Aura Of Foolhardy Bravery (Vyushbaro Only):** all creatures within 5 feet of Vyushbaro are immune to fear.

**Wind Walk (Winter's Son Only):** Footsteps make small puddles of ice, allowing Winter's Son to walk on air as if it is solid ground if not standing still.

**Regeneration (Zykomso Only):** regains 5 hit points at the start of its turn if it has at least 1 hit point.

#### ACTIONS

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

**Rapier (Anelda Only).** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft, Hit:  $1d10 + 3$  + the spell's level slashing damage. If the target is a creature, it can't regain hit points until the start of the spirit's next turn.

**Psychic Bolt (Old Mother Toad Only):** Ranged Spell Attack: your spell attack modifier to hit, range 150 ft, one creature. Hit:  $1d8 + 3$  + the spell's level psychic damage.

**Crossbow (Sonnorae Only):** Ranged Weapon Attack: your spell attack modifier to hit, range 150 ft, one creature. Hit:  $1d8 + 3$  + the spell's level piercing damage.

**Broadsword (Vyushbaro Only):** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft, Hit:  $2d10 + 3$  + the spell's level slashing damage.

**Dagger (Winter's Son Only):** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft, Hit:  $1d6 + 3$  + the spell's level cold damage. If the target is a creature, it moves at 1/2 move for 1 round.

**Pitchfork (Zykomso Only):** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft, Hit:  $1d10 + 3$  + the spell's level fire damage.

## FABRICATED TRUTH

LEVEL 8

*Bardic, Voice, Whispers*

**Cast:** 1 action, voice, 1 free hand

**Range:** 100 feet

**Duration:** Varies

You choose a single statement you want the targets to believe (25 words or less). The fact could be narrow, such as "a dragon is circling overhead and wants to kill me", wide-reaching such as "all humanoids are disguised abominations", or conceptual such as "if I don't live a kinder life, I'll be punished in the afterlife". The targets must succeed on a Wisdom saving throw or be glamoured into believing this "truth". Their experiences color how they react; if the statement changes what they perceive, they treat the change as a sudden realization.

The effect of the spell depends on the target's Wisdom saves. If they succeed, the target doesn't believe the statement or realize you tried to trick it. On a Critical Success, they realize you attempted to beguile it. A failed save has the targets believe the new "fact" for 1 week, and a Critical Failure permanently alters their perception.

## FEEBLEBODY

LEVEL 8

*Bardic, Alter*

**Cast:** 1 action, voice, 1 free hand

**Range:** 150 feet

**Duration:** Instantaneous / 30 days

You blast the physique of a creature that you can see within range, attempting to shatter its strength and resilience. The target takes  $4d6$  psychic damage and must make a Strength saving throw.

On a failed save, the creature's Strength, Dexterity and Constitution score are reduced by  $1d10$  (minimum 1).

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds, the spell ends.

This spell can also be ended by *Greater Restoration, Heal* or *Wish*.

## FOE TO FRIEND

LEVEL 5

*Bardic, Voice*

**Cast:** 1 reaction, voice

**Range:** 60 feet

**Duration:** 1 round

You cast this spell as the target is about to make an attack, forcing them to succeed a Wisdom saving throw or instead attack a valid target of your choice. In addition, the target is considered an ally for determining flanking until its next turn.

## FOOL'S FORBIDDANCE

LEVEL 6

*Bardic, Performance*

**Cast:** 1 action, voice, somatic, material (a ring of keys)

**Range:** 10 feet

**Duration:** Performance

Through your antics and performance, you create an area of warding that affects all creatures who dare enter it. When a creature first enters within 10 feet of you, it must immediately make a Wisdom saving throw. If it fails, the creature is confused as long as it is in the area and for 1 round after it leaves. If it succeeds on its saving throw, the creature is staggered as long as it is in the area and for 1 round after it leaves. Staggered creatures may take a single move action or a standard action each round, but not both.

#### FROZEN NOTE

LEVEL 5

*Bardic, Performance*

**Cast:** 1 action, voice

**Range:** self / 30 feet radius

**Duration:** Performance

You must have another performance active to cast this spell. You pause the performance by producing and sustaining a single perfect musical note that holds nearby creatures, friend as well as foe, utterly spellbound until you stop singing the note. Each creature within 30 feet of you must succeed a Wisdom saving throw or be held paralyzed and oblivious to their surroundings so long as you maintain the note. Maintaining this note requires your absolute attention; if you take damage or take any other action, including moving from your current square, the spell ends instantly. Creatures that succeeded in their initial saving throw must make a new one for each round they spend within the area of the spell until they fail and become captivated. Creatures with 4 or more Hit Dice greater than your Bard level are not affected by this spell. However, those with 4 or more Hit Dice less than your caster level do not receive a saving throw to resist.

The note is so clear and flawless that less than extraordinary attempts to avoid hearing it merely grant the target a bonus on their saving throws. Targets get a +2 circumstance bonus on their saving throw for each barrier between your voice and their ears. This includes such things as a creature stopping up its ears with wax, closing all windows and doors in a nearby building, or even crawling into a barrel and pulling down the top. If a target that had previously made its saving throw loses the benefit of one or more of its barriers it must immediately make a new saving throw. Similarly, any target that had previously failed its saving throw gets a new save each time it gains the protection of a barrier.

At any time you may end the effect of the Frozen Note and return to the original performance without expending a spell slot, if it was a performance of Level 4 or lower.

#### GARRULOUS GRIN

LEVEL 2

*Bardic, Voice, Whispers*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** 1 hour

You plant a seed of self doubt deep within a subject's mind. A target must succeed a Wisdom saving throw or be at disadvantage for Deception, Diplomacy, and Negotiation. This manifests as either stuttering, hesitancy, or difficulty making eye contact; causing the target to appear evasive, and seem dishonest or guilty. The creature must understand your language, and may attempt another Wisdom save to negate every minute.

#### GHOST PIPES

LEVEL 2

*Bardic, Arcane, Lore*

**Cast:** 1 action, voice

**Range:** Touch

**Duration:** 1 minute / Bard level

You cause one musical instrument you touch to float a few feet above the ground and play itself. The instrument must be intact and in playable condition (e.g. no missing strings, clogged mouthpiece). The instrument plays any time you desire using your Performance skill, regardless if you are proficient in the instrument or not. If used in conjunction with a bardic musical performance, you gain a +2 bonus on rolls.

### GHOSTBANE DIRGE

LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, voice, instrument (wind)

**Range:** 30 feet

**Duration:** Performance + 1 round

You cause a target that is incorporeal to coalesce into a semi-physical form for a short period of time. While subject to the spell, the incorporeal creature reduces any immunities to nonmagical weapons to resistances, and any resistances to these weapons are removed for the duration.

**Heightened (+):** for each additional spell slot, you may target an additional creature within range

### GHOSTHARP

CANTRIP

*Bardic, Cantrip, Performance*

**Cast:** 1 minute, instrument

**Range:** Touch

**Duration:** 2 hours

As you are playing an instrument, you cause the instrument to record the performance and repeat itself for 2 hours without your intervention. You can dismiss the effect as an action if you are touching the instrument.

**Heightened (1st):** When you cast this spell at 1st level, the effect lasts for 24 hours.

### GILDED WHISPERS

LEVEL 3

*Bardic, Arcane, Lore, Material*

**Cast:** 1 action, verbal, somatic, material (a gold coin you have infused with 10 gp of gemstones)

**Range:** Touch

**Duration:** 1 Day / Bard Level

You use a specially prepared coin as a conduit for eavesdropping. The coin becomes an arcane anchor and can be targeted directly by Divination spells even if you would not otherwise be able to target the coin (range limits still apply). If the coin is held or carried by a creature, its owner receives any application saving throws against the effect. You may treat the coin as a familiar subject. The residual psychic impressions left upon the coin mask this dweller from detection, protecting the coin from location by *Detect Magic, Arcane Sight*, and similar effects unless the the caster succeeds against a DC of 11 + your Bard Level.

### GLIBNESS

LEVEL 3

*Bardic, Voice*

**Cast:** 1 action, 1 free hand

**Range:** Self

**Duration:** 10 minutes

Your speech becomes fluent and more believable, causing those who hear you to believe every word you say. You gain a +20 bonus on Deception checks made to convince another of the truth of your words. This bonus doesn't apply to other uses of the Deception skill, such as communicating a hidden message via innuendo. If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

<b>GRAND DESTINY</b>	<b>LEVEL 4</b>	<b>HARMONIC CHORUS</b>	<b>LEVEL 2</b>
<i>Bardic, Arcane</i>		<i>Bardic, Performance, Material</i>	
<b>Cast:</b> 1 action, voice		<b>Cast:</b> 1 reaction, material (a tuning fork)	
<b>Range:</b> 120 feet		<b>Range:</b> 30 feet	
<b>Duration:</b> 1 hour / until discharged		<b>Duration:</b> Performance	
You inspire a target with the power to seize a grand destiny. The target gains an inspiration dice (this does not count against your total) that they can apply when rolling any attack roll, caster level check, saving throw, or skill check. The spell ends once the bonus has been applied to two rolls.		You improve the spellcasting ability of another caster. For the round, the targeted caster gains a +2 to their spellcasting ability modifier and DC for any spell they cast.	
<b>Augmented (12th):</b> The bonus may be applied to three rolls.		<b>Material:</b> a tuning fork	
<b>Augmented (15th):</b> The bonus may be applied to four rolls.			
<b>GRAND FINALE</b>	<b>LEVEL 9</b>	<b>HARMONIZE</b>	<b>LEVEL 7</b>
<i>Bardic, Performance</i>		<i>Bardic, Alter</i>	
<b>Cast:</b> 1 action, voice, instrument, material (a flame)		<b>Cast:</b> 1 action, voice, 1 free hand	
<b>Range:</b> 120 feet		<b>Range:</b> Self	
<b>Duration:</b> Instantaneous		<b>Duration:</b> 1d6 rounds	
You end an active performance, using every last drop of energy remaining in you in a display of pyrotechnic prowess. Choose a point you can see within range, each creature within 40 feet of that point must make a dexterity saving throw, taking 3d10 fire damage, 3d10 cold damage, 3d10 acid damage, 3d10 poison damage, 3d10 thunder damage, 3d10 lightning damage, 3d10 radiant damage, 3d10 necrotic damage and 3d10 force damage on a fail, or half as much on a success.		You magically harmonize the music that you play. Whenever you grant a creature with Bardic Inspiration while this spell persists, you may inspire on other additional creature.	
After that, you loose all your remaining spell slots (you can regain them normally when you finish a long rest or when you use features that restore spell slots).			
<b>Material:</b> an open flame			
<b>HAUNTING CHOIR</b>	<b>LEVEL 3</b>		
<i>Bardic, Performance</i>			
<b>Cast:</b> 1 action, voice, 1 free hand			
<b>Range:</b> 30 feet			
<b>Duration:</b> Performance + 2 rounds			
You create a spectral choir and conduct its tortured, ghostly moans, deluding listeners into believing they are suffering the torments of the dead. The transparent singers occupy a 10-foot cube, but they are intangible and do not interfere with creatures in any physical way, nor can they be attacked. Creatures within 30 feet of the choir must succeed a Wisdom saving throw or experience wracking pain that causes them disadvantage on attack rolls, skill checks, and ability checks. Individuals who exit the area of effect take these penalties for an additional 2 rounds before the delusion wears off.			

<b>HEIGHTENED AWARENESS</b>	<b>LEVEL 1</b>	
<i>Bardic, Awareness</i>		
<b>Cast:</b> 1 action, somatic		
<b>Range:</b> Self		
<b>Duration:</b> 10 minutes / level		
You enter a heightened state of awareness that allows you to notice your surroundings and recall information effortlessly. You gain a 1d4 bonus to Perception and Investigation checks and all Knowledge skills that you are proficient in. When active, you may immediately dismiss this ability as an action in order to gain a +4 bonus to combat initiative. Your understanding of the written word becomes analytical and discerning. You gain an insight bonus equal to your Bard level (maximum +10) on checks to determine the value of books and scrolls, and checks to detect forgeries. You may spend one round to identify if a written work within 30 feet and within your line of sight is magical in nature. This ability also allows you to notice patterns and unusual breaks within them. You gain an Investigation bonus equal to your Bard level (maximum +10) on searches to find doors and traps hidden in that fashion.		
<b>HERALD'S CALL</b>	<b>LEVEL 1</b>	
<i>Bardic, Voice</i>		
<b>Cast:</b> 1 action, voice, somatic		
<b>Range:</b> Self / 20 feet / 2 miles		
<b>Duration:</b> 1 round		
You place your hand to your mouth and call out, creating the sound of a large hunting horn, blowing up to three loud and clear notes that can be heard from up to 2 miles away in typical outdoor settings. You can make these sounds at any point during the spells duration as a free action by placing your hand to your mouth. They can sound short or long. For a moment, all eyes snap to you; some unable to pull their eyes away.		
<b>HEROIC FINALE</b>	<b>LEVEL 3</b>	
<i>Bardic, Performance</i>		
<b>Cast:</b> 1 action, voice, 1 free hand		
<b>Range:</b> 30 feet		
<b>Duration:</b> Instantaneous		
You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end the performance, and one creature of your choice that can hear and see you within range can take a move or standard action of their choice.		
<b>HIDDEN BLADES</b>	<b>LEVEL 2</b>	
<i>Bardic, Body</i>		
<b>Cast:</b> 1 action, somatic		
<b>Range:</b> Self		
<b>Duration:</b> Concentration		
You expertly conceal a target weapon or up to 50 pieces of ammunition upon your body, using precise muscle control to grant a +20 bonus on Slight Of Hand checks made to conceal the weapon and a +5 to attack in a first round surprise attack. This ability is not effective if you are thoroughly and extensively searched (removal of clothing, etc).		
<b>HIDEOUS LAUGHTER</b>	<b>LEVEL 1</b>	
<i>Bardic, Voice</i>		
<b>Cast:</b> 1 action, voice, somatic, instrument		
<b>Range:</b> 30 feet		
<b>Duration:</b> 1 minute		
A creature of your choice that you can see within range perceives everything as hilariously funny		

and falls into fits of laughter if this spell affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.

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### HYMN OF MERCY

### LEVEL 5

*Bardic, Performance, Valor*

**Cast:** 1 action, voice, somatic

**Range:** self / 30 feet radius

**Duration:** Performance

You sing a hymn that causes creatures within 30 feet of you that can hear you to deal only nonlethal damage with all of its weapon attacks if it fails a Wisdom saving throw. Sword blades magically turn to their blunt end, and weapons miss vital organs.

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### HYMN OF PEACE

### LEVEL 6

*Bardic, Performance*

**Cast:** 1 action, voice, somatic

**Range:** Self / 40 feet radius

**Duration:** Performance

You sing a melodic hymn that prevents creatures within a 40 foot radius from you, who can hear you from aggression. Each time a creature within range attempts to attack other creature or object, or otherwise perform a hostile or damaging action towards a creature or object, it must first succeed on a Wisdom saving throw. If the save succeeds, the subject can attack normally. If the save fails, the subject cannot follow through with the attack and loses that part of its action. Creatures not taking violent actions are unaffected by this spell.

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### HYMN OF PRAISE

### LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, voice, somatic

**Range:** 60 feet

**Duration:** Performance

You strike up a rousing, inspirational song that temporarily boosts divine spell casters within range. This increase increases their spell attack modifiers by +2, and Spell Save DC by +1.

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### HYPERCOGNITION

### LEVEL 3

*Bardic, Awareness*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

You rapidly catalog and collate all available data on a person, place, thing or event, calling to mind scraps of memory and assembling clues in a logical and systematic order. Immediately after casting the spell, you can begin spending the necessary time to perform an Intelligence check, Linguistics check to detect a forgery or decipher a hidden message, or a Knowledge check. If the check requires at least 3 rounds, you can perform it five times as quickly (minimum 1 round). If the check requires fewer than 3 rounds, you can perform it instantly. Either way, you gain an insight bonus on the check equal to your spellcasting modifier.

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### ILL-FATED WORD

### LEVEL 1

*Bardic, Voice*

**Cast:** 1 reaction, voice

**Range:** 30 feet

**Duration:** Instantaneous

You call out a distracting epithet to a creature, worsening its chance to succeed at whatever it's doing. Roll a d4 and subtract the number rolled from an attack roll, ability check, or saving throw that the target has just made; the target uses the

lowered result to determine the outcome of its roll.

### IMPENETRABLE VEIL

### LEVEL 6

*Bardic, Body, Whispers*

**Cast:** 1 action, 1 free hand

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You attune your body to make it nearly impossible to detect you by either magical or mundane means. You gain a bonus on Stealth checks equal to half your Bard level, and can use Stealth to hide from all creatures attempting to perceive you, even if you lack concealment or cover. Creatures with blindsight, blind sense, tremorsense or any ability that functions as a sense for detection have disadvantage at attempting to detect you.

Furthermore, you leave no trail and cannot be tracked unless you choose to. If a creature attempts to discern your location or presence using divination magic (including magic items), that creature must succeed at an Intelligence saving throw equal to half your Bard level to discern any information about you, and on a failed check cannot do so for the spell's duration.

### IMPROVISATION

### LEVEL 1

*Bardic, Awareness, Material*

**Cast:** 1 action, somatic, material (a coin, or a pair of dice)

**Range:** Self

**Duration:** 1 round / level

With a flourish you toss a coin or a pair of dice into the air, and use the technique to center yourself and begin to perceive subtle nuances which increase your chances of success. You gain a floating “pool” of bonus luck points that you can use as desired to improve your odds of success at various tasks. This bonus pool consists of 2 points per Bard level, which you can

spend as you link to improve attack rolls, skill checks, and ability checks. No single roll can receive a bonus greater than 1/2 your Bard level. You must declare the use of the bonus points before a roll is made. Used points disappear from the pool, and any points remaining when the spell ends are wasted.

**Material:** a coin or a pair of dice

### INDECISION

### LEVEL 2

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

Choose a creature you can see within range who can hear and understand you. The target must succeed on a Charisma saving throw or be overcome with indecision. On a failed save, the target takes its entire turn to perform its next action due to the creature's hesitation. If the creature fails the saving throw by 5 or more, it takes no action that round. Each round, the creature can attempt another saving throw at the end of its turn. On a successful save, the spell ends.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

### INTENSIFY PSYCHE

### LEVEL 1

*Bardic, Performance*

**Cast:** 1 bonus action, instrument, voice

**Range:** 30 feet

**Duration:** Performance

A sense of euphoria suffuses all creatures within the area, amplifying all sensations, good or bad. The creatures gain +2 bonus on Persuasion, Animal Handling, Performance, and Insight

checks. In addition, the DC for any spells or effects with emotion or pain descriptors cast or caused by the targets increases by 1 while the target is under the effects of the spell. However, increased sensitivity causes the targets to be at disadvantage on saving throws against spells and effects with the emotion or pain descriptors.

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**INVIGORATE** **LEVEL 1**

*Bardic, Performance*

**Cast:** 1 action, voice, instrument

**Range:** 60 feet

**Duration:** Performance + 10 minutes

Your performance banishes feelings of weariness for a number of creatures in range equal to your Bard level. For the duration of your performance, and 10 minutes following, the subjects take no penalties from the fatigued or exhausted conditions. This effect is merely an illusion, however, not a substitute for rest or respite. A creature can only be under one invigorate effect at a time. At the end of the effect, the targets take 1d6 non lethal damage, along with the return of the original condition(s).

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**JITTERBUGS** **LEVEL 1**

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 25 feet

**Duration:** 1 round / level

You cause the target to feel as if their skin is covered in creeping, crawling, stinging bugs. On a failed Constitution saving throw, this causes distracting, unbearable itching. They may use their movement or an action, but not both due to their moving and twitching, unable to stand still; they suffer a negative 1d4 penalty to Dexterity saving throws and Dexterity skill checks. They also must make a Concentration check if holding a spell.

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**JOYFUL NOISE** **LEVEL 1**

*Bardic, Performance*

**Cast:** 1 bonus action, voice or instrument

**Range:** 10 feet radius

**Duration:** Performance

Your song creates sonic vibrations that negate any magical silence effect in the area. This zone of negation moves with you and lasts as long as you continue to perform.

The silence effect is not dispelled but simply held in abeyance; it remains in effect outside the area of your joyful noise effect.

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**LIAR'S GIFT** **LEVEL 1**

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** Instantaneous

You make even the most brazen untruth seem plausible, replacing a Wisdom saving throw from the target with any rolls for Deception. On a successful savings throw, the creature knows you tried to manipulate it with magic. Otherwise, you successfully lie to the creature. The verbal component of this spell is the lie you are telling.

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**LITANY OF SURE HANDS** **LEVEL 1**

*Bardic, Performance*

**Cast:** 1 bonus action, voice, instrument, 1 free hand

**Range:** 30 feet

**Duration:** Performance + 1 minute

You allow a creature within range to quickly perform a simple task (other than attacking or casting a spell) as a bonus action on its turn. Examples include finding an item in a backpack, drinking a potion, and pulling a rope. Other actions may also fall into this category, depending on the GM's ruling. The target also ignores the loading property of weapons.

**Heightened (+):** when you cast this spell at a spell slot level higher than 1st, you can target 1 additional creature for each additional spell slot.

### LOVE'S LAMENT

### LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, voice

**Range:** 60 feet radius

**Duration:** Performance

You sing a song that draws upon the sadness, guilt, and despair of those within a 60 foot radius. All creatures in the area are at disadvantage to Perception checks. In addition, those who understand your language and fail a Wisdom saving throw are reminded of all their lost loves and disappointments in life. The music seized upon these feelings and magnifies them, so that they take 1d6 Wisdom damage and are nauseated for the round. Nauseated creatures can not take actions, but can move. The nausea passes if they sense a danger or threat, or take damage. Targets gain a new saving throw each round you maintain this performance.

### ULLABY

### CANTRIP

*Bardic, Cantrip, Performance*

**Cast:** 1 action, instrument

**Range:** 100 feet

**Duration:** Performance

Any creature within a 100 foot radius centered on you that fail a Wisdom saving throw become drowsy and inattentive. They have a disadvantage on Perception checks, as well as a disadvantage to resist against sleep effects. These effects last as long as you perform, plus 1 round for every 2 Bard levels.

### MAD SULTAN'S MELODY

### LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, voice, dance, instrument (masterwork flute, pipe or string instrument)

**Range:** 30 feet

**Duration:** Performance + 1 round

This spell targets only a creature of the ooze type, a creature with the amorphous special ability, or a creature with a special association with the Abyss/Elder Gods. This music draws the target's attention to you, fascinating them with your bardic performance. It affects mindless creatures despite the mindless quality typically granting immunity to mind-affecting effects, though it doesn't ignore any other immunity to mind-affecting effects the creature might have. A creature fascinated by *the mad sultan's melody* become immune to any other casting of the spell for 24 hours after the spell ends, and the spell ends for the creature if the fascination breaks for any reason (such as an attack).

This performance takes a toll on you. Each round you perform it, you take 1 point of Wisdom damage. If your campaign uses the sanity system, you instead take 2 points of sanity damage.

To determine fascination - one creature of the specified type within range who can hear and see you, becomes fascinated if they fail an Intelligence saving throw. A fascinated creature stands or sits quietly, taking no actions other than to pay attention to your performance, for as long as the performance lasts. The creature is at disadvantage on skill checks made as reactions, such as Perception checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw to resist the effect. Any obvious threat (such as someone drawing a weapon or casting a spell) or attack automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

**Augmented (+):** For every three bard levels, you may target one creature.

## MAGNIFYING CHIME

LEVEL 6

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** 3 rounds

You cause a target (other than yourself) to vibrate and release sonic energy once per round as a loud, dangerous chime. The sound grows in strength each round. On your turn in the round after you cast the spell, the chime deals 1d6 points of sonic damage to all creatures and objects within 5 feet of the target. On the second round on your turn, it deals 2d6 sonic damage to all creatures and objects within 10 feet of the target. On the final round, it deals 3d6 sonic damage to all creatures and objects within 15 feet of the target. In all cases, a successful Constitution saving throw halves the damage for that round only. Creatures who are unable to hear are still affected with the blast.

## MARCHING CHANT

LEVEL 2

*Bardic, Performance*

**Cast:** 1 Minute, voice, instrument

**Range:** Self, 30 feet sphere

**Duration:** Performance + 1 round

You invigorate your allies in a 30 foot radius around you, who can Dash as a bonus action as long as you continue to sing or chant. The targets do not acquire fatigue from extended movement as long as you chant and they remain within 30 feet of you.

## MASTER'S TOUCH

LEVEL 1

*Bardic, Body*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** Concentration, 1 minute / Bard level

You gain temporary proficiency with a single weapon or shield you hold in your hands when

the spell is cast. This proficiency is granted for only a single, specific item, although multiple castings allow for multiple proficiencies. For example, if you hold a short sword and a rapier, with a buckler strapped to your off hand, you could cast the spell three times, once for each weapon and once for the shield.

This spell does not grant proficiency for a kind or category of item (such as short sword) but only for the one specific item held in your hand at the time of the casting. Should you set the item down or otherwise lose your grip on it, the proficiency is lost.

## MENTAL BLOCK

LEVEL 2

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** Concentration up to 1 round / Bard level

You attempt to lock access to the target's procedural memories, preventing it from drawing upon its experience and expertise. The target must succeed on a Wisdom saving throw or lose proficiency bonuses for skills, lose access to any prepared spells and spells known beyond cantrips, and activated feats. Each round at the end of its turn, the target can attempt another Wisdom saving throw to end this effect.

## MESMERIZING GLARE

LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** Performance + 1 round

Your performance causes a target creature, who can hear you, to stop and stare blankly at you if they fail a Wisdom saving throw. They are considered Fascinated; quietly keeping eye contact with you while taking no actions other than to pay attention. Any skill checks (such as

Perception) the creature makes is at disadvantage. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the spell's effect. Taking damage, or any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action. They also receive the ability to re-roll the save at the end of each of its turns, ending the effect.

As you lock eyes, you must focus on the target intently. You may choose to take an action or movement, but not both. If you move further than 30 feet from the target, the effect ends.

#### MINDLOCKED MESSENGER

LEVEL 2

*Bardic, Voice, Whispers*

**Cast:** 10 minutes, voice, somatic

**Range:** Touch

**Duration:** Permanent until discharged

You speak a short message (up to 10 words per Bard level), implanting both it and the identity of the message's intended recipient in the mind of a willing creature. That creature is aware of the message and who the recipient is. Any attempt to speak, write, or otherwise communicate the message to anyone other than its intended recipient causes the target to forget the message for 1d6 minutes. Attempts to read the target's mind or to force the target to reveal the message (such as torture or magical compulsion) likewise cause temporary amnesia regarding the message.

The target can communicate the message only to someone it believes is the intended recipient, which means that disguises, illusions, and polymorph effects might fool the delivering the message. Once the target communicates the message, it is permanently erased from the target's memory.

#### MNEMONIC CONDITIONING\*

LEVEL 2

*Bardic, Awareness, Ritual*

**Cast:** 1 minute, somatic

**Range:** Self / 1 month

**Duration:** Instantaneous

You enter into a brief trance that allows you to accurately recall everything you had perceived within the past month. You may focus on one event or topic; easily remembering names, faces, facts read in books, or smells from your hometown. Recalling this information this way makes it accessible again by another casting of this spell within the month duration. You experience the moment as if you relive it, including any pain, trauma or joy. These details stay with you for 12 hours in short term memory before they fade again into your subconscious mind.

**Heightened (2nd):** you can recall information within one year

**Heightened (3rd):** you can recall information across your whole lifetime

#### MOCKINGBIRD

CANTRIP

*Bardic, Cantrip, Voice*

**Cast:** 1 action, voice

**Range:** 100 feet

**Duration:** Instantaneous

You manipulate your vocal chords to create a simple auditory sound that can have a volume equal to four of you shouting. You can't create intelligible words or other intricate sounds (e.g. music).

#### MUSIC OF THE SPHERES

LEVEL 5

*Bardic, Performance*

**Cast:** 1 action, voice, instrument (wind)

**Range:** Self / 20 foot radius

**Duration:** Performance

You amplify the harmonic constant that plays under and through all of reality, infusing all living creatures (friend and foe alike) with its effects within a 20 foot radius from you. All creatures that begin their turn within the zone heal 5 hitpoints of damage, can absorb 10 points of damage from all natural energy types (e.g. fire, cold, lightning), and gain advantage on saving throws against poison and disease.

Any creature that enters the area of effect does not gain the benefits of this spell until it begins its turn in the area, allowing you to attempt to move around to prevent enemies from gaining the effect.

### NEREID'S GRACE

LEVEL 1

*Bardic, Body, Valor*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** 1 round / Bard level

You radiate an unearthly grace if you are not wearing armor. You gain advantage on Dexterity saving throws and a bonus to your AC equal to your Charisma bonus (maximum +3).

### NIGHTMARE LULLABY

LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, voice, instrument (flute)

**Range:** 100 feet

**Duration:** Performance + 1 round / level

You put a target into a surreal, sleepwalking state. On a failed Wisdom saving throw the target becomes confused, thinking it has entered a nightmare.

Confused creatures are mentally befuddled and cannot act normally. A confused creature cannot tell the difference between an ally or foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the

creature that last attacked it until that creature is dead or out of sight.

**Heightened (+):** for each additional spell slot, you may target one additional creature

### NIXIE'S LURE

LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, instrument (flute)

**Range:** Self / 300 feet radius

**Duration:** Performance + 1 round / Bard level

This spell creates an unearthly and infectious song that seductively summons all who hear it and fail a Wisdom saving throw. Nixie's lure affects a maximum of 24 Hit Dice of creatures. Creatures in the area who fail their saves are lured by the song and move toward you using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, the creatures each receive a second saving throw to end the effect before moving into peril. Creatures lured by the spell's song can take no actions other than to defend themselves. A victim within 5 feet of you simply stands still and for the duration of the spell remains fascinated.

### OATH OF ANONYMITY

CANTRIP

*Bardic, Cantrip, Body*

**Cast:** 1 action

**Range:** Self

**Duration:** Concentration

You control your small mannerisms and voice to prevent anyone from discovering your identity so long as you avoid revealing your face or other easily identifiable features. You distort your voice and subtly adjust your body language. This does not make you appear to be a different creature type, nor does it change your apparent height or body type.

You are granted a +10 bonus to Disguise checks to conceal your identity, but not in checks to

impersonate anyone in particular. This ability essentially allows you to create a number of alternate personas that can be recognized by those who have observed them before.

### OCEANSONG

LEVEL 8

*Bardic, Performance*

**Cast:** 1 action, voice

**Range:** Self, 160 foot sphere

**Duration:** Performance

You sing an alluring song, causing all creatures in range who can hear you to make a Wisdom saving throw. On a failure, they must at the start of their turn move it's base movement speed toward you. They may make another saving throw to resist at the end of each of their turns. Creatures who are deaf or immune to charm are not effected by this spell.

### PASSING FANCY

LEVEL 2

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** 4d4 rounds

A creature in ranger who can hear you and understand your language must succeed a Wisdom saving throw or be obsessed with a particular topic of conversation you suggest. You dictate the topic or recent event, and they become fascinated and will discuss it with anyone nearby, possibly wandering off or distracting other creatures. This spell has no effect on creatures with an Intelligence of 2 or less. Onlookers have a -10 to detect if there is anything amiss, as the target speaks with their usual cadence.

### PHASIC CHALLENGE

LEVEL 8

*Bardic, Performance*

**Cast:** 1 action, voice, instrument

**Range:** 60 feet

**Duration:** Performance

You select one enemy and one willing ally as targets. The enemy must succeed on a Wisdom saving throw or both targets remain visible and audible, and can see and hear other creatures, but cannot physically interact with any creature save one another. Spells or weapon attacks from the affected creatures impact only each other, though spells might affect terrain or other factors not related to other creatures. If one of the creatures becomes unconscious or dies, or if the effect is dispelled, the effect ends for both of them. The enemy gains a new Wisdom saving throw at the beginning of each of their turns, and on a successful saving throw the spell ends.

### PIED PIPING

LEVEL 6

*Bardic, Performance*

**Cast:** 1 action, instrument (wind)

**Range:** Self / 90 feet

**Duration:** Performance + 1 round / Bard level

You call forth a melody so compelling and attractive that creatures belonging to a group with a specific, identifiable physical trait (such as type, subtype, age, gender, or hair color) find it almost impossible not to approach and follow you. You choose the nature of the creatures you seek to attract when you cast the spell and, once you make this choice, cannot alter it. You can only use physical traits to determine your audience. You can never use social and other more voluntary criteria (such as alignment, religion, nationality, or class) to select targets for this spell.

Eligible creature within 90 feet of you that can hear you must make a Wisdom saving throw each round spent within the area of the spell and, once they fail, approach you at their normal movement speed and stand as close to you as possible without actually entering an occupied square. If you move, they do their best to give you way and maintain their proximity to you and

follow. Affected creatures can take no actions other than listen to your music and following you if you move, as they dance and are enthralled by your music. Those entering the area while the spell is in effect must also successfully save or be compelled to come to you. You must continue to perform as an action for this compulsion to continue.

The attractive power of the spell does not cause affected creatures to put themselves in obvious jeopardy and they have enough presence of mind to avoid or negotiate around obstacles and other perilous hazards. If unable to approach or follow you without endangering themselves, they simply wait, swaying to the music, until you pass out of range, at which point they regain their senses after 1 round/Bard level. If circumstances change once you move out of range, making it possible for affected creatures to resume their attempts to get near you; they do so. If they manage to return to within the area of the spell before it wears off, the spell continues as normal. If attacked, affected creatures can take defensive measures, even going so far as to avoid existing threats by moving out of the area of the spell, but cannot make attacks themselves or take any other actions until the effects of the spell wear off. Creatures who receive damage instantly awaken from their trance and are immune to it for 24 hours. Once the performance is complete, the creatures remain in place swaying to their memory of the music until the spell wears off.

### PIERCE FACADE

LEVEL 1

*Bardic, Awareness*

**Cast:** 1 bonus action, somatic

**Range:** Self

**Duration:** 10 minutes / level

You gain advantage on Perception checks to see through disguises. You can pick up the subtle nuances and mannerisms of a culture, race, or station that are difficult to hide.

**Augmented (7th):** at 7th level, this bonus increases to +10

### PLANAR WEAPON

LEVEL 7

*Bardic, Performance, Valor*

**Cast:** 1 bonus action, voice, 1 free hand

**Range:** Self

**Duration:** Performance

You hum the frequency of a chosen plane of existence, causing a blade of pure planar energy to appear in your free hand. You use your Spell Attack to hit with the weapon, and deal  $3d6 +$  your spell attack modifier in damage. Choose the planar affinity the blade has to determine its additional effects, each round you can change the affinity as a bonus action by changing the frequency of your voice:

**The Elemental Plane Of Air.** The damage type is lightning.

**The Elemental Plane Of Fire.** The damage type is fire.

**The Ethereal Plane.** The blade ignores physical barriers to attack, passing through solid matter. It harms ethereal creature normally, and for them crits on a 19 or a 20.

**Baator.** The damage type is necrotic.

**Elysium.** The damage type is radiant.

### PLAY INSTRUMENT

LEVEL 1

*Bardic, Performance*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** 10 minutes / level

You may play one instrument of your choice as if you were proficient. Instead of a conventional instrument, you may use an improvised one, such as a barrel as a drum or a bow as a harp, playing it as if it were crafted for music.

### POWER CHORD HEAL

LEVEL 9

*Bardic, Performance*

**Cast:** 1 action, instrument, 15 performance points

**Range:** 15 feet

**Duration:** Instantaneous

You play your instrument, causing a wave of healing energy to wash over a target creature. The target regains up to 150 of its missing hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up. This spell has no effect on undead or constructs.

You must expend 15 performance points when casting this spell.

### POWER CHORD KILL

LEVEL 9

*Bardic, Performance*

**Cast:** 1 action, instrument, 15 performance points (or 1 reaction when you hear this spell being cast)

**Range:** 20 foot radius

**Duration:** Instantaneous

You play your instrument, compelling creatures within a 20 foot radius who can hear you to die instantly. Your spell's hit point threshold is 60, and creatures within range of you are affected in ascending order of their current hit points (ignoring unconscious creatures).

Start with the creature that has the lowest current hit points. If the creature's hit points are equal to or less than the remaining total of your hit points threshold, it dies; otherwise the spell has no effect. Subtract the creature's hit points from your current hit point threshold and move to the creature with the next highest hit point total.

If an ally within 30 feet of you can hear you and can cast this spell, it can do so as a reaction to aid you. The hit point threshold then increases by 60 for each ally that aids you in casting this spell, up to a maximum of two allies.

### PROBE HISTORY\*

LEVEL 4

*Bardic, Arcane, Ritual*

**Cast:** 1 action, 1 free hand

**Range:** self

**Duration:** Instantaneous

You gain a glimpse of the countless lives your soul has lived. You gain a +10 to a History check to gain knowledge on a specific event or question that occurred prior to your birth.

### PUPPETEER

LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, 2 free hands

**Range:** 120 feet

**Duration:** Performance

You force the subject to mimic your actions. They must have a similar body shape/plan as you. The subject must succeed a Wisdom saving throw or match your motions exactly, though it is at disadvantage to Dexterity and Strength checks. Its movements look awkward, and its actions aren't as effective as if they were doing them itself.

If you force a subject to commit an act that is suicidal or causes pain, it receives another Wisdom save to break the spell. If that save is successful, the subject falls prone.

Anyone observing the subject of this spell can determine that the subjects actions are being controlled by making a DC 15 Insight check (or DC 10 if you are also visible).

This spell does only controls physical movement, you can't force a creature to speak or use spell like abilities.

### RECENTERING DRONE

LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, voice, instrument (stringed)

**Range:** 30 feet

**Duration:** Performance

You emit a calming subsonic drone that allows the target to temporarily refocus and restore their balance when they're suffering from debilitating conditions. A target that is Dazzled, Fatigued, Shaken, or Sickened ignores the penalties of those conditions for the duration of the spell. A target with one of the following conditions is treated as having the associated lesser condition for the duration of the spell, as shown by the following table.

Condition	Lesser Condition
Blinded	Dazzled
Exhausted	Fatigued
Frightened	Shaken
Nauseated	Sickened

At the end of the spell's duration, the targets are again subject to the appropriate penalties if the original conditions affecting the target are still in effect.

**Dazzled.** Suffer a -1 to attack rolls and sight-based Perception checks.

**Fatigued.** Can neither run nor charge, take a -2 penalty to Strength and Dexterity checks.

**Shaken.** Suffer a -2 penalty to attack rolls, saving throws, skill checks, and ability checks.

**Sickened.** Suffer a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

## REGISTER LEVEL 1

*Bardic, Awareness*

**Cast:** 1 action, somatic

**Range:** Self / 30 feet

**Duration:** Instantaneous

You train your focus on a humanoid creature that you can see within 30 feet and study their face, hands and body to determine experiences that they have lived through in their lifetime.

Roll a perception check at advantage with a bonus of +10. You detect if they have borne a

child (if female), and use your perception check to contest their slight of hand otherwise gain knowledge of hidden weapons on their person.

**Heightened (3rd):** additionally, you determine if they have lost a loved one, hidden in fear, suffered through starvation, or done violence.

## REST FOR THE WEARY LEVEL 8

*Bardic, Performance*

**Cast:** 1 Short Rest, voice, instrument

**Range:** Self / 10 feet radius

**Duration:** Performance

You play a soothing melody, singing a soft song filled with magical energies that infuse yourself and those within 10 feet of you with a surge of invigoration and rejuvenation.

Both yourself and up to 8 willing creatures that remain within 10 feet of you for a short rest instantly receive all the benefits of a Long Rest. The spell slot used to cast this spell is not recovered by the effects of this spell and cannot be recovered by any means until you complete a normal Long Rest. Any creature that has benefited from this spell cannot receive this benefit again until they complete a normal Long Rest.

## RESTFUL SLEEP LEVEL 1

*Bardic, Performance*

**Cast:** 10 minutes, voice, instrument (stringed)

**Range:** 30 feet

**Duration:** Performance + 8 hours

You make a performance prior to a long rest. You target a number of allies equal to your Bard level within range, who enjoy a restful night's sleep over the long rest. If they complete a full nights rest, it regains an additional number of hitpoints equal to three times its character level. Any significant interruption during the rest (such as being awoken) prevents any healing that night for

that target. This healing is not considered magical.

### REVIVING FINALE

LEVEL 3

*Bardic, Performance*

**Cast:** 1 bonus action, voice, instrument (any)

**Range:** 20 foot radius

**Duration:** Instantaneous

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end your bardic performance, and allies within the area of the spell regain 2d6 hit points. This spell has no effect on undead creatures. You are not required to spend a performance point to cast this spell, as your performance ends.

### RUIN DELVER'S FORTUNE

LEVEL 4

*Bardic, Arcane*

**Cast:** 1 action, voice

**Range:** self

**Duration:** 1d4 rounds

In desperate need, you cry out a word imbued with power, granting you a bit of extra luck when you need it most. When the spell is cast, you choose from the following effects:

- Gain a luck bonus on Constitution saving throws equal to your Charisma modifier, and immunity to poison
- Gain a luck bonus on Dexterity saving throws equal to your Charisma modifier, and the evasion ability
- Gain a luck bonus on Wisdom saving throws equal to your Charisma modifier, and immunity to fear effects
- Gain temporary hit points equal to  $4d8 +$  your Charisma modifier. These hit points vanish at the end of the spell's duration

You may cast this spell multiple times, each time with a different benefit.

### SAVING FINALE

LEVEL 1

*Bardic, Performance, Valor*

**Cast:** 1 reaction, voice, instrument

**Range:** 30 feet

**Duration:** Instantaneous

You must have a bardic performance in effect, which you can end immediately and choose one creature in range to re-roll a failed saving throw.

### SCULPT SOUND

LEVEL 3

*Bardic, Arcane*

**Cast:** 1 action, voice, 1 free hand

**Range:** 30 feet

**Duration:** 1 hour / Bard level

You can change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. You may affect one creature or object per Bard level, no two of which can be more than 30 feet apart. All affected creatures or objects must be transmuted in the same way. Living creatures are given a Wisdom saving throw. Once the transmutation is made, you cannot change it. You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

### SHADOW STEP

LEVEL 4

*Occult*

**Cast:** 1 bonus action, somatic

**Focus:** a dragonfly [consumed]

**Range:** 250 feet

**Duration:** Instantaneous

You must be in an area of dim light or darkness to cast this spell. You are swallowed into a temporary portal between two darkened areas, allowing you to move from one such area to another that you can see within range, without crossing the intervening space. Doing this uses up your movement for the turn, regardless of the

distance traveled and does not provoke attacks of opportunity.  
You may emerge in any space within range that is connected contiguously to the shadow you entered.

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**SHOUT** LEVEL 4

*Bardic, Voice*

**Cast:** 1 action, voice  
**Range:** Self, 30 foot cone  
**Duration:** Instantaneous

You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful Constitution save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Constitution save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Dexterity save. A shout spell cannot penetrate a magical silence.

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**SOLID NOTE** LEVEL 1

*Bardic, Performance, Lore*

**Cast:** 1 action, voice, instrument  
**Range:** 30 feet  
**Duration:** Performance + 1 round/level

You give temporary physical form to a single musical note and can hang it, suspended, wherever you wish within range. You can use it as a hook, pulley, door blocker, or anything else you can imagine. The exact appearance of the note depends on your melody. You can make it spiked or smooth, simple or convoluted; however it always has the approximate size of your outstretched hand.

Once created, it resists all attempts to move but instantly disappears if enough weight or force is brought to bear against it. The note has an effective strength equal to 10 + your Bard level. It can not hold more weight than the equivalent of a heavy load for its Strength without disappearing. It can never do physical harm to a creature, and disappears if successfully attacked (AC equals your spellcasting DC).

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**SONG OF DISCORD** LEVEL 5

*Bardic, Performance*

**Cast:** 1 action, voice, instrument  
**Range:** Self, 20 foot radius  
**Duration:** Performance

You cause those within 20 feet of you that can hear you to turn on each other rather than attack their foes. Each affected creature must roll a Wisdom saving throw each round, and attack the nearest creature on a failed save. A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced to attack their fellows employ all methods at their disposal, choosing deadly spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

**Heightened (6th):** When you cast this spell using a spell slot of 6th level or higher, the discord is more violent. Affected creature gain a +4 morale bonus to Strength and damage for the duration of the spell.

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**SONIC BLAST** CANTRIP

*Bardic, Cantrip, Voice*

**Cast:** 1 action, voice  
**Range:** 30 feet  
**Duration:** Instantaneous

You twist your words upon each other, causing them to reverberate and grow stronger. Then,

like a cluster of bees, they streak towards your target and detonate in a screaming bellow around them.

You blast the target with loud high pitched sounds. The subject must make a Constitution saving throw or take 1d6 points of sonic/thunder damage. This burst of sound can be heard up to 100 feet away. This spell has no effect if cast into the area of a silence spell.

**Heightened (5th):** damage increases to 2d6

**Heightened (11th):** damage increases to 3d6

**Heightened (17th):** damage increases to 4d6

## SONIC FORM

## LEVEL 6

*Bardic, Arcane, Valor*

**Cast:** 1 action, voice

**Range:** Self

**Duration:** 1 minute

You retain your relative shape, but you and your equipment are transformed into semisolid sound. While in this sonic form, you take no penalties for squeezing, and you can move through spaces without penalty as if you were a creature three size categories smaller. You can make a melee touch attack once per round that deals 1d6 points of sonic damage + 1 point per Bard level. You are considered incorporeal (although you cannot move through solid objects). Any nonmagical attacks you make deal half damage. Magical attacks are unaffected, and you can use your magic items and other equipment as normal. You can dash as a bonus action.

You cannot enter an area of magical silence without taking 5d6 points of sonic damage each round you are within the spell's effect. You can attempt a Constitution saving throw to half the damage.

If this spell's duration ends when you are in a square that a creature your size cannot normally occupy, you take 3d8 points of damage and are shunted to the nearest open space that you can normally occupy.

## SONIC RUMBLE

## LEVEL 4

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 30 foot cone

**Duration:** Concentration, up to 1 minute

You create a deep, rumbling hum as loud as the din of a battlefield, in a blast outward from you in a cone.

The cone deals 8d6 sonic damage each round to all creatures within the cone; those who succeed on a Dexterity saving throw reduce the damage by half. Targets within the area of a silence spell are immune.

## SONIC THRUST

## LEVEL 4

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 120 feet

**Duration:** Instantaneous

You produce a sweeping rush of sound that can hurl creatures or objects away from you. This blast of sound forms a straight line 120 feet long and 5 feet wide, blasting out from you in a direction you choose. All creatures in this line must succeed a Constitution saving throw or be thrown away from you 30 feet and take 3d6 sonic damage. Creatures who succeed on their saving throw take half damage and remain in place.

## SONIC WEAPON

## LEVEL 2

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** Touch

**Duration:** 1 minute

You hold a weapon to your mouth, causing it to deal an extra 1d6 points of sonic damage with each successful strike. The sonic energy does not harm you. Bows, crossbows, and slings that are affected by this spell bestow the sonic energy upon their ammunition.

## SONG OF KYONIN LEVEL 4

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*Bardic, Performance*

**Cast:** 1 action, somatic

**Range:** 30 feet

**Duration:** Performance

You must have a bardic performance of some kind in effect to cast this spell. As long as the performance continues, up to 3 creatures in range who can hear you regenerate 2 hit points each round (on your turn). You may select 3 new creatures each turn that you continue this performance. When your performance ends, the last three targets regain 1d8 +1 hit points and are cured of any of the following conditions: exhausted, fatigued, nauseated, paralyzed, sickened, or stunned.

## SONG OF RESTORATION LEVEL 8

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*Bardic, Performance, Lora*

**Cast:** 1 minute, voice, instrument, material (a piece of the item being recreated)

**Range:** Touch

**Duration:** Permanent

Upon casting this spell, you must spend 20 performance points. You are able to fully recreate an object from nothing, even if the object was destroyed. To do so, you must be able to picture the object in your mind. Additionally, the material component must be a remnant of the item, no matter how small or insignificant (even a speck of dust that remains from a disintegration spell is enough). The spell fails if your imagination relied too much on guesswork, if the object would be too large to fit in a 5-foot cube, if the object still exists and you were simply not aware of it, or if the object is an artifact, has a level over 20, or has similar vast magical power. The item reassembles in perfect condition. Even if your mental image was of a damaged or weathered object, the new one is in this perfected form. If the object was magical, this spell typically restores its constant magical

properties, but not any temporary ones, such as charges or one-time uses. An item with charges or uses per day has all of its uses expended when remade, but it replenishes them normally thereafter.

**Material:** a piece of the object being recreated

## SONG OF SERENITY CANTRIP

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*Bardic, Cantrip, Performance*

**Cast:** 1 action, voice, instrument

**Range:** Touch

**Duration:** Performance

You channel positive energy through your song, rejuvenating a fatigued creature. You must perform for 1 round and touch the target while performing for the effect to take place. The fatigued subject is immediately rejuvenated.

## SONG OF STORMS LEVEL 8

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*Bardic, Performance*

**Cast:** 1 action, voice, instrument (stringed)

**Range:** Self (30 foot radius)

**Duration:** Performance

You musically conjure a powerful storm that strikes creatures near you with lightning. All enemies that you can see within 30 feet of you must succeed at a Dexterity saving throw or take 5d8 points of lightning damage. Additionally, the lightning strikes all allies that you can see, imbuing their weapons with magical energy. Their weapons deal an additional amount of lightning damage equal to your Charisma modifier for the following round. Each round you can continue this performance as an action.

## SOOTHING CHANT LEVEL 3

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*Bardic, Performance*

**Cast:** 1 action, voice

**Range:** 30 feet

**Duration:** Performance

Intoning a lulling drone, you convince creatures to do you no harm. At the beginning of your turn, any creature in range that can hear you must make a Wisdom saving throw. On a failed save, the creature is charmed by you. While the charmed creature can still act aggressively towards your allies, it will not openly attack you. If it uses area attacks, it will work to position them so as to not include you in the area. On a success it can act normally but must make another saving throw in every round you continue the chant and it can hear you. The effect is lost if you make a hostile action towards the creature, or the creature sees you attack or do harm to another creature charmed by this spell.

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SOTTO VOICE LEVEL 1

*Bardic, Voice, Whispers*

**Cast:** 1 action, voice  
**Range:** 30 feet  
**Duration:** 1 round

You use a dry, rasping voice to whisper and fill a living creature with dread. The creature must have 4 or fewer Hit Dice, and fail a Wisdom saving throw or be shaken for 1 round and be at -1d4 on attack rolls, saving throws, and skill checks.

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SPELL EXCHANGE LEVEL 7

*Bardic, Alter, Lore*

**Cast:** 1 action, somatic  
**Range:** Self  
**Duration:** Instantaneous

You are able to swap spells known without waiting for a level-up. You may exchange a known spell for another one of equal or lesser spell level, gaining a number of spells equal to a total of no more than 7 spell levels. Example: you

may swap out two level three spells, and a level one.

If you cast this spell more than once in a 24 hour period, you become fatigued.

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SPIN LEVEL 2

*Bardic, Performance*

**Cast:** 1 action, voice, somatic  
**Range:** 60 feet  
**Duration:** Performance

You designate a creature you can see within range, who can hear and understand you and command it to spin in place. The creature can resist this command with a successful Wisdom saving throw. On a failed save, the creature spins in place for the duration of the spell. A spinning creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that has spin for 1 round or longer becomes dizzy and has disadvantage on attack roll and ability checks until 1 round after it stops spinning.

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STONE SHATTER LEVEL 2

*Bardic, Voice*

**Cast:** 1 action, voice  
**Range:** 30 feet  
**Duration:** Instantaneous

You call up energies from deep within you and utter a perfect note. Aiming a single note of perfect pitch towards an unattended stone, crystal or glass object weighing no more than 2 pounds per Bard level, or towards a stone, crystal, or glass creature, causing it to shatter. A non-magical object is destroyed, whereas creatures and magical objects (of any weight) take 1d6 points of damage per Bard level, or half damage if a successful Constitution saving throw is made.

## STUNNING FINALE

LEVEL 5

*Bardic, Performance*

**Cast:** 1 action, voice, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You must have a bardic performance in effect to cast this spell. With a flourish, you immediately end your bardic performance, assaulting the senses of the targets with your finale. You choose three targets within range who become stunned for 1 round if they fail a Constitution saving throw. If they succeed, their movement speed is halved.

## TACTICAL PRECISION

LEVEL 2

*Bardic, Awareness, Valor*

**Cast:** 1 action, voice, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 round / Bard level

You grant your allies greater insight into one another's actions, allowing them to better coordinate their attacks. If two affected allies flank the same creature, each gains a +2 bonus on melee attack rolls and deals an extra 1d6 damage against the flanked creature. You all must remain within 30 feet of one another. Creatures not subject to extra damage from sneak attacks are immune to this extra damage.

## TAMER'S LASH

LEVEL 1

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 15 feet

**Duration:** Instantaneous

You make a loud sound (e.g. of a whip) that delivers a loud crack. Make a ranged spell attack to deliver 1d4 points of sonic damage on a hit. If you strike an animal, it must succeed a Wisdom saving throw or be filled with fear, unable to

attack you for 1d3 rounds. Furthermore, the animal must spend its movement to move 30 feet away from you. If the animal is combat trained, an animal companion, or has Hit Dice greater than your Bard level; it has advantage on the saving throw.

## THUNDERING DRUMS

LEVEL 3

*Bardic, Performance*

**Cast:** 1 action, instrument (drum), 2 free hands

**Range:** Self / 15 foot cone

**Duration:** Instantaneous

You strike your drums, filling a cone shaped area in front of you with their thundering. Any creature in the area takes 1d8 points of sonic damage per Bard level (maximum 5d8) and is knocked prone. A successful Constitution save halves the damage and negates being knocked prone

## TIMELY INSPIRATION

LEVEL 1

*Bardic, Performance*

**Cast:** 1 reaction (when an ally within range fails an attack or save), voice

**Range:** 30 feet

**Duration:** Instantaneous

A word of inspiration can snatch victory from seeming defeat. Cast this spell when a creature fails an attack roll or skill check. The target gains a +1 bonus per five Bard levels (maximum +3 bonus) on the attack roll or skill check retroactively. If the bonus is enough to make the failure a success, the roll succeeds.

## TRUTHTRANCE

LEVEL 3

*Bardic, Awareness*

**Cast:** 1 minute, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You induce yourself into a semi-hypnotic state and can read the subtle clues of a person's voice and body language. You gain advantage and a +5 on Insight checks to determine whether a creature is lying or to discern a creature's motives.

You may also attempt to discern if the person is concealing something or aware of the Truthtrance and orchestrated events so they can't know the truth.

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<b>UNBREAKABLE HEART</b>	<b>LEVEL 1</b>
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*Bardic, Performance, Knowledge*

**Cast:** 1 reaction, voice, instrument, knowledge (some sentimental knowledge of the target)

**Range:** 30 feet

**Duration:** Performance

You select a target who is under a mind-affecting effect that is forcing them to harm an ally against their will. They are given the ability to roll another saving throw against the effect - if they succeed they overcome the mind altering effect enough to fight against the compulsion for 1 round. They are considered restrained and can take no other actions. At the start of their next turn, they fall back into the compulsion once again.

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<b>UNDERSONG</b>	<b>LEVEL 1</b>
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*Bardic, Performance*

**Cast:** 1 action, voice

**Range:** Self

**Duration:** 10 minutes / Bard level

When you cast this spell, a familiar and soothing song wells up in your mind to help you concentrate. Rather than distract you from any task at hand - your humming along to the tune allows you to retain focus. As long as this spell is in effect, you can make a Performance check in place of a Concentration check.

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<b>UNWITTING ALLY</b>	<b>CANTRIP</b>
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*Bardic, Cantrip, Voice*

**Cast:** 1 bonus action, voice

**Range:** 25 feet

**Duration:** 1 round

You attempt to befuddle the target's mind. On a failed Wisdom saving throw, the target has difficulty telling friend from foe for a short period of time. The subject is considered your ally and not your enemies ally when determining flanking; and will not use reactions for attacks of opportunity due to their confusion. They will otherwise attack normally on their turn.

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<b>VANISH</b>	<b>LEVEL 1</b>
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*Bardic, Arcane, Lore*

**Cast:** 1 bonus action, somatic

**Range:** Self

**Duration:** 1 round

You move at such blinding speed that it appears like invisibility. You must move an additional 15 feet, and are considered invisible until the start of your next turn. If you attack a creature during this time, you are no longer considered invisible.

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<b>VENOMOUS PROMISE*</b>	<b>LEVEL 3</b>
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*Bardic, Arcane, Ritual, Material*

**Cast:** 1 action, 1 hand, material (a vial of poison)

**Range:** 10 feet

**Duration:** permanent or until triggered

You guard your words and person with poisonous power. You can impart a short amount of information—up to 25 words—as you cast this spell, entwining your words with the poison provided as a material component. If your target reveals the information you impart (verbally, in writing, with gestures, or by having its mind read with spells like *detect thoughts*), the target is immediately exposed to the poison (and is allowed any saving throw the poison allows).

Your target instinctively knows that revealing this information will endanger it, but doesn't automatically understand why or how. *Neutralize poison* removes the effect of this spell; the spellcaster must succeed at a caster level check against the spell's save DC rather than the poison's.

**Material:** a vial of poison

### VICIOUS MOCKERY

### CANTRIP

*Bardic, Cantrip, Voice*

**Cast:** 1 action, voice

**Range:** 60 feet

**Duration:** Instantaneous

You unleash a string of insults with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

**Heightened (5th):** damage increases to 2d4

**Heightened (11th):** damage increases to 3d4

**Heightened (17th):** damage increases to 4d4

### VIRTUOSO PERFORMANCE

### LEVEL 4

*Bardic, Performance*

**Cast:** 1 action, voice

**Range:** Self

**Duration:** 1 round / Bard level

While this spell is active, you may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained. When this spell ends, one of the performances ends immediately (your choice).

Virtuoso performance does not stack with any other method of maintaining simultaneous bardic performances.

### WAIL OF WOE

### LEVEL 5

*Bardic, Voice*

**Cast:** 1 action, voice

**Range:** 30 feet cone

**Duration:** Instantaneous + 1 round / Bard level

You unleash a terrible cry of malice and woe. The very air darkens with black energy as your cry echoes away from you. Anyone caught in a 30 foot cone in front of you suffers excruciating pain and becomes demoralized. Each creature must succeed a Wisdom saving throw or take 1d4 points of damage per Bard level (maximum 15d4) and become frightened for 1 round per Bard level. A successful saving throw halves the damage and causes disadvantage on attacks and saving throws for the creature on their next turn.

### WALL OF SOUND

### LEVEL 4

*Bardic, Performance*

**Cast:** 1 action, voice, material (a tuning fork or quartz crystal)

**Range:** 120 feet

**Duration:** performance + 1 minute

A translucent barrier of pure sound springs into existence; 50 feet long, 15 feet high, and 1 foot thick. This wall is silent except for a faint hum, but bursts with discordant noise when touched by an object or creature. The wall deflects arrows, bolts, loose debris, and small or smaller flying creatures, rebounding harmlessly. The burst of discordant noise deals 2d4 points of sonic damage to creatures within 10 feet of the trigger. Touching or passing through the wall deals 2d6 points of sonic damage, plus your spell attack modifier. Magic that creates magical silence suppresses the wall's effects, but the wall reappears when the silence ends.

# Primal Spells

## ABOLETH'S LUNG

LEVEL 2

*Primal, Dawn, Ritual*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of seaweed

**Range:** Touch

**Duration:** 24 hours

You cause a target to be able to breathe water freely, at the expense of no longer being able to breathe air. The spell has no effect on creatures who can already breathe air. The creature may dismiss the spell at will, once they do the spell ends.

## ABSORB TOXICITY

LEVEL 4

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a thorn from a poisonous plant

**Range:** Self

**Duration:** 1 hour / until discharged

You absorb the toxicity of your surroundings, becoming toxic as a result. While under the effect of this spell, you are immune to diseases and poisons with which you come into contact. When you are exposed to a disease or poison, you can choose to absorb it. Doing so ends the granted immunity provided by this spell for any disease or poison other than the one absorbed. You remain immune to the affliction until the end of your spell. Casting this spell again does not allow you to absorb a second toxin, but instead resets the duration of the spell.

While you have a disease or poison absorbed, you can melee touch attack to transfer the affliction to another creature. A missed attack does not discharge the spell. On a hit, the spell is discharged, and your target must make a saving throw against the transferred affliction (either your spell save DC, or the affliction's DC, whichever is higher) or suffer the effects

immediately. The spell ends and the target then continues to suffer from the effects normally. If the spell ends when you have an absorbed toxin, you are exposed to the poison or disease as if you had transferred it to yourself, but gain advantage on the saving throw to resist.

## ALIGN FANG

LEVEL 2

*Primal, Circle Of Moon, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a sprig of mistletoe

**Range:** Touch

**Duration:** 1 minute / level

You place your focus on the forehead of a natural beast. Their natural weapons are now considered magical for the duration. Attack rolls they make are also considered critical when they roll a 19 or 20.

**Heightened (+):** For each additional spell slot used to cast this spell, you may target 1 additional beast.

## ALL-SEEING EYE\*

LEVEL 4

*Primal, Ritual, Spirit*

**Cast:** 10 minutes, verbal, somatic

**Range:** Self

**Duration:** 10 minutes

You cause an eyestalk to sprout from a woody tree or bush on the same plane of existence as you. The plant must be one in which you are familiar and can recall through memory. If you have only seen a drawing or image of the plant and location, the spell fails.

As an action you may perceive through the created eyestalk, which has dark vision out to 60 feet and can look in every direction. When looking through the eyestalk, you are blind in regard to your own vision. If the eyestalk takes any damage, it is destroyed and the spell ends immediately.

## ALTER WINDS

LEVEL 1

*Primal, Dawn*

**Cast:** 1 minute, somatic

**Range:** Touch

**Duration:** 1 hour / druid level

You subtly enhance or diminish the effects of natural winds within the spell's area, which is an immobile emanation around a point touched by you as the spell is cast. The area within 10 feet of the spell's origin remains unaffected when increasing intensity (the eye of the storm). Within 1 mile, natural (but not magical) wind effects are either increased or decreased by one step in intensity. The maximum wind force you can affect within this spell is based upon your caster level, as shown on the table below. The winds within a 1 mile radius are affected, and can be moved one category higher or lower. Alter winds has no effect on magical wind effects.

Some winds cause a creature to be "checked", which makes it difficult to move forward against the wind unless they succeed a DC 10 Strength check (on the ground) or DC 20 (flying); or "blown away", which knocks them prone and rolled  $1d4 \times 10$  feet (taking  $1d4$  damage per 10 feet) unless they succeed a DC 15 Strength check (on the ground) or DC 25 (flying).

Caster Level	Wind Force
1	<b>Light.</b> 0-10 mph
3	<b>Moderate.</b> 11-20 mph
5	<b>Strong.</b> 21-30 mph. Flight at disadvantage. Tiny creatures checked.
10	<b>Severe.</b> 31-50 mph. Small creatures checked & Tiny blown away.
15	<b>Windstorm.</b> 51-74 mph. Medium creatures checked and Small blown away.

Caster Level	Wind Force
17	<b>Hurricane.</b> 75-174 mph. Large creatures checked & Medium blown away.
20	<b>Tornado.</b> 175-300 mph. Huge creatures checked & Large blown away.

**Heightened (+):** For each additional spell slot above 1st, you can manipulate the wind to be an additional category higher or lower within your power to affect.

## ANCESTRAL COMMUNION

LEVEL 2

*Primal, Spring*

**Cast:** 1 minute, verbal, somatic

**Focus:** an object once owned by an ancestor

**Range:** Self

**Duration:** 1 minute / Druid Level

You contact the spirit of a deceased ancestor and use their great wisdom to bolster your own knowledge. Consulting with the spirits is a full-round action. If you consult with them before making a knowledge based skill check, you gain advantage on the roll. If you have already failed yourself at a knowledge check, you may retry once through a consultation with your ancestor. You may ask questions of your ancestor, and they will respond to the best of their ability using the knowledge they had in life.

**Augmented (7th):** along with advantage to skill checks, you gain an additional +2

**Augmented (11th):** you gain an additional +4 above and beyond advantage to skill checks

## ANCHORED STEP

LEVEL 3

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of oak root

**Range:** self

**Duration:** 10 minutes / Druid level

Powerful tendrils grow out of the bottom of your feet or footwear, partially anchoring you to the ground and making it more difficult for others to move you against your will. These tendrils dig into any surface, but leave no trace of your passing. You gain a +10 bonus to grapple and hold your footing, as well as any other effect that would move you from your current position (such as being swallowed whole) and you are immune to being knocked prone. The tendrils slow your movement, however; your speed is reduced by 10 feet (to a minimum of 5 feet). This spell has no effect if you are moving without touching the ground (climbing, flying, swimming, and so on)

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**ANGER OF THE NOONDAY SUN**      **LEVEL 6**

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** a sunflower petal

**Range:** Self (60 feet)

**Duration:** 1 minute

A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and creatures from The Shadowfell have disadvantage on this saving throw. You can create a new line of radiance as your action on any of your following turns until the spell ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30 foot radius and dim light for an additional 30 feet. This light is pure sunlight.

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**ANIMAL GROWTH**      **LEVEL 4**

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 1 minute

You target a beast which grows to twice its normal size and eight times its normal weight. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and a +2 to Armor Class. The creature has advantage on Strength saving throws, and deal an increased amount of damage based upon their new size (1d4 for small, 1d6 for medium, 1d10 for above medium, 1d12 for gargantuan). If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell.

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**ANIMAL MESSENGER\***      **LEVEL 2**

*Primal, Summer, Ritual*

**Cast:** 1 action, verbal, somatic

**Focus:** a morsel of food

**Range:** 30 feet

**Duration:** 24 hours

You cause an animal to deliver a message for you. Choose a Tiny beast you can see within range, such as a squirrel, blue jay, or bat. You specify a location, which you must have visited before, and a recipient who matches a general description, such as 'a man or woman dressed in the uniform of a town guard' or 'a red haired dwarf wearing a pointed hat'. You speak up to 25 words. The target beast travels for the duration of the spell toward the specified location,

covering about 50 miles per 24 hours for a flying messenger, or 25 for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast the spell.

**Heightened (+):** if you cast this spell using a spell slot of 3rd or higher, the duration of the spell increases by 48 hours for each slot above 2nd.

**Heightened (4th):** When you cast this spell using a 4th level spell slot, the animal gains an increased mental acuity, and can affect larger animals. The beast's mind is awakened and they will come up with creative solutions to overcome obstacles to delivering its message. The animal will also speak any one language you know and converse with the recipient of the message using its own intellect. Its enhanced mental abilities fade within 2d6 minutes of delivering the message. You can further heighten the spell (as above) to extend the duration above 24 hours.

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**ANIMUS** LEVEL 1

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*Primal, Stars*

**Cast:** 1 minute, verbal, somatic

**Focus:** the blood of the target

**Range:** Touch

**Duration:** Instantaneous

You reveal the truth of one's heart and determine whether it is pure or not. This detects the presence of corruption within a creature due to Blood Magic, or infernal bargains, pacts and curses. The target may resist with a Constitution saving throw.

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**ANYWHERE BUT HERE** LEVEL 4

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*Primal, Stars*

**Cast:** 1 action, verbal

**Range:** Touch

**Duration:** Instantaneous

You transport you and up to four willing creatures to another plane of existence, none of whom can be on their home plane. Subjects always appear in a location that is not inherently harmful, but the exact destination is otherwise random. The specific plane is determined from the table below; the location on the destination plane where the transported creatures arrive is completely subject to the GM's whim.

d%	Planar Destination
1-7	The Material Plane (Random World)
8-14	The Feywild
15-21	The Shadow Lands
22-28	The Wilds
29-35	Baator
36-42	The Ethereal Plane
43-49	Limbo
50-56	Elysium
57-63	The Fountains Of Creation
64-70	The Astral Stream
71-77	Sene'Rine'Rada
78-84	Random Demiplane
85-94	GM's Choice
95-100	Player's Choice

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**ASHEN MEMORIES\*** LEVEL 2

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*Primal, Ritual, Autumn*

**Cast:** 1 minute, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You touch the ashes, embers, or soot left behind by a fire and receive a vision of one significant event that occurred in the area while the fire was burning. For example, if you were to touch the cold embers of a campfire, you might witness a snippet of conversation that occurred around the fire. Similarly, touching the ashes of a burned letter might grant you a vision of the person who destroyed the letter or the contents of the letter. You have no control over what information the spell reveals. The GM determines the details of what is revealed.

### ASPECT OF THE FIREBIRD LEVEL 6

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a feather of a bird

**Range:** Self

**Duration:** Wild Shape

You expend one of your Wild Shape uses as you cast the spell, allowing you to become a Fey Phoenix. A fiery mantle descends upon you, resembling feathery wings and an expansive tail. Also, any creature within 5 feet of you gain immunity to natural, environmental cold.

#### PHOENIX (Large Fey)

**AC:** 16 (natural armor)

**Hit Points:** 100 + 10 for each spell level above 6th

**Speed:** 15 ft; fly 100 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	17 (+3)	13 (+1)	19 (+4)	16 (+3)

**Damage Resistances:** bludgeoning, piercing, and slashing from non-magical weapons, radiant

**Damage Immunities:** fire, poison

**Condition Immunities:** blinded

**Senses:** darkvision 120 ft, passive perception 14

**Fiery Mantle:** as a bonus action, you may combust into fire, where you shed bright light in a 30 foot radius and dim light in an additional 30 feet and deal an additional 5d8 fire damage on attacks.

**Cold Protection:** you and any creature within 5 feet of you is immune to natural, non-magical environmental cold.

**Sun Bringer:** you innately cause the weather around you to change. Every 10 minutes, the weather within 2 miles of you is altered; clearing the sky and reducing the stage of precipitation by one. These effects last until you leave the area. This only effects non-magical weather.

### ACTIONS

**Beak.** Melee Weapon Attack. +8 to hit, reach 5 ft, one creature, Hit: 8 (2d6+5) piercing damage.

**Solar Flare (Recharge 6):** You release a burst of flames in a 10 foot radius around yourself. Magical darkness in the area is dispelled unless it was created by a spell effect of 8th level or higher. Each creature in the area must succeed on a DC 16 Dexterity saving throw or take 22 (5d8) radiant and 22 (5d8) fire damage. Half on a success. Fiery Mantle does not apply to this ability.

### AWAKEN THE MIND LEVEL 4

*Primal, Circle Of Moon, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a small rectangular piece of quartz

**Range:** Touch

**Duration:** 1 hour / druid level

You temporarily imbue any beast with increased intellect and personality, granting a +8 bonus to Intelligence and +4 bonus to Wisdom and Charisma. If the target creature already has a natural intelligence of 3 or more, the spell fails.

The beast also becomes able to speak and understand one language you know. This spell does not grant you any special empathy or connection with a creature under these effects.

**Heightened (5th):** When you cast this spell using a spell slot of 5th level, you may instead target a tree. The tree gains an Intelligence, Wisdom and Charisma scores of 3d6 and the ability move its limbs, roots, vines, creepers and so forth, and it has senses similar to a human's.

### BLESSING OF THE SALAMANDER LEVEL 5

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*Primal, Summer, Circle Of Moon*

**Cast:** 1 action, verbal, somatic

**Focus:** ashes or wood coals from a fire

**Range:** Touch

**Duration:** 1 round / Druid level

You touch a creature, causing its skin to turn slick and clammy and able to regenerate damage each round. While under the effects of the spell, the creature regains 5 hit points at the end of each of its turns, and can absorb 20 points of fire damage each round.

### BLESSINGS OF THE MOON LEVEL 2

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*Primal, Dusk*

**Cast:** 1 action, somatic

**Focus:** pinch of powdered moonstone

**Range:** Self

**Duration:** Concentration, up to 1 minute

At a time when the moon is visible, you cause the area within 30 feet of you to become bathed in soft moonlight. In addition to providing dim light, it highlights objects and locations that are hidden or hold a useful clue. Until the spell ends, all Wisdom (Perception) and Intelligence (Investigation) checks are made in the area with advantage.

### BLIZZARD

LEVEL 7

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*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a sprig of mistletoe

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

You conjure a howling storm of thick snow and ice crystals, which appears in a cylinder 40 feet high and 40 feet in diameter within range. The area is heavily obscured by the swirling snow. When the storm appears, each creature in the area takes 8d8 cold damage, or half as much damage with a successful Constitution saving throw. A creature also makes this saving throw and takes damage when it enters the area for the first time on a turn or ends its turn there. In addition, a creature that takes cold damage from the spell has disadvantage on Constitution saving throws to maintain concentration until the start of its next turn.

### BLOOD BIOGRAPHY

LEVEL 3

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*Primal, Stars*

**Cast:** 1 minute, verbal, somatic

**Focus:** a drop of blood

**Range:** Touch

**Duration:** Instantaneous

You are able to see patterns in a drop of blood that answer a set of questions about the creature it belongs to. You cast this spell on the blood of the living or the dead, but living or undead creatures are entitled to a Wisdom saving throw to resist. You can cast the spell on dried or fresh blood. Once you finish casting the spell, you interpret the answers in the patterns formed by the blood. These are patterns only you can understand:

- **Who Are You?** You learn the name by which the creature is most commonly known.
- **What Are You?** You learn the gender, race, or potentially profession / role.

- **How Was Your Blood Shed?** A very brief outline of events that caused the wound.
- **When Was Your Blood Shed?** How long ago the event happened.

### BLOOD RAGE

LEVEL 3

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of blood from each creature affected

**Range:** 30 feet / 30 foot radius

**Duration:** 1 round / Druid level

You select up to 2 willing targets per Druid level within a 30 foot radius from yourself. They become angrier as they fight, the pain of their wounds fueling their strength. An affected creature gains a cumulative +2 strength bonus and a cumulative -1 AC for every 5 points of damage it takes (maximum +10 Strength, -5 AC) for the duration of the spell. These bonuses last until the spell expires or the target falls unconscious.

### BLOOD SCENT

LEVEL 3

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Range:** 100 feet

**Duration:** 1 minute / Druid level

You greatly magnify the target's ability to smell the presence of blood. The target can detect and pinpoint injured creatures at 60 feet upwind or generally 30 feet. Creatures below half hit points or suffering bleed damage are considered to be strong scents,

Any creatures under the effects of rage and this spell gain a +2 to attack and damage.

### BOREA'S BREATH\*

LEVEL 2

*Primal, Ritual, Winter*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

You breathe out freezing cold air, freezing standing water in a 20 foot cube or running water in a 10 foot cube adjacent to you. The water turns to solid ice. The surface becomes difficult terrain, and any creatures that end their turn on the ice must make a successful DC 10 Dexterity saving throw or fall prone.

Creatures that are partially submerged in the water when it freezes becomes restrained. While restrained in this way, a creature takes 1d6 cold damage at the end of its turn. It can break free by using an action to make a successful Strength check against your spell save DC.

Creatures that are fully submerged in the water when it freezes becomes incapacitated and cannot breathe. While incapacitated in this way, a creature takes 2d6 cold damage at the end of its turn. A trapped creature makes a DC 20 Strength saving throw after taking the damage at the end of its turn, breaking free from the ice on a success.

The ice has AC 10 and 15 hit points. It is vulnerable to fire and thunder damage, has resistance to nonmagical slashing and piercing damage, and is immune to cold, necrotic, poison, and psychic damage.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the size of the cube increases by 10 feet for each slot level above 2nd.

### BOULDER TOSS

LEVEL 2

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You draw the power of the mountains into you, gaining a surge of strength that allows you to take an action to hurl a rock (or similar object) as a giant does. Your Strength is considered to be

19 for the purpose of determining damage from objects that you hurl.

Your hurled rock has a range of 60/240 feet and deals 2d10 bludgeoning damage on a hit. If the target is a creature, it must succeed on a Strength check against your spell save DC or be knocked prone.

**Heightened (4th):** your strength is considered to be 21, and damage increases to 3d10

**Heightened (6th):** your strength is considered to be 23, and damage increases to 4d10

## BRAMBLES

## LEVEL 2

*Primal, Spring, Material*

**Cast:** 1 action, somatic, material (a wooden weapon)

**Range:** Touch

**Duration:** 1 minute

You touch a wooden weapon, and with the sound of twisting wood it grows sharp spikes like rose thorns. It gains a +1 enhancement bonus on its attacks and also gains a +1 bonus to damage for each Druid level (maximum +10). This spell only works on melee weapons with wooden striking surfaces. For example, it does not work on a bow, an arrow, or a metal mace.

**Material:** a wooden weapon

## BREATH OF LIFE

## LEVEL 5

*Primal, Dawn*

**Cast:** 1 bonus action, somatic

**Focus:** a sprig of mint

**Range:** 60 feet

**Duration:** Instantaneous

You bless a creature at the moment of its death with the power of nature. If the creature did not die of natural causes, has died this round, or is in the process of rolling death saving throws, they are restored with a number of hit points equal to

4d8 plus your spell casting ability modifier. Their body must be intact for this spell to function.

## BREATHTAKING WIND

## LEVEL 1

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You target a creature with a blast of wintery air. That creature must make a successful Constitution saving throw or become unable to speak or cast spells with a vocal component for the duration of the spell.

## BREEZE COMPASS

## LEVEL 3

*Primal, Stars, Circle Of Land*

**Cast:** 1 action, verbal, somatic

**Focus:** a pine needle

**Range:** Self

**Duration:** Concentration, up to 1 hour

You must clearly imagine or mentally describe a location. It doesn't need to be a location you've been to as long as you know it exists and is on your plane of existence. Within moments, a gentle breeze arises and blows along the most efficient path towards that destination. Only you can sense this breeze, and whenever it brings you to a decision point (e.g. a fork in a passageway), you must make a successful DC 8 Nature check to deduce which way the breeze indicates you should go. On a failed check, the spell ends. The breeze guides you around cliffs, lava pools, and other natural obstacles, but it doesn't avoid enemies or hostile creatures.

## BRISTLE

## LEVEL 1

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a shed snakeskin or molted insect carapace

**Range:** Touch  
**Duration:** 1 minute

You give a feature the ability to redirect a portion of its innate toughness away from its own defense and toward the amount of damage it deals with natural attacks. Each round, as a swift action at the start of its turn, the creature can choose to reduce some or all of its natural armor and increase the damage of its natural attacks. The creature can choose to reduce its Armor Class by 5, and increase its damage by the same amount. Armor Class can't be reduced below 0. At the start of each of its turns, the creature can instantly shift this bonus instantly to be as little or as much as it desires. Even creatures with zero intelligence benefit from this enhancement, although they always opt to shift to maximum damage regardless of the tactical advantage they might lose.

## BY THE LIGHT OF THE WATCHFUL MOON

LEVEL 4

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic  
**Focus:** an owl feather  
**Range:** 90 feet  
**Duration:** Concentration, up to 1 minute

Regardless of the time of day or your location, you command the watchful gaze of the moon to illuminate threats to you and your allies. Shafts of bright moonlight, each 5 feet wide, shine down from the sky (or from the ceiling if you are indoors), illuminating all spaces within range that contain threats, whether they are enemies, traps, or hidden hazards. An enemy creature that makes a successful Charisma saving throw resists the effect and is not picked out by the moon's glow. The glow does not make invisible creatures visible, but it does indicate an invisible creature's general location (somewhere within the 5-foot beam). The light continues to illuminate any target that moves, but a target that moves out of the spell's area is no longer illuminated. A threat that

enters the area after the spell is cast is not subject to the spell's effect.

## CALL ANIMAL

LEVEL 1

*Primal, Circle Of Moon, Summer*

**Cast:** 1 action, verbal, somatic  
**Focus:** a small portion of food for the chosen animal type  
**Range:** see description  
**Duration:** 1 hour

You call the nearest wild animal of a particular type you designate to seek you out, provided the beast's CR is equal to or less than your Druid level. The animal moves toward you under its own power, so the time it takes to arrive depends on how close an animal of the desired type is when you cast the spell. If there is no animal of that type capable of reaching you within the spell's duration, you are aware of this fact, but the spell is wasted.

When the called animal arrives, it approaches to within 5 feet of you and remains nearby for the duration of the spell. Its starting attitude is indifferent, modified by circumstances and interaction. This spell gives no special influence or ability to communicate.

Once the spell's duration expires, the animal acts in accordance with its attitude. Most animals will likely wander off, but a hostile predatory animal may attack, especially if it is hungry or provoked. Domesticated animals or animals trained by someone else, including such creatures as Familiars or Animal Companions are unaffected.

## CALL OF THE WIND LORDS

LEVEL 6

*Primal, Summer, Circle Of Moon*

**Cast:** 1 action, verbal, somatic  
**Focus:** a golden feather from a giant eagle  
**Range:** Self  
**Duration:** 10 minutes / Druid level

You summon 1d4+1 Giant Eagles to assist you as you designate. The first can fight if you wish, but can also serve as mounts.

### CALM ANIMALS

### LEVEL 1

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 minute

You soothe and quiet beasts, rendering them docile and harmless. Only ordinary animals (those with an Intelligence score of 1 or 2) can be affected by this spell. All the subjects must be no more than 30 feet apart. The maximum number of HD this can affect is equal to  $2d4 + \text{your caster level}$ .

The creatures must make a Wisdom saving throw or be affected, remaining where they are without attacking or fleeing. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

**Heightened (+):** For each additional spell slot used, you increase the affected HD of creatures by 1d4.

### CATATONIA

### LEVEL 3

*Primal, Dusk, Circle Of Dreams*

**Cast:** 1 action, somatic

**Range:** Touch

**Duration:** 1 hour / Druid level

You touch the target and place it into a deathlike state that persists for the duration. The target appears to be dead, and any creature that interacts with the target must succeed at a DC 20 Medicine check to recognize it is actually alive. Until the spell ends, the target counts as if it were dead for the purpose of resolving any effects that target or affect only living creatures, but it doesn't

count as undead. The subject is helpless, and can still be killed normally.

Any effect that would bring the creature back to life or animate it as an undead fails, but ends the catatonia. The target can be affected by spells that affect only objects, including *animate objects* (if the creature is Small) and *teleport object*.

However, anything that would cause the body to change form (such as *shrink item*) fails and ends the *catatonia*. This doesn't prevent the effects of spells that simply deal damage or otherwise destroy objects

### CAUSTIC BLOOD

### LEVEL 2

*Primal, Dawn*

**Cast:** 1 reaction, verbal, somatic

**Range:** Self (30 foot radius)

**Duration:** Instantaneous

Your blood becomes caustic when exposed to the air. When you take piercing or slashing damage, you can use your reaction to select up to three creatures within 30 feet of you. Each target takes  $1d10$  acid damage unless it makes a successful Dexterity saving throw.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the number of targets increases by one for each slot level above 2nd, to a maximum of six targets.

### CHANGESTAFF

### LEVEL 7

*Primal, Stars, Circle Of Land*

**Cast:** 1 action, verbal, somatic

**Focus:** a quarterstaff imbued by the Ironwood spell that has been carved and polished for 28 days

**Range:** Touch

**Duration:** 1 hour / Druid level

You change a specially prepared quarterstaff into a Huge treant-like creature, about 24 feet tall. When you plant the end of the staff in the ground

and speak a special command to conclude the casting of the spell, your staff turns into a creature that looks and fights just like a treant. The staff-treant defends you and obeys any spoken commands. However, it is by no means a true treant; and it cannot converse or speak. If the staff-treant is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used as the focus for another casting of the spell. The staff-treant is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

### CHANNEL VIGOR

LEVEL 3

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 round / Druid level

You focus the energy of your mind, body, and spirit into a specific part of your being, granting yourself an exceptional ability to perform certain tasks. When you cast this spell, choose one of the following portions of your self as your focus target. Thereafter, you may change the focus target as a move action. You can gain the benefit of only one Channel Vigor spell at a time.

**Limbs.** Your speed is doubled, you gain +2 to AC, advantage to Dexterity saving throws, and an additional action per turn.

**Mind.** You gain +4 to Knowledge and Perception rolls and attack rolls.

**Spirit.** You gain +6 to Wisdom saving throws and Persuasion, Deception checks.

**Heart.** You gain a +6 to Constitution saving throws and concentration checks.

### CHARM ANIMAL

LEVEL 1

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 hour

A beast must make a Wisdom saving throw or regard you as a trusted friend and ally. If the creature is being threatened or attacked by you or your allies, it receives advantage to the saving throw.

You do not control the animal, but it perceives your words and actions in the most favorable way. The beast does not understand your language, and you must find alternative methods to communicate with it.

**Heightened (+):** For each additional spell slot you may target an additional beast within range.

### CHEETAH'S SPRINT

LEVEL 1

*Primal, Circle of Moon, Winter*

**Cast:** 1 bonus action, somatic

**Range:** Self

**Duration:** 1 round

A preternatural wild surge of energy courses through your body and propels you into a sprint. If you take a dash action before the end of your next turn, you can move a total distance of up to double your dash speed. This effect is for running, and does not work for other modes of travel such as flying, burrowing, or swimming. This effect also increases your jumping distance.

### CIRCLE OF WIND

LEVEL 1

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** seeds from a cottonwood tree

**Range:** Self

**Duration:** 8 hours

Light wind encircles you, leaving you in the center of a mild vortex. For the duration, you gain a +2 bonus to your AC against ranged attacks. You

also have advantage on saving throws against harmful gases, vapors and inhaled poisons.

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CLARITY	LEVEL 2
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*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 hour

You cause a body of water that you touch to become perfectly clear. This ability extends 100 feet in every direction. This effect clears fine particulates in the water, but does not make it safe to drink.

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CLEANSE	LEVEL 5
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*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Range:** Self, 5-foot radius

**Duration:** Instantaneous

Positive energy infuses and cleanses your body, and that of any living creature within 5 feet of you. You any any creature within range heal 4d8 points of damage, +1 point per Druid level (maximum +25).

**Heightened (6th):** when you cast this spell using a 6th level spell slot, you also end any blinded, deafened, diseased, exhausted, fatigued, nauseated, paralyzed or poisoned conditions in all creatures; as well as remove any ability damage effecting it.

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CLEARING THE FIELD*	LEVEL 2
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*Primal, Autumn, Ritual*

**Cast:** 1 action, verbal, somatic

**Range:** 40 feet

**Duration:** 1 hour

With a harsh word and a vicious chopping motion, you cause every tree, shrub, and stump

within 40 feet of you to sink into the ground, leaving the vacated area clear of plant life that might otherwise hamper movement or obscure sight. Overgrown areas that counted as difficult terrain become clear ground an no longer hamper movement. The original plant life instantly rises from the ground again when the spell ends or is dispelled. Plant creature are not affected by this spell.

**Heightened (+)** When you cast this spell using a spell slot of 3rd level or higher, the spell lasts for an additional hour for each slot level above 2nd.

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CLOAK OF MITES	LEVEL 3
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*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a handful of dead flies or insects

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You summon a writhing garment of living insects that protect you and harm your foes. While the spell is active, you gain a +1 bonus to AC. Whenever a creature within 5 feet of you hits you with a melee attack, the insects lash out, dealing 2d4 piercing damage to the attacker.

As a bonus action, you can command your cloak to leave your body, becoming a swarm of insects, and enter the space of an adjacent foe. The swarm attacks that foe until you use a bonus action to command it to return to you, the foe moves more than 5 feet away from you, the spell ends, or the swarm dies. You lose the protective benefit of the cloak when using it in this fashion.

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CLOAK OF SERPENTS	LEVEL 4
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*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a branch or wooden staff

**Range:** Touch

**Duration:** 10 minutes

You touch a branch or wooden staff, causing it to morph into a mass of writhing snakes that drape across your body. The snakes protect you from harm and fend off enemies. You can end the spell early by using an action to dismiss it, transforming the snakes back into the branch or staff.

For the duration of the spell, you gain resistance to poison damage and immunity to the poisoned condition.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, that creature is struck by one of the serpents. The attacker takes 2d8 poison damage and must succeed on a Constitution saving throw or be poisoned for 1 minute. A successful saving throw halves the damage and negates the poisoned effect.

### CLOAK OF WINDS

LEVEL 3

*Primal, Draconic, Elemental*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of dust

**Range:** 30 feet

**Duration:** 1 minute / Druid level

You shroud a creature in a whirling screen of strong, howling wind. The subject is never checked or blown away by strong winds of windstorm or lesser strength (whether natural or magically created), and ranged attack rolls against the subject are at disadvantage. Tiny or smaller creatures must succeed at a Constitution save to successfully touch or attack the subject in melee. Failure knocks the attacker prone and pushes it 5 feet away from the subject per level of the caster. This movement can pass through the squares of other creatures without affecting them and does not provoke attacks of opportunity, but the creature takes 3d6 points of nonlethal damage, plus 1d6 if the creature strikes a solid object that blocks its movement.

### CLOSE WOUNDS

LEVEL 1

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You touch an ally creature and channel their inner life force to cause a surge of natural healing. A living creature may spend one of its Hit Dice, rolling the die and adding their Constitution modifier to the result. They regain those hitpoints.

**Augmented (5th):** at fifth level, creatures may regain 2 hitdice

**Augmented (7th):** at seventh level, creatures may regain 3 hitdice

**Augmented (17th):** at fifth level, creatures may regain 4 hitdice

### CLOUDBURST\*

LEVEL 1

*Primal, Ritual, Autumn*

**Cast:** 1 minute, verbal, somatic

**Focus:** a handful of salt

**Range:** Self

**Duration:** 10 minutes

With a crack of thunder, you let loose a drenching downpour of rain. You cause clouds to gather and a heavy rain to fall that reduces visibility ranges by half, and causing disadvantage on Perception checks. It automatically extinguishes unprotected flames and has a 50% chance of extinguishing protected flames. Ranged weapon attacks are at disadvantage, and fire damage in the spell's area is reduced by 1 point of die of damage.

This spell affects a surrounding area with a radius of 5 miles centered on you, and not the direct room/location you are in. For example, you may cast this spell indoors, causing rain in the surrounding area; but you remain dry under a roof.

This spell may not function in other planes of existence, where weather is unlike that of Asha (DMs discretion).

One inch of rain will fall in the duration of the spell.

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#### COMMAND PLANTS

#### LEVEL 3

*Primal, Spring*

**Cast:** 1 action, verbal

**Focus:** a bit of pine sap

**Range:** 30 feet

**Duration:** 1 day / Druid level

You gain some degree of control over one or more plant creatures that you can see within range if they fail a Wisdom saving throw. You may target up to 2 HD of plant creatures per Druid level you possess. Affected plant creatures can understand you, and they perceive your words and actions in the most favorable way (treat their attitude as friendly). They will not attack you while the spell lasts. You can try to give a subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) A commanded plant never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

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#### COMMUNE WITH BIRDS

#### LEVEL 1

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 round

You utter a question in the form of a bird call that can be heard up to a mile away, and can understand the responses given by the birds of the area. Over the next 1 round, the birds reply, giving you a general consensus answer to the question based upon their knowledge. For example, you could ask if there is drinkable water in the area, the location of predators or other creatures, directions to a natural feature, and so

on. If there are no birds in range, you receive no response.

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#### COMMUNE WITH PLANE

#### LEVEL 4

*Primal, Stars*

**Cast:** 10 minutes, verbal, somatic

**Focus:** you must be seated on the native substrate of the plane

**Range:** Self

**Duration:** Instantaneous

You become one with the plane around you, attaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subject areas: areas with different planar traits, the layout and topography of local terrain, local divine influences, planar phenomena, portals between planes, presence of creatures native or non native to the plane, the general state of the plane, or valuable planar substances.

On standard planes, the range is 1 mile per Druid level. This spell does not work on The Material Plane, The Feywild, or The Shadowfell.

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#### COMPREHEND WILD SHAPE

#### LEVEL 2

*Primal, Circle Of Moon, Stars, Material*

**Cast:** 1 action, verbal, somatic, material (two matching carved totems)

**Range:** Touch

**Duration:** 1 hour

Give one of the carved totems to an ally while keeping the other yourself. For the duration of the spell, you and whoever holds the other totem can communicate while either of you is in a beast shape. This isn't a telepathic link, you simply understand each other's verbal communication. This effect doesn't allow a druid in beast shape to cast spells.

**Material:** two matching carved totems made that have been marked with your blood.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you can increase the number of target creatures by two for each slot level above 2nd. Each creature must receive a matching totem.

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**CONJURE SCARAB SWARM** **LEVEL 2**

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*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** a beetle carapace

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

You summon swarms of scarab beetles to attack your foes. Two swarms of insects (beetles) appear in unoccupied spaces that you can see within range.

Each swarm disappears when it drops to 0 hit points or when the spell ends. The swarms are friendly to you and your allies. Make one initiative roll for both swarms, which have their own turns. They obey verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creature but otherwise take no actions.

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**CONJURE SPIRIT ANIMAL** **LEVEL 1**

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*Primal, Stars*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 10 minutes

You summon a spirit that takes the outward appearance of a ghostly yet tactile animal. Regardless of its shape and appearance, it has 1 hitpoint and deals only 1 damage on a hit. When a spirit animal is dropped to 0 hit points, it explodes in a flash of light, dealing 2d4 radiant damage to all creatures within 5 feet of it. Each creature that takes damage must make a Dexterity saving throw. On a failed save, the creature is blinded for 1 round.

**Heightened (+):** When you cast this spell using a 2nd level spell slot of higher, you may summon an additional animal for each additional slot used.

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**CONSTRICTOR STAFF** **LEVEL 1**

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*Primal, Summer, Material*

**Cast:** 1 bonus action, somatic, material (a wooden rod or staff)

**Focus:** a shed snake skin

**Range:** Touch

**Duration:** 1 hour

You can turn any wooden rod or staff into a constrictor snake for 1 hour. If the snakes hitpoints are reduced to 0 the snake reverts back into the object it originally was, but the object is broken. If the spell is dismissed or the duration ends the object remains intact. The snake is friendly to you and can obey simple commands.

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**CREEPING ICE** **LEVEL 2**

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*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a sprig of mint

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You create a sheet of ice that covers a 5-foot square within range and lasts for the spell's duration. The iced area is considered difficult terrain.

A creature in the area when you cast the spell must make a successful Strength saving throw or be restrained by ice that rapidly encases it. A creature restrained by the ice takes 2d6 cold damage at the start of its turn. A restrained creature can use an action to make a Strength check against your spell save DC, freeing itself on a success, but it has disadvantage on this check. The creature can also be freed (and the spell ended) by dealing at least 20 damage to the ice.

The restrained creature takes half the damage from any attacks against the ice.

**Heightened (4th):** When you cast this spell using a spell slot of 4th to 6th level, the area increases to a 10 foot square, the ice deals 4d6 cold damage, and 40 damage is needed to melt each 5 foot square.

**Heightened (7th):** When you cast this spell using a spell slot of 7th level or higher, the area increases to a 20 foot square, the ice deals 6d6 cold damage, and 46 damage is needed to melt each 5 foot square.

#### CRIMSON BREATH

LEVEL 4

*Primal, Dawn*

**Cast:** 1 action, somatic

**Range:** 30 feet

**Duration:** Instantaneous

Your salivary glands transform and instantly fill with a potent venom. Make a ranged spell attack against a single target within range. If you hit, the target is poisoned if they fail a Constitution saving throw. They take 6d4 poison damage (half if they succeeded their Constitution save), and 1d3 damage to their Constitution.

#### DEADLY STING

LEVEL 8

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a thorn

**Range:** Self

**Duration:** 1 minute

You grow a 10 foot long tail as supple as a whip, tipped with a horrible stinger. During the spell's duration, you can use the stinger to make a melee spell attack with a reach of 10 feet. On a hit, the target takes 1d4 piercing damage plus 4d10 poison damage, and a creature must make a successful Constitution saving throw or

become vulnerable to poison damage for the duration of the spell.

#### DECOMPOSE

CANTRIP

*Primal, Cantrip, Winter*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 10 minutes

You reach out and touch dead organic matter such as food or the corpse of a creature. Over the next 10 minutes, the target begins to rapidly decompose, as if each passing minute is a week. It will often sprout fungus and moss as it begins to degrade into compost and mulch. An odd-colored flower or two may also spring from the corpse in this time. Applicable requirements for resurrection are unaffected by this decomposition.

#### DELIRIUM

LEVEL 1

*Primal, Circle Of Dreams, Dusk*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a sprig of dried rosemary [consumed]

**Range:** Touch

**Duration:** 1 round

You burn the dried rosemary herbs, and end the incantation by touching a drugged, sleeping, or unconscious creature. The touched creature must succeed on a Wisdom saving throw (those feigning unconsciousness will never be affected by this spell) or speak at random, in a language known to it; on a successful save it wakes up, aware of your attempt to manipulate it with magic.

When it begins to speak in its delirium on a failed save, you may ask of it one question and it will respond 22% of the time. The remainder will just be the creature spouting off gibberish.

If the target foils the spell with a successful Wisdom saving throw, you can not attempt to

target them again with this spell until you have gained a level.

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### DETECT ANIMALS OR PLANTS      LEVEL 1

*Primal, Spring*

**Cast:** 1 action, verbal

**Focus:** a bit of fur from a bloodhound

**Range:** 400 feet

**Duration:** Concentration, up to 10 minutes

You can detect a particular kind of animal (of type Beast) or plant in a cone emanating out from you in whatever direction you face. You must think of a kind of animal or plant when using the spell, but you can change it each round. The amount of information revealed depends on how long you search a particular area or focus on a specific kind of animal or plant:

**Round 1.** You detect the presence or absence of that specific kind of animal or plant within the search area.

**Round 2.** You discern the number of individuals with the area, and their collective condition. You can pinpoint the healthiest or weakest specimen.

**Round 5.** You sense the condition and location of each individual specimen present. If the specimen is outside of your line of sight, then you detect its direction but not location.

**Heightened (2nd):** when you cast this spell using a 2nd level spell slot or higher, you may instead close your eyes and learn the direction and distance to the closest beast or plant of a kind you specify within 5 miles, if any are present.

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### DETECT POISON AND DISEASE      CANTRIP

*Primal, Cantrip, Dawn*

**Cast:** 1 Action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 10 minutes

For the duration, you can touch creatures or objects and sense if it carries poison or disease. You also identify the kind of poison, poisonous creatures or disease in each case. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Heightened (1st):** when you cast this spell as a 1st level spell, range is increased to 30 feet.

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### DETOXIFY      LEVEL 3

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a dandelion stem [consumed]

**Range:** 30 feet

**Duration:** 10 minutes / Druid level

You remove a creature's ability to poison others, whether inherent or via poisoned weapons. Whenever an affected creature would inflict poison with an attack, spell, or other method (including auras and other constant methods), that poison is automatically neutralized. This does not grant the subject of the spell any resistance to poison itself.

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### DISCERN LOCATION      LEVEL 8

*Primal, Stars*

**Cast:** 10 minutes, verbal, somatic

**Focus:** an object that had belonged to the creature being discovered

**Range:** Unlimited

**Duration:** Instantaneous

This spell is one of the most potent means of locating creatures. Nothing short of a Wish or direct intervention from a deity keeps you from learning the exact location of a single individual. This spell circumvents normal means of protection from scrying or location. The location is revealed as a whisper in the wind, a verbal representation of the specific location (e.g.

building name, community, county), country, continent, and plane of existence of where the target lies. You may or may not understand the meaning of the words, but the location is accurate.

### DISTILLATE OF DEW

### LEVEL 2

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of water [consumed]

**Range:** Touch

**Duration:** 1 Hour

You touch a creature placing the enhanced drop of water into their mouth. It tastes like a crisp mountain spring. If the target is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or you neutralize one at random.

For the duration, the target has advantage on saving throws against being poisoned, and it has resistance to poison damage.

### DOOM OF THE EARTHEN MAW

### LEVEL 4

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a handful of mud

**Range:** 60 feet

**Duration:** 1 minute

A 30 foot radius patch of ground that you can see within range turns into filthy and slippery muck. This spell affects sand, earth, mud, and ice, but not stone, wood, or other material. For the duration, the ground in the affected area is difficult terrain. A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the mud until the spell ends. A restrained creature can free itself by using an action to make a successful Strength saving throw. A creature that frees itself or that enters the area after the spell was cast is affected

by the difficult terrain but doesn't become restrained.

Each round, a restrained creature sinks deeper into the muck. A Medium or smaller creature that is restrained for 3 rounds becomes submerged at the end of its third turn. A Large creature becomes submerged after 4 rounds.

Submerged creatures begin suffocating if they aren't holding their breath. A creature that is still submerged when the spell ends is sealed beneath the newly solidified ground. The creature can escape only if someone else digs it out or it has a burrowing speed.

### DOOM OF THE CRACKED SHIELD

### LEVEL 1

*Primal, Material, Winter*

**Cast:** 1 action, verbal, somatic, material (a magical shield or spell armor)

**Range:** Touch

**Duration:** Instantaneous

You imbued a melee weapon such that the next time the weapon used and scores a hit, it destroys a nonmagical shield or damages nonmagical armor, in addition to the normal effect of the attack. If the foe is using a nonmagical shield, it breaks into pieces. If the foe doesn't use a shield, its nonmagical armor takes a -2 penalty to AC. If the target doesn't use armor or a shield, the spell is expended with no effect.

### DREAM ASSEMBLY

### LEVEL 6

*Primal, Dawn, Circle Of Dreams*

**Cast:** 10 minutes, somatic

**Focus:** a dreamcatcher

**Range:** Unlimited

**Duration:** Concentration, up to 1 hour

You alert a number of creatures that you are familiar with up to your spell casting ability modifier (minimum of 1) of your intent to communicate with them through Sene'Rine'Rada (The Dream World). The invitation can extend any

distance and even cross to other planes of existence. Once notified, the creatures can choose to accept this communication at any time during the duration of the spell. When a creature accepts, its spirit and mind are projected into a private dreamscape you create within Sene'Rine'Rada. Their material body is left behind and falls unconscious and is asleep. The creature's consciousness is fully present in the dreamscape with you. You can see and hear all of the creatures who have joined in the assembly, and they can see and hear each other as if they were present in the same room (which they are, spiritually). While they can interact physically, exchanges of objects or materials is impossible. A creature can end the spell's effect on itself voluntarily at any time, as can you. When the effect ends or the duration expires, a creature's spirit returns to its body and it regains consciousness. A creature that withdraws voluntarily from the assembly can't rejoin it even if the spell is still active. If one of the creatures present (including yourself) has their body damaged, or forcefully woken, the spell ends and the ejected creature(s) gain a level of exhaustion.

#### DREAM CONTROL\*

#### LEVEL 2

*Primal, Circle Of Dreams, Spring, Ritual*

**Cast:** 1 minute, verbal, somatic

**Focus:** a sprig of dried lavender [consumed]

**Range:** Self

**Duration:** 1 Long Rest

You attempt to enter Sene'Rine'Rada, the world of dreams. You must spend a full minute in quiet concentration and make a check (DC 20) against your Spell attack modifier. On a success, your body falls asleep in the physical world and your spirit enters Sene'Rine'Rada. While in this state, you can achieve full rest in four hours in which case you wake. While inside of the dream world, you are fully conscious.

**Heightened (5th):** When you cast this spell using a 5th level spell slot, you may attempt to enter

the dreams of another sleeping creature. You must be able to identify the creature specifically, who makes a Wisdom saving throw. On a failure, you enter their dream and can send a one-way message of any length. The recipient remembers it perfectly upon waking. The recipient cannot ask questions or offer information, nor can you gain information by observing the dreams of the recipient. Once the message is delivered, the target's mind returns to normal dreaming. If the target is not asleep when you begin this spell, you may either wake up or attempt to wait for them to sleep. You can make yourself or the message monstrous and terrifying, causing 3d6 psychic damage on a failed Wisdom saving throw and preventing the target from gaining any benefits from that rest. If you have a body part, lock of hair, clipping from a nail, or similar portion of the target's body, the target makes its saving throw(s) with disadvantage.

#### DREAM COUNCIL

#### LEVEL 5

*Primal, Circle Of Dreams, Dusk*

**Cast:** 1 minute, verbal, somatic

**Focus:** a dreamcatcher

**Range:** Unlimited

**Duration:** see text

You enter a trance, and appear in a target's dream to converse in a limited fashion while the recipient is also asleep. You may choose a number of living creatures up to your Druid level. They may make a Wisdom saving throw if they are unwilling.

While in a trance, you enter a private section of The Dream World that you have limited control over its shape, form and function. If your intended targets are awake when this spell begins, you may choose to either wake up (ending the spell) or remain in the trance until your recipients go to sleep, allowing them to join you in your private dreamscape. If any of you are physically disturbed and removed from sleep, they are removed from the spell. If you end the spell, they return to normal sleep.

While together, you can send and receive a number of messages equal to your Druid level. Each message can be up to 25 words long or a single vague image that can't convey fine detail such as words. Sending a message takes 1 round.

#### DREAM FEAST

#### LEVEL 1

*Primal, Circle Of Dreams, Dusk*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 8 hours

The next time the target sleeps (within the next 8 hours), they dream of a rich feast with their favorite foods and drinks. When they awaken, they are sated as if they had eaten a nutritious meal, regardless of what they dreamed of eating. The target must sleep for at least 1 hour to gain the benefits of this spell. Being awakened during this period interrupts the spell and cancels its effects.

If you sleep with this spell prepared, you may automatically expend it while you sleep to gain the spell's benefit. This expenditure does not count as spell casting for the purpose of determining available spell slots (you could go to sleep at midnight, expend this spell during an 8-hour period of sleep, and still prepare your full allotment of spells in the morning).

#### DREAM MESSAGE

#### LEVEL 3

*Primal, Dawn*

**Cast:** 1 short rest, verbal, somatic

**Focus:** a dreamcatcher and 1 cp worth of dried incense [consumed]

**Range:** Self

**Duration:** 24 hours

You prepare yourself to send a message to your target's dreams. The target must be on the same plane of existence. During your short rest you enter a semi hypnotic meditative state that

resembles sleeping. You must be intimately familiar with the target, knowing them by name and having met them in person. They must likewise know you. If the target is sleeping, they receive the message instantly. If not, they receive it the next time they sleep. As soon as they receive it, the spell ends, and you become aware the message was sent.

The message is one-way and must be comprised of an image, an emotion or sensation, and a single word.

**Heightened (4th):** you can target up to 10 creatures. You must send the same message to all of them, the spell ends for each creature individually. You may extend the words to roughly a minute of speech.

#### DREAM PROJECTION\*

#### LEVEL 4

*Primal, Stars, Ritual, Circle Of Dreams*

**Cast:** 10 minutes, somatic

**Focus:** dried lavender [consumed]

**Range:** Self / Unlimited

**Duration:** 1 hour / Druid Level

You cast this spell as you fall asleep. For the spell's duration you create an invisible magic sensor (called a Dreamscreyer) that is the exact same size and shape of your body, is recognizable as you, and cannot pass through spaces that your body cannot enter. The Dreamscreyer is visible to children of any race (no older than the Human equivalent of 10) and animals. Sleeping creatures can sense its presence and might incorporate your image into their dreams. Force effects and abjuration spells that ward out creatures are effect barriers against a Dreamscreyer. If you dismiss the spell or the Dreamscreyer is dispelled or destroyed, you awaken.

#### DREAM POTENTIAL

#### LEVEL 7

*Primal, Dusk, Circle Of Dreams*

**Cast:** 10 minutes, verbal, somatic

**Range:** Touch

**Duration:** 8 hours

You draw a target into a lucid dream where it can explore the endless possibilities of its own potential within the ever-changing backdrop of its dreamscape. If it sleeps the full 8 hours of the spell uninterrupted, when it wakes, it may choose two skills or tools to gain proficiency in. The target's proficiency bonus is applied to those selected skills and tools. Alternatively, the target can select skills they are already proficient in, granting them a double proficiency bonus. These bonuses last until the target takes another long rest.

#### DREAM SHIELD

LEVEL 2

*Primal, Circle Of Dreams, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a dreamcatcher

**Range:** Touch

**Duration:** 1 hour / Druid level

You ward the target's mind against intrusion and influence while she is unconscious. While sleeping, the target is protected against divinations such as *nondetection* and gains spell resistance equal to 10 + your caster level against mind-affecting effects. In addition, the subject immediately receives another saving throw (if one was allowed to begin with) against any spell or effect that would possess or exercise direct mental control over her.

If the target is awake, instead of the previous effects, the *dream shield* provides a +4 bonus on saving throws against sleep effects. The spell's other effects are suppressed while the target is awake. If the target falls asleep or is otherwise rendered unconscious, the other effects of the *dream shield* resume. Every 10 minutes spent awake consumes 1 hour of the *dream shield*'s duration.

#### DREAM TRAVEL

LEVEL 6

*Primal, Circle Of Dreams, Dusk*

**Cast:** 10 minutes, somatic

**Focus:** a dreamcatcher

**Range:** Touch

**Duration:** Instantaneous

You open a portal to a recent location in which you successfully completed a long rest that you and 9 creatures who are holding hands enter. If you choose to travel to a location you slept at within the last 10 days, the spell completes successfully.

For locations beyond 10 days, you must succeed at a DC 10 Wisdom saving throw, adding +1 to the DC for each day beyond 10. On a success, the spell completes successfully; otherwise there is a mishap as you and the travelers each take 1d10 points of psychic damage, rolling an additional die of damage each time a 10 is rolled; and the spell fails.

#### DREAMING POTENTIAL

LEVEL 5

*Primal, Circle Of Dreams, Dusk*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a dreamcatcher

**Range:** Touch

**Duration:** 8 hours

You touch 1 willing creature and draw them into a lucid dream where it can explore the endless possibilities of its own potential within the ever-changing backdrop of its dreamscape. If it sleeps for the full 8 hours uninterrupted, when it wakes, it counts as having spent a day of downtime retraining, though it can't use this spell for any retraining that would require either an instructor or specialized knowledge it can't access within the dream.

#### DRUID GROVE

LEVEL 6

*Primal, Spring*

**Cast:** 10 minutes, verbal, somatic

**Focus:** mistletoe harvested under the light of a full moon with an Ironwood tool [consumed]

**Range:** Touch

**Duration:** 24 hours

You invoke the spirits of nature to protect an area outdoors or underground on one of The Echo Planes (The Prime Material Plane, The Feywild, The Shadowfell, or The Dream World). The area can be as small as a 30 foot cube or as large of a 90 foot cube. Buildings and other structures are excluded from the affected area. If you cast this spell in the same area every day for a year, the spell becomes permanent.

The spell creates the following effects within the area. When you cast this spell, you can specific creatures as friends who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

The entire warded area radiates magic. A Dispel Magic cast on the area, if successful, removes only one of the following effects, not the entire area. That spell's caster chooses which effect to end. Only when all its effects are gone is the spell dispelled.

**Solid Fog.** You can fill any number of 5 foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. In addition, every foot of movement through the fog is considered difficult terrain. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of green light floating in the area.

**Grasping Undergrowth.** You can fill any number of 5-foot squares on the ground that aren't filled with fog with grasping weeds and vine, as if they were affected by the *Entangle* spell. To a creature immune to this effect, the weeds and vines feel soft and reshape themselves to serve as temporary seats or beds.

**Grove Guardians.** You can animate up to four trees in the area, causing them to uproot themselves from the ground. These trees have the same statistics as an Awakened Tree, except that they cannot speak and their bark is covered

with druidic symbols. If any creature not immune to this effect enters the warded area, the grove guardians fight until they have driven off or slain the intruders. The grove guardians also obey your spoken commands (no action required by you) that you issue while in the area. If you don't give them commands and no intruders are present, the grove guardians do nothing. The grove guardians can't leave the warded area. When the spell ends, the magic animating them disappears and the trees take root again if possible.

**Additional Spell Effects.** You can place your choice of one of the following magical effects within the warded area:

- *Garden Of Peril* in one location of your choice
- *Spike Growth* in one location of your choice
- *Vine Trestle* in two locations of your choice
- *Wind Wall* in two locations of your choice

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## DRUIDCRAFT

## CANTRIP

*Primal, Cantrip, Spring*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

Whispering to the spirits of nature, you create one of the following effects within range:

1. You provide 1d4 points of healing to a plant; this allows blossoms to form, seed pods to open, or a leaf bud to bloom. This healing can only be provided to a plant once every 24 hours.
2. You create an instantaneous, harmless nature sensory effect such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of a skunk. The effect must fit in a 5-foot cube.
3. You instantly light or snuff out a candle, a torch, or a small campfire.

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## DRUIDMASTERY

## LEVEL 3

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a crown of ivy

**Range:** 120 feet / 10 ft radius per Druid level

**Duration:** 10 minutes / Druid level

You invoke the powers of nature, and an explosion of plant growth fills the area. You create the direct and rapid growth of vines, and cause one of the following effects:

1. You cause a 10 ft radius / Druid level area to be easier to climb. This climbing aid is treated as knotted ropes.
2. You bind helpless targets with vines. This requires a DC 25 to escape.
3. You hamper movement with heavy undergrowth, treating the area as difficult terrain.
4. You camouflage an area, granting a +10 to checks to hide.

As an action, you may redirect the vines growth, changing the above effect.

### DRYAD'S KISS

LEVEL 3

*Primal, Spring, Circle Of Dreams*

**Cast:** 1 action, verbal

**Focus:** a flow petal [consumed] and a drop of blood [consumed]

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You perform an ancient incantation that summons flora from the Fey realm. A creature you can see within range makes a Wisdom saving throw. On a failure they take 3d8 necrotic damage. Either way they are covered with small, purple flower buds. The buds can be removed by the target or an ally of the target within 5 feet who uses an action to make a successful Intelligence (Nature) or Wisdom (Medicine) check against your spell save DC, or by a *Greater Restoration* or *Blight* spell. While the buds remain, whenever the target takes damage from a source other than this spell, one bud blossoms into a purple and yellow flower that deals an extra 1d8 necrotic damage to the target. Once four

blossoms have formed in this way, the buds can no longer be removed by nonmagical means. The buds and blossoms wilt and fall away when the spell ends, provided the creature is still alive. If a creature affected by this spell dies, sweet-smelling blossoms quickly cover its body. The flowers wilt and die after one month.

**Heightened (+):** If this spell is cast using a spell slot of 5th level or higher, the number of targets increases by one for every two slot levels above 3rd.

### EAGLESOUL

LEVEL 4

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour / until discharged

You call to The Mother, reaching into the unfathomable well of souls, seeking her assistance. You are infused with a small portion of her power, making you a powerful force of Primal Power. You gain advantage on initiative checks, and advantage on both Nature and Survival skills. As an action, you may extend your senses to detect spirits and natural beasts up to a 60 feet radius.

In addition, once during the spell's duration you can call forth a surge of Primal energy. Doing so is a bonus action that discharges the spell, causing it to infuse you with power for 1 minute. This power grants you the following benefits:

- \* +2 bonus to Armor Class
- \* +4 bonus to Strength
- \* Regenerate 2 hit points per turn

### ECHO JAUNT

LEVEL 4

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a forked metal rod attuned to the plane of travel

**Range:** Touch

**Duration:** Instantaneous

You and up to eight willing creatures that you touch are transported to one of the four Echo Planes of Asha (The Dream World, The Feywild, The Shadow Lands, or The Material Plane). The willing participants must link hands in a circle. While points between these worlds share a common anchor (e.g. a fixed point in The Material Plane is linked and related to a fixed point in The Feywild), precise accuracy as to a particular arrival location on the intended plane is nigh impossible as these relationships shift and drift. You will appear 5 to 500 (5d%) miles from the linked point you left from.

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ECHO SKULL

LEVEL 5

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a tiny dried animal skull

**Range:** Touch

**Duration:** 1 hour / Druid Level

You cast this spell on a tiny dried animal skull and your perception shifts into the skull for you to see your own form holding it. You can see, hear, and speak through the tiny skull at any distance; as long as you and the skull remain within The Echo Planes. You may shift your senses into and out of the skull as a bonus action, with your body being blind and deaf while your focus is with the skull.

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ELEMENTAL BOMBARDMENT

LEVEL 7

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of ash, a drop of water, a small pebble, a bit of air

**Range:** 400 feet

**Duration:** 1 round / 2 Druid levels

You summon elementals from The Fountains Of Creation and hurl them onto your enemies with

great force. You must have line of effect to a point at least 60 feet above your intended targets and within the spell's range. You summon 4 large elementals, one of each element: Air, Fire, Water, Earth. You aim the elementals at targets within 60 feet of each other, no more than one elemental per target.

Each elemental can strike only a single target, regardless of its size. When an elemental strikes a target, it makes a single slam attack at its full attack bonus. On a hit, the target takes 8d6 damage of the type delivered by that elemental, on a failed save the target takes no damage. Whether or not it hits, the elemental takes bludgeoning the same amount of damage it would have dealt (8d6) in bludgeoning damage. A summoned elemental acts on the same turn that it lands, starting prone in the nearest available space adjacent to the target.

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ELEMENTAL HORNS

LEVEL 2

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** a freshly dug up tree root [consumed]

**Range:** Touch

**Duration:** Concentration, up to 1 minute

The target of the spell must be a creature that has horns, or the spell fails. You cause the touched creature's horns to crackle with elemental energy. Select one of the following energy types when casting this spell: acid, cold, fire, lightning, or radiant. The creature's gore attack deals 3d6 damage of the chosen type in addition to any other damage the attack normally does.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d6 for each slot level above 2nd.

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ELEMENTAL RETRIBUTION

LEVEL 9

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 10 minutes

You select a single elemental damage type (acid, cold, electricity, fire, or poison) when you cast this spell. For the duration, your are immune to that damage type, and any damage you would have received is redirected back upon the originator of the attack.

#### ELEMENTAL SPEECH

LEVEL 2

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** <see chart>

**Range:** Self

**Duration:** 10 minutes

This spell enables you to converse with creatures associated with a chosen element, including but not limited to true elemental creatures. This spell gains the elemental subtype based upon the version of the spell you cast. Elemental Speech does not guarantee a friendly reaction; it merely enables communication. You may converse with all creatures of the selected type with an Intelligence score of 1 or greater, even if they do not understand one another.

Spell Type	Language Gained	Material Component
Air	Auran	a sprig of mint
Earth	Terran	iron filings
Fire	Ignan	ashes
Water	Aquan	seawater

#### ELEMENTAL SPIRIT

LEVEL 1

*Primal, Material, Stars*

**Cast:** 1 action, verbal, somatic, focus

**Focus:** 3 cubic feet of element (earth, air, fire, or water)

**Range:** Self (radius 25 feet)

**Duration:** 1 hour

You summon a tiny elemental spirit; which appears to animate a local element (earth, air, water, or fire). You can command it to perform simple natural tasks such as building a campfire, gathering herbs, feeding an animal companion, catching a fish, or performing other simple tasks that don't involve knowledge of technology. It cannot, for example, open a latched chest, since it doesn't know how a latch works.

A spirit can perform only one activity at a time, but it repeats the same activity if told to do so. Thus, if you commanded it to gather leaves, it would continue to do so while you turned your attention elsewhere, as long as you remained within range.

A Spirit has an effective Strength of 2, so it can lift 20 pounds or drag 100 pounds. It can trigger traps, but the 20 pounds of force it can exert is not enough to activate most pressure plates. It has a land speed of 15 feet and a fly speed of 15 feet.

Spirits are skittish, and cannot attack in any way; and disappear if threatened. It leaves rather than make a saving throw. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. If you attempt to send the spirit beyond the spell's range (measured from your current position), it ceases to exist.

**Augmented (5th):** range increases to 40 feet

**Augmented (11th):** range increases to 55 feet

**Augmented (17th):** range increases to 70 feet

#### ELEMENTAL TOUCH

LEVEL 2

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of The chosen element [consumed]

**Range:** Self

**Duration:** 1 round / level

Elemental energy infuses your hands. Choose an energy type: acid, cold, electricity or fire. You gain a melee touch attack causing 1d6 points of

damage of that energy type, along with a special effect described below.

Acid. Your touch attack causes 1 point of ongoing acid damage per round for 1 round per three caster levels. The target must make a Constitution save or be fatigued. A creature already fatigued suffers no additional effect.

Cold. The target must make a Constitution save or may only move half of their movement next turn.

Electricity. The target must make a Constitution save or only be able to take an action or a move next turn, but not both.

Fire. Your hands shed light as with a torch. Your prolonged touch causes objects to catch fire.

target is protected from weather related effects from the temperature you choose (but does not protect from damage from non-weather related fire or cold). They can exist comfortably in conditions as low as -50F or as high as 140F without having to make Constitution saving throws.

**Heightened (3rd)**: when cast as a 3rd level spell, the target is protected from both heat and cold

**Heightened (4th)**: when cast as a 4th level spell, a shell of breathable air surrounds the target, allowing them to breathe underwater, be protected from extreme pressures, and become immune to harmful gasses and vapors.

## EMBRACE THE WILD

## LEVEL 2

*Primal, Summer, Material*

**Cast:** 1 action, verbal, material (hide, skin or feathers from the selected animal)

**Range:** Self

**Duration:** 10 minutes / Druid level

You adopt the senses of a wild animal while retaining your own form. Gain the senses and skill ranks of a creature for which you've harvested a component from (e.g. hide, antlers, feathers). Depending on your choice of animal this could grant blindsight, scent, or keen sight. This spell does not grant natural attacks, methods of locomotion, or feats.

**Material:** a component from the beast you are embracing

## ENDURE ELEMENTS\*

## LEVEL 2

*Primal, Autumn, Ritual*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a bit of eggshell

**Range:** Touch

**Duration:** 12 hours

You shield the target against dangerous temperatures. Choose severe cold or heat. The

## ENTANGLING STAFF

## LEVEL 3

*Primal, Spring*

**Cast:** 1 bonus action, verbal

**Focus:** a wooden quarterstaff

**Range:** Touch

**Duration:** 1 round / level

You cause your wooden quarterstaff to extrude writhing vines that allow you to easily grab and entrap foes. Each time you successfully strike a foe with your staff, you deal normal damage and can attempt to grapple as a free action without provoking attacks of opportunity. This grapple does not require a separate attack, and you are at +8 for the grapple check. You may attempt to grapple creatures up to one size category higher than you.

If your grapple succeeds, the vines constrict your foe and deal 2d6 bludgeoning damage. You may choose to keep these vines attached to your staff or release them. Entangled creatures may make a Strength check at the start of their turn to escape.

## ENHANCE VICTUALS

## LEVEL 2

*Primal, Spring*

**Cast:** 1 minute, verbal, somatic

**Focus:** a handful of dried herbs

**Range:** Touch

**Duration:** 1 hour

You transform a consumable food or drink into delicious fare, changing water into wine or another fine beverage or enhancing the food's taste and ingredients to make it a gourmet treat. You may target up to 1 gallon of non-magical liquid or up to 5 pounds of food.

Prior to the transformation, the spell counteracts any poison or disease in the food or water. The food turns back to normal if not consumed before the duration expires, though any poisons or diseases that were counteracted are still gone.

**Heightened (+):** the number of gallons of liquid you can target increases by 1, or the number of pounds of food by 5 for each additional spell slot used.

## ENTANGLE

LEVEL 1

*Primal, Material, Spring*

**Cast:** 1 action, verbal, somatic, material (wood, plants, or natural terrain)

**Range:** 90 feet

**Duration:** Concentration, Up to 1 minute

You control vegetation, such that it sprouts up from the dirt in a 20-foot square. This area is considered difficult terrain, and any creature within the area when you cast the spell must succeed a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

This spell does not work indoors or on stone floors where no vegetation grows. However, this spell can effect held non-magical wooden objects such as staffs, bows - which grasp at the wielder in order to restrain them.

**Material:** wood, plants, or natural terrain

## ENTROPIC HUSK

LEVEL 9

*Primal, Dusk*

**Cast:** 1 action, verbal

**Range:** 60 feet

**Duration:** Instantaneous

You choose a creature that you can see within range. If the creature has 100 hit points or fewer, their soul is obliterated if they have it on their body, and they die. Should their soul be destroyed by this spell, the creature's corpse is turned into a juggernaut of destruction. The creature's body is considered dead and reanimated by this spell, however to determine the stats of the Juggernaut we use the target's stat block. The corpse has double the number of hit points the target had in life, resistance to non-magical damage, a bonus of +3 to Strength and Constitution, and an Intelligence and Wisdom of 5. The corpse is now considered a Soulless Juggernaut, and treated as undead. The creature is chaotic and attacks all creatures regardless of if they were the target's friend or foe when they were alive. This transformation lasts indefinitely until the juggernaut is killed.

This spell has no effect if the target had no soul, or had more than 100 hit points.

## EXPLOSION OF ROT

LEVEL 4

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a rotting flower or plant

**Range:** 30 feet

**Duration:** Instantaneous

You call forth a burst of decay that ravages all creatures in the area. Even nonliving creatures such as constructs and undead crumble or wither in this malignant eruption of rotting energy. Creatures in the area of effect take 1d6 points of damage per caster level (maximum 15d6) and are staggered for 1d4 rounds. Staggered creatures may move or take an action, but not both. A target that succeeds at a Dexterity saving throw

takes half damage and negates the staggered effect. Plant creatures are particularly susceptible to this rotting effect; a plant creature caught in the burst are at disadvantage on the saving throw and take 1 extra point of damage per die

### EYES OF THE WILD

LEVEL 5

*Primal, Stars*

**Cast:** 10 minutes, verbal, somatic

**Focus:** the bones of a beast

**Range:** Self

**Duration:** 10 minutes

You extend your senses to that of the natural beasts of Asha, to search for a particular target that is on the same Plane of Existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target, the physical connection you have with it, and their proximity to living creatures that can sense it.

Knowledge	Save Modifier
Secondhand (you have heard of the target)	+5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5

Connection	Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part or Blood	-10

Also apply anywhere from a +10 to -10 to the save depending on the number of beasts near the targets location. If the GM determines there are no beasts nearby the target, the spell fails; however you may gain information on where the target WAS. You must have a connection (as

above) to a target of which you have no knowledge.

On a failed save, you were able to direct the beasts of Asha to find the target. A beast local to the target acts as a scrying sensor, allowing you to see and hear through the beast as if you were there using their senses. You may direct the beast to follow a moving target, at the risk of being seen.

Instead of targeting a creature, you can choose a location you have seen or visited before. This spell only works on The Echo Planes.

If the beast dies while you are perceiving through it, you must make a Constitution saving throw or take 6d6 points of psychic damage. Half damage on a successful save.

### FEATHER STEP

LEVEL 1

*Primal, Circle of Land, Summer*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 10 minutes

You cause a target to ignore the adverse movement effects of difficult terrain.

**Heightened (+):** When you cast this spell using a 2nd feel spell slot of higher, you may target an additional creature for each additional spell slot.

### FEATHER TRAVEL

LEVEL 2

*Primal, Dawn*

**Cast:** 1 action, verbal

**Focus:** a feather

**Range:** Touch

**Duration:** Concentration, up to 1 hour

The target (along with its clothing and other gear) transforms into a feather and drifts on the wind. The drifting creature has a limited ability to control its travel. It can move only in the direction the wind is blowing and at the speed of the wind. It can, however shift up, down, or sideways 5 feet

per round as if caught by a gust, allowing the creature to aim for an open window or doorway, to avoid a flame, or to steer around an animal or another creature. When the spell ends, the feather gently settles to the ground and transforms back into the original creature.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, two additional creature can be transformed per slot level above 2nd.

### FIRE DARTS

### LEVEL 2

*Primal, Spring, Material*

**Cast:** 1 action, verbal, somatic, focus, material (a fire the size of a small campfire or larger)

**Range:** 20 feet

**Duration:** Instantaneous

When this spell is cast on any fire that's at least as large as a small campfire or cooking fire, three darts of flame shoot out from the fire toward creatures within 30 feet of the fire. Darts can be directed against the same or separate targets as the caster chooses. Each dart deals 4d6 fire damage, or half as much damage if its target makes a successful Dexterity saving throw.

**Material:** a fire the size of a small campfire or larger

**Heightened (+):** 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.

### FIRE SEEDS

### LEVEL 6

*Primal, Spring*

**Cast:** 1 action, verbal, somatic, material (acorns or holy berries)

**Range:** Touch

**Duration:** 12 hours or until used

Depending on the version of fire seeds that you choose, you turn acorns into splash weapons

that you or another character can throw, or you turn holly berries into bombs that you can detonate on command.

**Acorn Grenade.** As many as four acorns turn into special thrown splash weapons. An acorn grenade has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the acorns are capable of dealing 1d4 points of fire damage per Druid level (maximum 20d4) divided among the acorns as you wish. No acorn can deal more than 10d4 points of damage. Each acorn grenade explodes upon striking any hard surface. In addition to its regular fire damage, all creatures adjacent to the explosion take 1 point of fire damage per die of the explosion. This explosion of fire ignites any combustible materials adjacent to the target.

**Holly Berry Bombs.** You turn as many as eight holly berries into special bombs. The holly berries are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage + 1 point per Druid level to every creature in a 5 foot radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Dexterity saving throw only takes half damage.

### FIRE UNDER THE TONGUE

### CANTRIP

*Primal, Cantrip, Material, Spring*

**Cast:** 1 action, verbal, somatic, material (nonmagical fire)

**Range:** 5 feet

**Duration:** 24 hours

You can ingest a nonmagical fire up to the size of a normal campfire that is within range. The fire is stored harmlessly in your mouth and dissipates without effect if it is not used before the spell ends. You can spit out the stored fire as an action. If you try to hit a particular target, then treat this as a ranged attack with a range of 5

feet. Campfire-sized flames deal 2d6 fire damage, while torch-sized flames deal 1d6 fire damage. Once you have spit it out, the fire goes out immediately unless it hits flammable material that can keep it fed.

**Material:** nonmagical fire no larger than a campfire

### FORGETFUL SLUMBER

LEVEL 4

*Primal, Circle Of Dreams, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** a few drops of river water

**Range:** 30 feet

**Duration:** 1 minute / Druid level

You cause a magical slumber to come up a single creature that you can see in range whose Hit Dice are 10 or fewer. The creature must succeed a Wisdom saving throw or fall into a deep sleep. Sleeping creatures are helpless, and automatically fail. The sleeping target may be awoken by a creature as an action (either a slap or a wound), but noise does not wake the creature. An affected creature awakens with no knowledge of the events 5 minutes prior to it falling asleep. No effect short of a miracle or wish can restore memories lost by this spell.

**Heightened(+):** when you cast this spell using a slot level of 5th or higher, you may add +1 to the size of Hit Dice creature you may affect for each additional spell slot used.

### FREEZING FOG

LEVEL 3

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Range:** 100 feet

**Duration:** Concentration, up to 5 minutes

You create a 20 foot radius sphere of mist centered on a point you can see within range. The cloud spreads around corners, and the area

it occupies is heavily obscured. A wind of moderate or greater velocity (at least 10 miles per hour) disperses it in 1 round. The fog is freezing cold, any creature that ends its turn in the area must make a Constitution saving throw. It takes 2d6 cold damage and gains one level of exhaustion on a failed save, or takes half as much damage and no exhaustion on a successful one.

**Heightened (+):** 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.

### FRIGHTFUL HOWL

CANTRIP

*Primal, Cantrip, Summer*

**Cast:** 1 action, verbal

**Range:** 30 feet

**Duration:** Instantaneous

You amplify your voice mimicking the sound of a dangerous creature. Any creatures within range that was not aware of you must make a Charisma saving throw. On a failure, they are frightened until the start of your next turn. Targets can be affected by your howl only once per 24 hours.

**Augmented (5th)** failed saves also cause 2d4 psychic damage

**Augmented (11th)** failed saves also cause 3d4 psychic damage

**Augmented (17th)** failed saves also cause 4d4 psychic damage

### FUNGAL BLISTERS

LEVEL 2

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a mushroom [consumed]

**Range:** Self

**Duration:** 1 minute / level

You cause horrible, fungal growths to sprout forth over your body. You develop 1d2+1 of these

blisters per 2 caster levels. Each time you are dealt more than 5 points of damage from a bludgeoning, piercing, or slashing attack, one of these blisters bursts, releasing a cloud of harmful spores in a 5-foot-radius burst centered on you. These spores enter the lungs of all living creatures within the cloud that need to breathe and deal  $1d6+1$  points of damage per every 2 Druid levels and the target is poisoned for 1 round (Constitution saving throw negates). Plants and you aren't effected by the spores. It is possible for more than one blister to pop per round. If you are reduced to 0 hitpoints, all remaining blisters burst and deal a cumulative amount of damage. You are not able to use this spell wearing heavy armor.

### FURIOUS HOOVES

LEVEL 2

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** something iron

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You enhance the feet or hooves of a creature you touch, imbuing it with power and swiftness. The target doubles its walking speed (maximum 30 feet addition). In addition to any attacks the creature can normally make, this spell grants two hoof attacks, each of which deals bludgeoning damage equal to  $1d6$  plus the target's Strength modifier (or  $1d8$  if the target of the spell is Large). For the duration of the spell, the affected creature automatically deals this bludgeoning damage to the target of its successful shove attack.

### GARDEN OF PERIL

LEVEL 2

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of spores [consumed]

**Range:** 120 feet

**Duration:** 1 round / Druid level

Vividly colored poisonous mushrooms instantly spring into existence in a number of squares equal to your Druid level within range (no 2 can be more than 30 ft apart). The mushrooms can appear on any solid surface, even growing horizontally from walls or upside down from the ceiling.

Once per round as a move action, starting the round after you cast this spell, you can command the mushrooms to release poisonous spores. Each creature adjacent to a mushroom or in a mushrooms square must succeed a Constitution saving throw or become poisoned for 1d4 rounds. Successive failures add rounds to the condition.

The mushrooms are tiny and cannot provide cover, but they are fairly sturdy (AC 7, hp 30, DC 20 to pluck them). Creatures can move through the squares containing mushrooms as normal. When destroyed, a mushroom evaporates and releases one last cloud of spores.

### GEOMESSAGE

LEVEL 3

*Primal, Stars, Circle Of Land*

**Cast:** 1 minute, verbal, somatic

**Focus:** a pine cone, acorn, or tree seed, and a scrap of vellum with a message [consumed]

**Range:** Touch

**Duration:** 1 day / Druid level

You create a written message of 50 words or fewer, or else an image, drawing, or similar diagram. The message is absorbed into a stone surface you touch obscured within the surface, and only visible when another casting of this spell occurs. The message rearranges itself into the intended message.

You may choose at casting to incorporate a passphrase into the spell. If you do so, speaking the phrase will also make the message visible.

### GLIDING STEP

CANTRIP

*Primal, Cantrip, Circle Of Dreams, Winter*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

Provided you're not carrying more of a load than you carrying capacity permits, you can walk on the surface of snow rather than wading through it, and you ignore its effect on movement. Ice supports your weight no matter how thin it is, and you can travel on ice as if you were wearing ice skates. You still leave tracks normally while under these effects.

### GLOBE OF TRANQUIL WATER

CANTRIP

*Primal, Cantrip, Dawn*

**Cast:** 1 action, verbal, somatic

**Range:** self, 20 foot radius

**Duration:** Concentration, up to 1 minute

You create a rippling bubble centered on you and extending in a 20 foot radius. The bubble blocks all natural precipitation such as rain, snow, and hail. This bubble also pushes out any natural fog or mist within the area, though it does not affect temperature or wind.

**Heightened (2nd):** when cast as a level 2 spell, all water within the radius counts as calm water for the purposes of Swim checks.

**Heightened (4th):** The bubble blocks magical precipitation, fog and mist. It prevents magical elemental spells from striking with their full force. All magical water or weather based effects are at half damage. Water elementals can not remain within the radius and must spend their turn moving to the edge of the spell's effect.

### GOAT'S HOOF CHARM

LEVEL 1

*Primal, Spring*

**Cast:** 1 action, verbal

**Focus:** a lock of goat hair

**Range:** Touch

**Duration:** 1 minute

A creature you touch may traverse craggy slopes with the sure-footedness of a mountain goat.

When ascending a slope that would normally be difficult terrain for it, the target can move at its full speed instead. The target also gains advantage on Dexterity checks and saving throws to prevent falling, to catch a ledge or otherwise stop a fall, or to move along a narrow ledge.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you can increase the duration by 1 minute or you can affect one additional creature, for each slot level above 1st.

### GOING IN CIRCLES

LEVEL 3

*Primal, Dawn*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a dandelion

**Range:** 1 cubic mile

**Duration:** 24 hours

You make natural terrain in a 1-mile cube difficult to traverse. A creature in the affected area has disadvantage on Wisdom (Survival) checks to follow tracks or travel effectively through the area, as paths through the terrain seem to twist and turn nonsensically. The terrain itself isn't changed, only the perception of those inside it. A creature that succeeds on two Wisdom (Survival) checks while in the terrain discerns the illusion for what it is and sees the illusionary twists and turns superimposed on the terrain.

A creature that reenters the area after exiting it before the spell ends is affected by the spell even if previously succeeded in traversing the terrain.

A creature with truesight can see through the illusion and is unaffected by the spell. A creature that casts *Find The Path* automatically succeeds in discovering a way out.

When you cast the spell, you may designate a password. A creature that speaks the word as it enters the area automatically sees the illusion and is unaffected by the spell.

If you cast this spell on the same spot every day for one year, the illusion until it is dispelled.

### GREEN CARESS

LEVEL 4

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a poison ivy leaf

**Range:** Self

**Duration:** Concentration, up to 3 rounds

All creatures within 10 feet of you, including yourself, must make a Constitution saving throw when the spell is cast and again at the start of each of your turns while the spell is in effect. A creature whose saving throw fails is restrained as their body takes on plant like characteristics; a restrained creature whose saving throw fails is paralyzed; and a paralyzed creature whose saving throw fails is petrified and transforms into a plant that takes on physical characteristics as appropriate to the environment.

As with all concentration spells, you can end the spell at any time (no action required). If you are turned to a plant, the spell ends after all affected creatures make their saving throws. Restrained and paralyzed creatures recover immediately when the spell ends, but petrification is permanent.

Creatures who are plants can see, hear, and smell normally, and no longer require respiration to breathe. Creatures can be restored with a Dispel Magic Restoration, or comparable magic.

Creatures that leave your 10 foot radius are no longer affected; creatures that enter are effected on your turn.

### GREEN MANTLE

LEVEL 1

*Primal, Material, Spring*

**Cast:** 1 action, verbal, material (a plant from the intended terrain)

**Range:** 30 feet

**Duration:** Instantaneous

You take on the physical characteristics of natural terrain. In a forest, grass and tiny mushrooms sprout in your hair, moss beards your chin and your flesh takes on the mottled hue of leaf green and bark brown. In arctic grassland, gray lichens and various shades of boreal grasses cloak your presence. This effect provides a +10 bonus to Stealth checks when you are within the appropriate terrain.

**Material:** a plant from the intended terrain

### GREENSIGHT

LEVEL 2

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a leaf [consumed]

**Range:** Touch

**Duration:** 10 minutes / level

The target of this spell gains the ability to see up to 60 feet through thick plant matter as though it were transparent. Greenery, leaves, and vines - even lichen, moss and slime - offer no concealment to the recipients sight, although vision is still blocked by solid wood, such as trees and wooden structures. Undergrowth does not grant concealment to a creature against a target of the effects of *Greensight*.

**Material:** a leaf, consumed

**Heightened (+):** for each additional spell slot, you may target one additional creature

### GREYMANTLE

LEVEL 6

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of bone

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You target a creature that you can see within range. It must succeed a Constitution saving throw or be surrounded by a sickening grey aura

that prevents it from healing by any means either magical or natural.

### GROVE OF RESPITE

LEVEL 4

*Primal, Dusk*

**Cast:** 10 minutes, verbal, somatic, focus

**Focus:** a blade of grass and drop of water

**Range:** 30 feet

**Duration:** 2 hours / Druid level

You conjure a 20 foot radius sheltered grove of tree surrounding a shallow spring. The grove appears from nowhere even in the most barren, rocky soil regardless of season, but the spell must be cast outside on open ground.

The area within the grove is temperate and comfortable, although the grove provides no illumination and provides no protection from the elements. The water in the grove's spring is clean and drinkable. Additionally, the trees provide a variety of ripe fruit, regardless of season, which can sustain eight people up to one day. The grove is warded, such that you are mentally aware whenever any creature enters the area. Once the spell expires, the grove vanishes, including the fruit, water, and other materials from it, although any nourishment or healing granted from its effects remain.

### GUARDIAN WASPS

LEVEL 3

*Primal, Summer, Circle Of Moon*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a glob of spiced honey [consumed]

**Range:** 30 feet

**Duration:** 1 day / Druid level

You call a swarm of bees, wasps, or hornets that build a nest within range, typically in an obscured place to their liking. The swarm takes the spells casting time to build its nest; if the swarm is disrupted in any way (such as being attacked) before you finish casting the spell, they disappear and the spell ends.

Once the swarm has built its nest, they guard an area in a 20 foot radius, attacking intruders. You may provide them a password that if spoken causes them not to attack. After the spell duration expires, the swarm may decide to stay or go depending on the quality of the location; however they will return to their natural cycle.

### GUIDING STAR\*

LEVEL 1

*Primal, Ritual, Stars*

**Cast:** 10 minutes, verbal, somatic

**Range:** Self

**Duration:** 8 hours

By observing the stars or the position of the sun, you are able to determine the cardinal directions, as well as the direction and distance to a stated destination. You can't become directionally disoriented or lose track of the destination. The spell doesn't, however, reveal the best route to your destination or warn you about deep gorges, flooded rivers, or other impassable or treacherous terrain.

### HAUNTED FEY ASPECT

CANTRIP

*Primal, Cantrip, Circle Of Moon, Dusk*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** 1 round

You surround yourself with disturbing illusions, making you look and sound like a powerful, angry Fey creature. Your hair blows in an imaginary wind, your form grows slightly larger, and you turn a translucent color - radiating a soft glow. Your appearance changes such that you might be wearing garb found on a powerful ArchFey. You gain an additional AC of 1 against a single opponent of your choice, which lasts until you take damage. You also gain a +10 to Intimidation skill checks.

## HAZE OF DREAMS

LEVEL 1

*Primal, Circle of Dreams, Dusk*

**Cast:** 1 action, somatic

**Focus:** a pinch of sand

**Range:** 30 ft

**Duration:** Concentration, up to 1 minute

You fill a creature's head with waking dreams, a reminder of the pleasures, delights, and terrors to be found within the dream world. Each round the creature must make a successful Wisdom saving throw or their speed is reduced by 1/2 which also affects the creature's jumping distance.

**Heightened (+):** for every spell slot above 1st, you may target an additional creature

## HEALING FLAMES

LEVEL 4

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a single tear

**Range:** Self, 10 foot radius

**Duration:** Instantaneous

You unleash a blast of primal flames that washes over all creatures in the area in a glorious display of druidic power. This deals damage to undead creatures and heals allies in the area. The amount of damage dealt and the number of hit points restored in each case is  $5d8$ .

Half of the damage dealt is fire damage, and half is pure primal power that is therefore not subject to reduction by energy resistance to fire-based attacks. A successful Dexterity saving throw halves the damage taken in all cases.

## HEART OF THE MAMMOTH

LEVEL 8

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a lock of mammoth hair

**Range:** Touch

**Duration:** 1 Minute

The target creature becomes stronger, harder, and imbued with the courage of the greatest megafauna of the tundra. The spell grants a +8 bonus to strength and constitution, immunity to fear, advantage on saving throws, and a critical threat range of 19 or 20 on all creatures of the dragon type.

## HOLD VAPOR

LEVEL 3

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of dust tossed into the air [consumed]

**Range:** 60 feet / 20 foot radius

**Duration:** Concentration, up to 1 hour

You halt and prevent the further movement of any cloud or vapor within the spell's range (60 feet) and area (20 foot radius). Such clouds may be magical or mundane in origin. Other objects can pass freely through this barrier so individuals can pass in and out of the gas-filled area; a volatile gas could be contained by the spell and then safely incinerated by tossing a torch through the barrier.

The spell lasts for as long as you continue chanting, to a maximum of 1 hour. You may move during this period, but if interrupted from chanting for 1 round, the spell ends.

A creature in gaslike or airline form (air elementals, djinns, and vampires, for example) can also be contained by this spell. In these cases, the creature being contained is permitted a Constitution saving throw each round to break through the barrier. They cannot transom back to their natural states when being contained in this way.

## HOMEWARD BOUND

LEVEL 4

*Primal, Stars, Ritual*

**Cast:** 1 minute, verbal, somatic

**Focus:** an item from the home plane

**Range:** Touch

**Duration:** Instantaneous

You touch a living extraplanar creature with an item that is from their home plane. The creature may choose to resist with a Wisdom saving throw, otherwise they are whisked away to the place of their birth. The object of focus remains with you.

### HORRIBLE TASTE

LEVEL 1

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of rotten meat

**Range:** Touch

**Duration:** 10 minutes

Any creature that bites your target must succeed on a Constitution saving throw or be nauseated until the end of their next turn. If a creature of animal Intelligence (2 or lower) fails its saving throw, it will not willingly bite the subject a second time; someone trying to direct the creature to bite the subject again must make a Animal Handling check as if he was trying to “push” the creature. This check must be made every time he tries to make the creature bite. Creature that are immune to poison or that lack the ability to taste are unaffected by the spell.

**Heightened (+):** for each spell level above 1st, you may target an additional creature

### ICE LANCE

LEVEL 3

*Primal, Winter, Material*

**Cast:** 1 action, verbal, somatic, material (at least 10 pounds of ice or snow)

**Range:** 120 feet

**Duration:** Instantaneous

You transform a quantity of ice or snow into a long, deadly lance, which is magically propelled at a target you can see within range.

You must succeed on a ranged spell attack, then cause 3d6 cold damage and 3d6 piercing damage to the target. The lance shatters upon impact.

### ILLUMINATE SPOOR

LEVEL 1

*Primal, Material, Spring*

**Cast:** 1 action, verbal, somatic, focus, material (a creature's tracks)

**Range:** Touch

**Duration:** Concentration, up to 1 hour

You touch a set of tracks created by a single creature. That set of tracks and all other tracks made by the same creature give off a faint glow. You and up to three creatures you designate when you cast this spell can see the glow. A creature that can see the glow automatically succeeds on Wisdom (Survival) checks to track that creature. If the tracks are covered by obscuring objects such as leaves or mud, you and the creatures you designate have advantage on Wisdom (Survival) checks to follow the tracks. If the creature leaving the tracks changes its tracks, such as by removing footwear, the glow stops where the tracks change. Until the spell ends, you can use an action to touch and illuminate a new set of tracks. This spell has no effect on tracks more than a day old.

**Material:** a creature's tracks

**Heightened (3rd):** when you cast this spell using a spell slot of 3rd level or higher, the duration is concentration up to 8 hours.

**Heightened (5th):** when you cast this spell using a spell slot of 5th level or higher, the duration is concentration, up to 24 hours.

### INFUSE SELF

LEVEL 3

*Primal, Stars, Circle Of Land*

**Cast:** 1 action, verbal, somatic

**Focus:** you must be on another plane you are infusing to

**Range:** self

**Duration:** 1 day

You infuse yourself to a plane you are not native to, that you are currently in. Your form subtly shifts to take on features that are common to natives of the plane and you suffer no ill effects from being an outsider (e.g. breathing, temperature, movement, corruption, time dilation).

### INSECT SCOUTS

LEVEL 3

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of honey

**Range:** 30 feet

**Duration:** 1d6 hours + 1 hour / Druid level

You summon one insect scout for every 4 Druid levels you possess to investigate a single location or building you can see. The scouts must spend 1d6 hours investigating the target location, but need no oversight. When done, they return unerringly to you with their findings, traveling up to 1 mile per caster level you have to rejoin their master. The insects use your saving throw bonuses, have a total Perception skill bonus equal to  $5 + 1/2$  your caster level, and can't attack. Because of their incredibly small size and magical nature, they can attempt Stealth checks to avoid being noticed even if they lack a source of cover or concealment, and they have a total Stealth skill bonus equal to  $18 + 1/2$  your caster level.

Each scout that returns passes along memories of specific structural flaws, defenses, and alarms, granting you the ability to reroll one failed skill check per scout, as long as the skill check involves that specific location's layout, such as a Stealth check to sneak in, a Disable Device check to silence an alarm, or a Perception check to notice a trap. If even one scout returns, you also gain a rough understanding of the building's layout (at least, any portions your scouts could access). All insight (and the associated rerolls)

fades 1 hour per caster level you have after the scouts return. Your insects remember nothing about creatures, and so provide no information about guardians or any conversations they may overhear.

### INSECT SPIES

LEVEL 4

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of honey

**Range:** 30 feet

**Duration:** 1 hour

You summon one or more glossy black beetles, which have a measure of intelligence and make for excellent spies. When they are in your presence, the insects obey your mental commands, and you can issue orders to any number of them as a single standard action, provided that you issue the same orders to each one. In order to issue different orders to different insects, you must spend a separate standard action for each set of orders. An insect in physical contact with you can answer simple questions about what it has observed, at a rate of one question per round. It can relate only what it perceived with its senses, and can't repeat speech. It has difficulty making subjective judgments, and questions that demand such reasoning are unlikely to yield a clear answer. For example, an insect is unable to relay someone's emotional state or determine who among several people it saw might be in charge.

Each insects' size is Fine. Each insect has 1 hit point, AC 20 (+2 Dexterity, +8 size), a movement speed of 5 feet, a climb speed of 5 feet, and a fly speed of 20 feet (perfect maneuverability). The insects use your saving throw bonuses, have a total Perception skill bonus equal to  $5 + 1/2$  your caster level, and can't make attacks. Due to their incredibly small size and magical nature, they can make Stealth checks to avoid being noticed even if they lack a source of cover or concealment, and they have a total Stealth skill bonus equal to  $18 + 1/2$  your caster level. The insects can even

climb onto creatures of Tiny or larger size while using Stealth, possibly riding on those creatures unnoticed. A Tiny creature gains a +16 bonus on Perception checks made to notice one of these insects currently climbing on it. For each size category larger than Tiny the creature being climbed is, this bonus is reduced by 4 (to a minimum of +0 for Huge or larger creatures). You also maintain a faint mystical connection with these insects, which allows you to sense where they are. As a full-round action, you can concentrate on the spell in order to learn the direction and relative distance of each of the insects

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**INSTANT RESTORATION** **LEVEL 4**

*Primal, Dawn*

**Cast:** 1 action or 1 reaction, verbal, somatic, focus

**Focus:** a thimble of water and a seed

**Range:** 60 feet

**Duration:** Instantaneous

You channel planar energy into a summoned creature. This spell can be cast as a reaction if the creature was summoned by you and it drops to 0 or fewer hit points. Rather than immediately disappear, the creature is healed for  $4d8+10$  hit points. If this healing brings the summoned creature to 1 or more hit points, it remains as if its hit points had never dropped to 0 or fewer. Creatures slain by death effects cannot be saved by this spell. When casting this spell as an action on a creature summoned by another, they simply gain  $4d8+10$  hit points.

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**INVIGORATING POISON** **LEVEL 2**

*Primal, Circle Of Land, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** an apple seed

**Range:** Touch

**Duration:** 10 minute / level

You cause the body of the target to gain a metabolic response that allows it to benefit from normally deadly toxins. When a poison would cause ability damage, the target instead gains a +4 alchemical bonus to that ability score. The spell then immediately ends, but the bonus lasts for a number of minutes equal to the ability damage that the poison would have caused. The target becomes resistant to poison damage, and unable to be placed in the poisoned condition while this spell is active.

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**IRKSOME PRESERVES** **LEVEL 2**

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a small berry or piece of fruit

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

At your command, delicious fruit jam oozes from a small mechanical device (such as a crossbow trigger, a lock, or a clockwork toy), rendering the device inoperable until the spell ends and the device is cleaned with a damp cloth. Cleaning away the jam takes an action, but doing so has no effect until the spell ends. One serving of the jam can be collected in a suitable container. If it's eaten (as a bonus action) within 24 hours, the jam restores 1d4 hit points.

The spell can affect constructs, with two limitations. First, the target creature negates the effect with a successful Dexterity saving throw. Second, unless the construct is Tiny, only one component (an eye, a knee, an elbow, and so forth) can be disabled. The affected construct has disadvantage on attack rolls and ability checks that depend on the disabled component until the spell ends and the jam is removed.

**Heightened (+):** for each additional spell slot used, you may target an additional mechanical device.

**IRONGUTS****LEVEL 1**

*Primal, Spirit, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** cud from a cow [consumed]

**Range:** 20 feet

**Duration:** 10 minutes

You enable a creature to better fight off the effect of poison. The subject is filled with antitoxin and gains advantage on saves against all kinds of poisons, regardless if received from injury, contact, ingestion, or inhalation. After the spell ends, the subject is nauseated for 1 round.

**Heightened (+):** for every spell slot above 1st, you may target an additional creature

**Heightened (2nd):** in addition, the subject is not nauseated after the spell ends, and can extract nutrition from any organic matter that it eats. If the creature eats 1 pound of organic matter a day, it does not suffer from hunger.

**IRON HAND****CANTRIP**

*Primal, Cantrip, Autumn*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 hour

You imbue one of your arms to be immune to fire, heat, and flame. This immunity makes the arm impervious to damage of this type, allowing you to grasp red-hot metal, scoop up molten glass with your fingers, or reach deep into a roaring fire to pick up an object. In addition, if you take the Dodge action while you're protected by *iron hand*, you have resistance to fire damage until the start of your next turn.

**IRONWOOD****LEVEL 6**

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 24 hours / Druid level

You imbue natural wood to make it as strong, heavy, and resistant to fire as steel; while remaining natural wood in almost every other way. Spells that affect metal or iron do not function on ironwood. Spells that affect wood do affect ironwood, although ironwood does not burn.

You may affect wood weighing up to 5 lbs / Druid level. If your target is half that, any weapon/shield/armor created in this way gains a +1 enchantment bonus.

Casting this spell repeatedly such that an item is Ironwood for six months makes this effect permanent.

**KISS OF THE FIRST WORLD****LEVEL 4**

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** honey, dabbed on the lips

**Range:** Touch

**Duration:** 1 round / Druid level

You bestow a kiss upon a target by making a touch attack. Your kiss infuses a living creature with a surge of energy from The Mother, filling them with the raw energies of life. The exact effects of this spell vary by the nature of the creature kissed. Constructs are immune to the effects of this spell.

Living creatures gain a 20 foot increase to their base land speed, and advantage on Charisma based skills checks. In addition, the creature heals 2 hit points each round at the start of their turn. Fire or acid damage causes this healing to stop functioning for their next turn.

Undead creatures must succeed a Wisdom saving throw. On a failure the creature is staggered, only able to make a move or an action (but not both). It loses one resistance or immunity of your choice, and the save DCs for any of its abilities and special attacks are reduced by 2. On a success, only the DCs of its abilities are reduced.

## LAND WOMB

LEVEL 4

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a handful of soil

**Range:** Touch

**Duration:** 1 hour

You and up to 1 willing creature per Druid level, who must all be touching in a circle and standing on the ground, descend into a protective bubble in the earth as I'd the ground opened up to swallow you. You all must be standing on tillable soil, as you cannot enter stone or rock. This spell holds you in a secure space 10 feet below the surface.

Anyone in the land womb cannot be perceived by divination spells of 4th level or lower, and while your heads are exposed and there is enough air to breathe, the soil tightly constricts around your body making it impossible to cast spells with somatic components. While underground, you cannot hear or see the surface via non magical means. You may end the spell at any time, but those who are with you may not. At the end of the spell, you are returned to the spot where you stood when the spell took effect.

## LAY OF THE LAND

LEVEL 2

*Primal, Circle Of Land, Stars*

**Cast:** 1 minute, verbal, somatic

**Focus:** a handful of soil from the land to be memorized

**Range:** Self

**Duration:** 1 day

You learn about the geography of your surroundings within a radius of 1 mile per 2 caster levels (minimum 1 mile). This instant familiarity grants you an insight bonus equal to your caster level (maximum +5) on Knowledge (geography) checks and Survival checks to avoid getting lost so long as you remain in the affected area.

Additionally, for the duration of the spell you can make Knowledge (geography) checks regarding the affected area as though you were proficient in that skill.

## LILY PAD STRIDE

LEVEL 3

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a lily pad

**Range:** 400 feet

**Duration:** 1 hour

Your every footstep creates aquatic plants capable of supporting your weight and that of any creature of your size or smaller that is following you. These lily pads only appear when you cross water or other liquids which do not immediately destroy plants. You can walk across these liquids without any fear of stumbling, though if knocked prone or dragged under you sink normally into the liquid. Creatures that attempt to follow you must succeed a DC 10 Acrobatics check every round; each successful check allows it to move at half its movement. They may attempt a DC 15 Acrobatics check to move at normal speed, and DC 20 to dash. A failure (or a creature larger than you) causes the creature to fall through, damaging the plants. Each time a creature falls through, all subsequent creatures take a cumulative -5 penalty to Acrobatics when crossing that specific stretch of plants. The lily pads disappear once you pass beyond the spells range, otherwise they remain until the spells duration.

## LIVEOAK

LEVEL 6

*Primal, Spring, Circle Of Land*

**Cast:** 10 minutes, verbal, somatic

**Range:** Touch

**Duration:** 1 day / Druid level

You turn a large deciduous tree into a protector or guardian. The spell can only be cast on a

single tree at a time; while the spell is in effect, you can't cast it again on another tree. The target must be cast on a healthy, Huge tree which lifts its roots out of the ground and animates into a Treant without the ability to speak. It understands languages you speak, and will follow your commands. If the spell is dispelled, the tree takes root immediately wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

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### MAGIC STONE

### CANTRIP

*Primal, Winter*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** three pebbles

**Range:** Touch

**Duration:** 1 minute

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, it has a range of 60 feet. If someone else attacks with the pebble, that attacker adds your spell casting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to  $1d6 +$  your spell casting ability modifier. Hit or miss, the spell then ends on that stone.

If you cast this spell again, the spell ends early on any pebbles still affected by it.

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### MASTER EARTH

### LEVEL 7

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a fossil

**Range:** Personal

**Duration:** Instantaneous

You travel straight through the earth itself to a destination you choose. The movement is instantaneous and has no distance limitations (though the location must be on the same

physical world). You need only think of where you want to go. If you don't think of an exact location, the earth carries you to the periphery of the general area you imagine.

The earth never leaves you stranded inside it. It always puts you back to the surface even if it cannot deliver you to your chosen destination. It takes you as far as it can. Underground, creature-built structures don't hinder you as long as you can move around them; however this spell can't transport you through worked stone or wood. This spell only functions within The Echo Planes, and you must generally have a visual image of the location you are transporting to.

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### MAW OF NEEDLES

### LEVEL 1

*Primal, Winter*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

A spiny array of needle sharp fangs protrude from your gums, giving you rows of thorny teeth. For the duration, you can use your action to make a melee spell attack with the bite. On a hit, the target takes  $2d6$  piercing damage and must succeed on a Dexterity saving throw or some of the spines in your mouth break off, sticking in the target. Until this spell ends, the target must succeed on a Constitution saving throw at the start of each of its turns or take  $1d6$  piercing damage from the spines. If you hit a target that has your spines stuck in it, your attack deals extra damage equal to your spell casting ability modifier, and more spines don't break off in the target. Your spines can stick in only one target at a time. If your spines stick into another target, the spines on the previous target crumble to dust, ending the effect on that target.

**Heightened (+):** when you cast this spell using a spell slot of 3rd level or higher, the damage of the spiny bite and the spines increases by  $1d6$  for every two slot levels above 1st.

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METABOLIC HEALING	LEVEL 6	MONSTROUS EMPATHY	LEVEL 3
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*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a shed reptile skin

**Range:** 60 feet

**Duration:** Instantaneous

You choose a creature that you can see within range and cause it to gain a surge of primal energy that knits its wounds. Bruises and wounds flake off as new skin rapidly grows in its place. The creature receives an amount of healing equivalent to 7 of its hit dice, as well as a number of hit points equal to your Druid level, that is received instantaneously. Any additional hit point gain above their maximum hit points is lost. This spell also cures blindness, deafness, and any diseases or poisons affecting the target.

**Heightened (+):** When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 1 hit dice for each spell level above 6th.

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MIRE	LEVEL 3	MONSTROUS PHYSIQUE	LEVEL 4
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*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a handful of sand

**Range:** 100 feet / 10 foot square

**Duration:** 1 hour

You create a 10 foot square pit of quicksand, sticky mud, or a similar dangerous natural hazard suited to the region. A creature that's in the area when the spell is cast or that enters the affected area must make a successful Strength saving throw or sink up to its waist and be restrained by the mire. From that point on, the mire acts as quicksand, but the DC for Strength checks to escape from the quicksand is equal to your spell save DC. A creature outside the mire trying to pull another creature free receives a +5 on the Strength check.

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MONSTROUS EMPATHY	LEVEL 3
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*Primal, Circle Of Moon, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** a morsel of food

**Range:** 30 feet

**Duration:** 24 hours

You forge a connection with a monstrosity. Choose a monstrosity that you can see within range. It must see and hear you. If the monstrosity's Intelligence score is 4 or higher, the spell fails. Otherwise, the monstrosity must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell fails. Charmed monsters gain a neutral reaction to you, they do not respond to your commands but they will not attack unless provoked.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can affect one additional monstrosity for each slot level above 3rd.

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MONSTROUS PHYSIQUE	LEVEL 4
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*Primal, Autumn, Circle Of Moon*

**Cast:** 1 action, somatic

**Focus:** a piece of the creature whose form you plan to assume

**Range:** Self

**Duration:** 1/2 the duration of Wild Shape

You cast this spell and expend one use of your Druidic Wild Shape ability to assume the shape of a Monstrous creature or Aberration with a CR within range of your wild shape ability. You gain its physical abilities and characteristics as with Wild Shape.

**Heightened (6th):** you can take on the form of a Beast, Monster or Aberration with a CR equal to double your Wild Shape CR threshold.

## MOONBEAM

## LEVEL 2

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** several seeds of any moonseed plant and a piece of opalescent feldspar

**Range:** 120 feet

**Duration:** 1 minute

You cause a silvery beam of pale light to shine down in a 5-foot radius, 40 foot high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is engulfed in ghostly flames that cause searing pain, and it must make a Constitution saving throw. It takes 2d10 radiant damage on a failed save, or half as much damage on a successful one.

A shape changer makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until it leaves the spell's light.

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

**Heightened (+):** when you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

## MOONFIRE

## LEVEL 9

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** several seeds of any moonseed plant and a piece of opalescent feldspar

**Range:** Self / 60 foot cone

**Duration:** Instantaneous and 1 minute

You create a fiery white moonlight cone that springs from your hand. Living creatures in a 60 foot cone feel an unnatural chill and take 1d8 points of damage per two Druid levels (maximum 10d8). Undead creatures and targets not

currently in their natural shape take double damage. All creatures that succeed on a Dexterity saving throw take half damage. All magical auras within the cone glow with a faint blue light for 1 minute. Disguised, shape changed, or polymorphic creatures and objects in the spell's area at the time of the spell is cast must succeed on a Wisdom saving throw or immediately return to their normal forms. Even if the save succeeds, they remain covered in ghostly white outlines that show their true forms for the duration of the spell. Similarly, Illusions become pale white outlines and Invisible creatures must succeed on a Wisdom saving throw or be outlined.

The entire area covered by the cone glows silver-white for 1 minute. This radiance is as bright as the light of a full moon and grants resistance to necrotic damage for those who remain within the beam.

## MOON LUST

## LEVEL 1

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a sliver of silver

**Range:** 100 feet

**Duration:** 1 round / level

You instill a target an obsessive fascination with nature (e.g. the moon, the bark of a tree, the patterns in stone, the scent of the breeze). The target must be able to see and have a line of sight to the moon or other natural item. It must make a Wisdom saving throw; on a success, it becomes distracted as it stares at nature. On a failure this distraction is so intense the creature is considered stunned.

**Heightened (+):** for spell slots above 1st, you may target 1 additional creature

## MOON PATH

## LEVEL 5

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** it must be dusk or night

**Range:** 120 feet

**Duration:** 1 minute / Druid level

You create a stair or bridge from one spot to another formed out of pale moon light. The effect is a railless ribbon of glowing white translucent force like a glass strip. The strip can be from 3 to 20 feet wide as you decide. You can vary the width over the ribbon's length if you wish. It sticks to its endpoints unshakably, even if these endpoints are in midair.

At the time of the casting, you designate one creature per Druid level to receive extra protection while standing on or moving along the Moon Path. Would-be attackers to those you protect must first succeed on a Wisdom saving throw against your spell save DC. On a failure, they must select another target. Protected creatures also find it easy to remain on the path, and have advantage for any acrobatics or checks to balance.

## MOSQUITO BANE

LEVEL 1

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Range:** 50 feet

**Duration:** Instantaneous

This spell kills any insects or swarms of insects within range that have a total of 25 hit points or fewer.

**Heightened (+):** When you cast this spell using a spell slot of 2nd or higher, the number of hit points affected increases by 15 for each slot level above 1st.

## MOTHER'S IRE

LEVEL 6

*Primal, Spring, Circle Of Land*

**Cast:** 1 action, verbal, somatic

**Focus:** a blade of grass

**Range:** 120 feet

**Duration:** 1 round / Druid level

You cause tall grass, weeds, and other plants to swell into Gargantuan vines and tendrils that erupt from the ground in a 120 foot radius within a point in range that you can see. These plants reach and grasp for any manmade structure or any creature not born on The Material Plane. Any creature or structure starting their turn within the spell's radius must make a Strength or Dexterity saving throw or be grappled. Grappled creatures and objects take  $4d6+13$  points of damage per round. Creatures native to The Material Plane are not attacked or impeded by this spell.

## MUD PACK\*

LEVEL 1

*Primal, Material, Autumn*

**Cast:** 10 minutes, verbal, somatic, material (clumps of mud)

**Range:** Touch

**Duration:** 1 hour

You cover you or a willing creature you touch in earthen mud. For the duration, the spell protects the target from extreme cold and heat, allowing the target to automatically succeed on Constitution saving throws against environmental hazards related to temperature. In addition, the target has advantage on Stealth checks while traveling at a slow pace in the terrain related to the source of the mud. The target also becomes resistant to cold and fire.

**Material:** clumps of mud

**Heightened (3rd):** when you cast this spell using a spell slot of 3rd or higher, the duration is 8 hours and you can target up to 10 willing creatures within 30 feet of you.

## NATURE'S AEGIS

LEVEL 1

*Primal, Material, Spring*

**Cast:** 1 action, verbal, focus, material (an area of natural vegetation)

**Range:** Self

**Duration:** 1 hour

Grass, vines, branches, and other vegetation weave themselves over your body into a temporary suit of armor. You can use an action to dismiss this spell. You gain an Armor Class of 14 + your Dexterity modifier. The armor weighs 8 pounds and provides you with advantage on Dexterity (Stealth) checks made to hide in the terrain from which you used the vegetation

**Material:** an area of natural vegetation

#### NATURE'S AVATAR

LEVEL 9

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a shaving of licorice root

**Range:** Touch

**Duration:** 1 minute / Druid level

You infuse the spirit of nature into a target. That creature gains a +10 bonus on attack and damage rolls, 1d8 temporary hit points per Druid level, and 30 feet of additional movement. Additionally, when making a full attack action, this creature may make one extra attack with any weapon they are holding. This attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation.

#### NATURE'S GRACE

LEVEL 1

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Range:** Self (20 feet radius)

**Duration:** 1 hour

Anyone within the area of the spell (including you) finds the undergrowth held aside while they pass. This effect essentially provides a trail through any kind of undergrowth, and you treat any trackless terrain as having a trail. Once the effect of the

spell passes, the plants return to their normal shape. Movement is not hindered by difficult terrain composed of natural vegetation. The DC to track anyone who traveled within the area of this spell is increased by 5 (the equivalent of hiding the trail).

This spell has no effect on plant type creatures (that is, they aren't pushed or held aside by this effect).

#### NATURE'S RAMPART

LEVEL 3

*Primal, Circle Of Land, Autumn*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a quartz gem engraved with the design of the rampart worth 10 gold [consumed]

**Range:** Touch / 40 foot square

**Duration:** Instantaneous

You bury the quartz gem into the earth, and perform a ceremony that causes the ground to tremble and shift into a new form.

You shape a 40 foot square into a usable space such as a formidable defensive position, place of worship, or outdoor amphitheater. Usually this spell is used to prepare an outdoor area such as a hillside or forest. Artificial structures or features are not effected, although this spell could be positioned to fill a gap between two buildings or barricade an unsaved road. The effects of this spell depend on the terrain.

**Earthen walls:** you may make earthen walls 5 feet high and 5 feet thick behind a shallow ditch 5 feet wide and 5 feet deep. Creatures behind the wall receive cover. Attackers must scramble down into the ditch and climb 10 feet to reach the top (DC 10 Climb).

**Marshy/Low Lying Ditch:** in areas of marsh, bog, or swamp, ditches may be filled with water, reducing creatures to 1/4 their normal speed and canceling the ability to charge or run.

#### NOURISHING REPAST

LEVEL 1

*Primal, Material, Dawn*

**Cast:** 1 minute, verbal, focus, material (a handful of natural food)  
**Range:** Touch  
**Duration:** 24 hours

You magically enhance a handful of natural food (simple foods like berries, grains, nuts), imbuing it with enough nutrition to satisfy a 10 Medium creatures for a full day. This also removes any poison or disease from the food. When a creature consumes one of the 10 portions, they regain 1 hitpoint. This spell does not create food, but can extend limited reserves for lengthy periods. The food loses its potency if it has not been consumed within 24 hours of casting this spell. If the food is eaten over the course of a rest, the creatures are also provided a +1 bonus to each Hit Dice spent to regain hit points.

**Material:** a handful of simple natural food (nuts, berries, grains)

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**ONE WITH THE BEASTS** LEVEL 2

*Primal, Summer*

**Cast:** 1 bonus action, verbal, somatic  
**Focus:** a pinch of pine sap  
**Range:** Touch  
**Duration:** 1 hour / level

You grant the target a +10 bonus to Animal Handling checks.

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**PARTIAL SHAPESHIFT** LEVEL 2

*Primal, Circle Of Moon, Summer*

**Cast:** 1 action, verbal, somatic  
**Focus:** <see text>  
**Range:** Self  
**Duration:** 10 minutes

You transform a portion of your body into a wild shape, permitting you advantages while retaining your humanoid form.

**Feet To Fins.** Focus: a fish scale. Your feet transform into fins, improving mobility in the

water but reducing it on land. Your swim speed becomes equal to your land speed, and your land speed is reduced by half. You also form gills and can breath underwater.

**Springy Legs.** Focus: a grasshoppers hind leg. Your legs bend like those of a grasshopper, granting a tripled jump distance.

**Branch To Branch.** Focus: squirrel fur. You gain the tail and Dexterity of a squirrel. Gain +10 on climb checks made in trees. You may move from branch to branch at an increased speed of 10 feet and ignore difficult terrain made from undergrowth.

**Burrow.** Focus: a claw from a burrowing creature. You grow long blunt claws made for digging and may burrow through dirt and loose rocks (but not solid stone) with a speed of 30 feet.

**Beast Claws.** Focus: talon from a bird of prey. Your hands grow into talons and you gain two claw attacks that act as slashing weapons, dealing 1d4 points of damage. You take no penalties for two weapon fighting.

**Carapace.** Focus: a turtle shell. You gain a +2 to Armor Class as your back is covered with a thick shell. You are treated as wearing heavy armor, with a reduction of speed by 10 feet and a disadvantage to Stealth.

**Ram's Horns.** Focus: horns of a ram. Your body hair grows thick and wooly, and a curling pair of horns sprouts from your head. You can make ram attacks as an action (you are proficient at this) dealing 1d6 bludgeoning. If you move at least 20 feet straight toward a target and hit with a ram attack on the same turn, the target takes an extra 1d6 bludgeoning and it must succeed a Strength saving throw or be knocked prone. Your feet become hooved and if not in shoes allow you to ignore difficult terrain caused by rubble, ice sheets, scree, or steep slopes and advantage on Strength (Athletics) checks while climbing or jumping, and Dexterity (Acrobatics) to balance and stay on your feet.

**Heightened (3rd):** Using a 3rd level spell slot, you may also partially shapeshift into the following forms:

**Snakebite.** Focus: a shed snakeskin. One of your hands become a serpent's head, your teeth become fangs with venom sacs, your tongue forked and pupils sharply vertical. You gain dark vision at a range of 60 feet and blindsight with a range of 30. As a bonus action you may spit a distance of 60 feet and deal 2d6 poison damage on a successful ranged attack. As an action you may bite with your hand or mouth for 2d6 piercing damage.

**Defensive Quills.** Focus: porcupine quill. You grow porcupine quills and gain +1 to AC. Creature that attack you with unarmed strikes take 2d8 piercing damage. Creatures grappling you take this damage upon a successful grapple as well as at the beginning of each of its turns it is grappling you. If a creature swallows you, it takes damage from the quills each round at the start of your turn.

## PATH OF THE WINDS

LEVEL 6

*Primal, Winter*

**Cast:** 1 Action, verbal, somatic

**Focus:** dandelion fluff [consumed]

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

With a sweeping gesture, you call forth mighty winds to clear a path ahead of you. The winds are the equivalent of a windstorm. The winds sweep a 40 foot tall, 40 foot wise, 100 foot long area in range clear of anything of Small or smaller size, blowing it outwards to the sides of the spells effect (50% chance of landing on either side). Creatures or objects of Medium size may roll a Strength saving throw to resist. Large creatures gain advantage on the saving throw. Flying creatures are at disadvantage. You may be within the effect without penalty, though all other creature are subject to the wind's effects. On subsequent turns, you may call forth additional bursts of wind as an action.

## PERINARCH

LEVEL 4

*Primal, Stars, Circle Of Land*

**Cast:** 1 action, verbal, somatic

**Focus:** Spend 2 hit dice

**Range:** 120 feet

**Duration:** 1 round / Druid Level

You are granted temporary control over the surrounding terrain in a 120 feet radius from you. Control allows you to reshape terrain as you desire, adding or subtracting one of the four basic elements once per round as a standard action; controlling a 15 foot diameter sphere at a time. A favorite among travelers from The Material Plane in hostile environments is a chunk of earth surrounded by a small atmosphere of air. If you move more than 100 feet away from the area that you controlled, the order you imposed slowly fades away over the same course of time it took to create.

You are unable to achieve any works of complexity within an area you control, but you can mix two or three elements in a crude fashion. The morphing of the terrain that you do happens slowly, and creatures can spend a reaction to step out of morphing terrain.

## PHASE TRAP

LEVEL 4

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a gem of solid amber

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You cause a target to lose the ability to exist in multiple planes of existence simultaneously, effectively "locking" the creature to the current plane of existence that you share with the target when casting the spell. You must be able to see the target.

If the creature has any magical effects permitting it to phase between planes originating from a natural ability or a spell of 3rd level or lower, it is

suppressed for the duration of this spell. Otherwise, this spell has no effect. Magical spells such as teleportation are effected, as well as creatures abilities to blink, displace or phase themselves between planes. The creature would not be able to phase through walls, and ghosts and apparitions are able to be harmed with mundane weapons.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you may suppress magical spells if its level is less than or equal to the level of the spell slot you used.

### PILLAR OF LIFE

LEVEL 5

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of salt

**Range:** 120 feet

**Duration:** 1 minute

You conjure a 8 foot tall pillar of crystal in a single 5-foot square within range that radiates light as if it were a sunroof. Living creatures adjacent to the pillar can spend a bonus action to touch the pillar and heal  $2d8$  points of damage +1 point per Druid level (maximum +20). Creatures can move into the square containing the pillar, but if an undead creatures moves into the pillar it takes  $1d6$  points of damage per caster level (maximum  $10d6$ ). Undead creature vulnerable to bright light take 18 points of damage per caster level (maximum  $10d8$ ). A creature cannot benefit or suffer more than once from a single casting of this spell.

### PLANAR AEGIS

LEVEL 3

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** a fistful of naturally occurring material from the elemental plane in question

**Range:** self

**Duration:** 1 minute

You draw motes of essence from material native to an elemental plane, weaving the essence together into a shield of force. Choose an essence trait from the list below; the material component for this spell must come from a plane that has the essence trait you chose. Each essence trait has an associated damage type (see the table below). Any creature that hits you with a non-reach melee weapon, natural weapon, or unarmed attack takes  $3d6$  points of damage plus your spell attack modifier of a type corresponding to the essence trait you chose. In addition, you take only half damage from attacks or effects of the associated damage type, and if such an attack or effect allows a saving throw for half damage, you take no damage on a successful saving throw.

Essence Trait	Damage Type
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

### PLANAR INFUSION

LEVEL 1

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 24 hours

You draw upon the latent planar energy of your surroundings, allowing you to temporarily infuse a creature with the plane's power. The touched creature gains that plane's basic infusion for the spell's duration and is therefore considered to be a native of that plane. The spell ends as soon as the target leaves the plane with which it has been infused.

**Heightened (4th):** Along with the benefits listed above, the target may wild shape (if they have

that ability) into creatures native to the plane while this spell is active.

### PLANAR ORIENTATION\*

### LEVEL 1

*Primal, Stars, Ritual*

**Cast:** 1 Action, verbal, somatic

**Range:** Self

**Duration:** Instantaneous

Instantly know the direction of the nearest leyline, location of planar significance, or rifts and gates between planes.

### PLANAR PLUME

### LEVEL 7

*Primal, Stars*

**Cast:** 1 Action, verbal, somatic

**Focus:** the silk of a Moonfire butterfly

**Range:** 30 feet

**Duration:** 1d6 rounds

You create a violent plume of planar energies which erupt from a solid surface within range. The plume is 5 feet wide and shoots 15 feet into the air, and last for 1d6 rounds. Creatures in the area suffer the effects of the plume, as detailed below. The plane whose energies are called upon is determined by a random roll on the table below:

d100	Plane
01-60	The Elemental Planes
61-80	The Echo Planes
81-100	The Outer Planes

**The Elemental Planes.** You manifest the maelstrom from the fountains of creation. Select one of the following planes/effects:

- **Air.** You manifest a titanic surge of swirling wind, much like an upended tornado. Creatures who enter this space must succeed on a Strength saving throw of DC 20 or be thrown 10 yards in a direction you

choose, and take 3d6 points of bludgeoning damage before being knocked prone.

- **Earth.** A swirling mass of dust and rock pummel those within the space. Creatures must succeed on a Constitution saving throw or take 6d10 bludgeoning damage (half damage on a successful save).

- **Fire.** This plume is a tremendously hot column of roaring fire. Creatures must succeed on a Dexterity saving throw or take 8d8 points of fire damage (half damage on a successful save).

- **Water** This plume is a vertical, gushing stream of pressurized water. Creatures must succeed on a Wisdom saving throw or be trapped within the space unable to move for this round. Trapped creatures take 6d4 points of bludgeoning damage.

**The Echo Planes.** You manifest the energy of Asha itself from one of her four echo planes. Select one of the following planes/effects:

- **The Dream World.** The plume weakens the boundary between worlds. Any creature entering the plume may use a bonus action to teleport up to 60 feet away to any free space.

- **The Shadowfell.** Any spell cast within this location can be treated as if it was cast as a spell slot with a level one higher than the slot used.

- **The Feywild.** Sounds of music and merriment flow from the plume. Each round, roll 7d8; the total is how many hit points of creatures the plume can effect within a 10 foot radius. Creatures within 10 feet of the plume are affected in ascending order of their current hit points (ignoring unconscious creatures). Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the plume ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on the the creature with the next lowest hit points. A creature's hit

points must be equal to or less than the remaining total for that creature to be affected.

- **The Material Plane.** A plume of healing life energy flows forth. Any creatures who end their turn in this space can roll 1 hit dice and heal that amount of damage without expending one of their hit dice.

**The Outer Planes.** You summon a plume of pure energy from one of the aligned outer planes. Select one of the following planes/effects:

- **Baator.** You create a plume that unleashes the fear and torment of Baator. Those caught within the plume that are not native to Baator must succeed on a DC 20 Wisdom saving throw or Frightened; frightened creatures must stay 30 feet away from this plume.
- **Elysium.** This plume destroys mindless undead or shadow creatures with a CR of 4 or lower, and does 3d10 radiant damage to all creatures not from The Material Plane or made of light and radiance.
- **Limbo.** This plume sucks everything within 30 feet towards its center, who fail a Strength saving throw with a DC of 20. Creatures caught within it suffer 7d6 bludgeoning damage as it begins to crush them.
- **The Wilds.** Magic ceases to exist within this space, all creatures within it are unable to cast spells and any magical effects deactivate as if dispelled if they were Level 7 or lower. Area of effect spells can not target this location.

#### PLANAR REFUGE

LEVEL 7

*Primal, Stars, Circle Of Land*

**Cast:** 1 hour, verbal, somatic

**Focus:** a living plant from The Material Plane

**Range:** Touch, 50 feet radius

**Duration:** 1 day / Druid Level

This spell enforces the rules of The Material Plane on other planes of existence in a 50 feet radius.

You delicately secure a plant into the ground, while performing a primal ritual. Upon casting this spell on another plane, a spherical pocket of wilderness terrain forms around the plant. The affected area defies the local climate and planar traits, suppressing any harmful environmental effects such as toxicity, extreme temperatures, or lack of air (though this spell doesn't affect gravity). The area also comes lush with edible plants whose appearance, taste, and smell bear characteristics distinct to the environment. On a negative-dominant plane, for example, the plants grow ghastly white leaves and taste bitter. Though this spell can be cast on any plane of existence other than The Material Plane, it requires a body of solid matter at least as large as its area to function.

#### PLANT BODY

LEVEL 5

*Primal, Spring, Circle Of Land*

**Cast:** 1 Action, verbal, somatic

**Focus:** a living plant

**Range:** Self

**Duration:** 10 minutes / Druid Level

You take on the appearance of a living plant that you touch. Moss and ivy cover your flesh until you resemble a shambling mound.

You imbue yourself with powerful transformative nature magic, gaining some of the characteristics of the plant type. Any spells or effect that would affect plant creatures also affects you, for the duration of the spell.

When subject to this spell, you are immune to extra damage from critical hits, mind-affecting spells and abilities, poison, sleep, paralysis, stunning, and polymorphing.

Your ability scores, skills, and feats are all unaffected (although your new form might make it difficult or impossible for you to use certain skills or feats).

#### POISON SPRAY

CANTRIP

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic  
**Focus:** a sprinkle of dry dirt or dust  
**Range:** 10 feet  
**Duration:** Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

**Heightened (5th):** 2d12 damage  
**Heightened(11th):** 3d12 damage  
**Heightened(17th):** 4d12 damage

## POISONOUS FLESH

LEVEL 2

*Primal, Dawn*  
**Cast:** 1 action, verbal, somatic  
**Focus:** a sprig of milkweed  
**Range:** Self  
**Duration:** Concentration, up to 1 hour

You make your flesh and blood poisonous, deterring creatures that might want to devour you. For the duration, any creatures that hit you with a bite attack must make a Constitution saving throw. On a failed save, it takes 2d8 poison damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and is not poisoned. Creatures with an Intelligence of 5 or lower will not willingly bite you again, seeking other prey instead. If such a creature is unable to disengage from combat with you, it will use other attack actions to deal damage if possible, but will continue to use its bite attack if it has no other option. If you are swallowed by a creature, immediately after you take whatever damage is dealt by the creature's digestion, the creature takes 4d8 poison damage and is poisoned from 1 hour. A successful Constitution saving throw negates the poisoned condition. On its next turn, the creature must use an action to spit you out.

## POTENCY OF THE PACK

LEVEL 3

*Primal, Summer, Circle Of Moon*

**Cast:** 1 action, verbal, somatic  
**Focus:** a few hairs from a wolf  
**Range:** 25 feet  
**Duration:** 1 minute

You bestow lupine traits on a group of living creatures that you designate within range. Choose one of the following benefits to be gained by all targets for the duration:

**Thick Fur.** Each target sprouts fur over its entire body, giving it a +2 bonus to Armor Class.  
**Keen Hearing And Smell.** Each target has advantage on Wisdom (Perception) checks that rely on hearing or smell.  
**Pack Tactics.** Each affected creature has advantage on an attack roll against a target if at least one of the attacker's allies (also under the effect of this spell) is within 5 feet of the target of the attack and the ally isn't incapacitated.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 minute for each slot level above 3rd.

## PREDICT WEATHER

CANTRIP

*Primal, Cantrip, Stars*  
**Cast:** 1 action, somatic  
**Focus:** a cat's whisker  
**Range:** 1 day / 5 mile radius  
**Duration:** Instantaneous

You accurately forecast the weather for a given location over a given amount of time. The spell allows you to predict the weather within the next 24 hours within a 5 mile radius. The forecast does **not** take magical meddling into account, or predict the actions of other spellcasters!

**Heightened (+):** for each additional spell slot you can add an additional day, and an additional 5 mile radius to the forecast.

**Heightened (3rd):** when you cast this spell using a 3rd level spell slot or higher, you also reveal any spells or abilities in effect that are affecting the current weather. You however do not learn the source of those abilities.

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PRETERNATURAL INSTINCTS                    LEVEL 1

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*Primal, Dusk*

**Cast:** 1 action, somatic

**Focus:** pinch of powdered cinnamon [consumed]

**Range:** Touch

**Duration:** 8 hours

You touch a creature and grant it an enhanced sense of smell and taste. For the duration, the creature has advantage on Wisdom (Perception) checks that rely on smell and on Wisdom (Survival) checks to follow tracks.

**Heightened (2nd):** gain advantage to Wisdom (Perception) and Wisdom (Survival) to all checks, not just following tracks

**Heightened (3rd):** also grant the target blindsight out to a range of 30 feet for the duration, and ignore the effect of natural (nonmagical) difficult terrain

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PRIMAL BREATH                    LEVEL 1

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*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 2 hours

The recipient of this spell can breathe and function normally in thin atmosphere, suffering no ill effect at altitudes of up to 20,000 feet. If more than one creature is touched during the casting, the duration is divided evenly among all creatures touched.

**Heightened (+):** when you cast this spell using a spell slot of 2nd level or higher, the duration

increases by 2 hours for each slot level above 1st.

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PRIMAL REGRESSION                    LEVEL 7

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*Primal, Stars, Circle Of Moon*

**Cast:** 1 action, verbal, somatic

**Focus:** musk from an alpha predator

**Range:** 30 feet

**Duration:** 1 minute / Druid Level

This spell sequesters the target's ability for higher reasoning, allowing their darker impulses to come to the fore. Select a number of creatures in range equal to 1/2 your Druid level, no two which can be more than 30 feet apart. Each must succeed at an Intelligence saving throw or become a ravenous monster - savage, bloodthirsty, and brutish. When the spell ends, each affected creature must succeed at a Wisdom saving throw or take 1d4 points of Intelligence drain and 1d4 points of Charisma damage. Until the spell ends, the targets have all of the following benefits and drawbacks:

- Targets' Intelligence and Charisma scores drop to 3 (if the scores were original higher), and they are unable to use Intelligence or Charisma based skills, cast spells, understand language, or communicate coherently.
- Targets take a -4 penalty on Wisdom, Intelligence and Charisma saving throws.
- Targets gain a +6 enhancement bonus to Strength, +2 to natural Armor Class, and 2d8 temporary hit points. These temporary hit points disappear at the end of the spell's duration.

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PRODUCE FLAME                    CANTRIP

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*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Range:** Self/Touch

**Duration:** 1 minute / Druid Level

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10 foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

**Heightened (5th):** damage increases to 2d8

**Heightened (11th):** damage increases to 3d8

**Heightened (17th):** damage increases to 4d8

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PUP SHAPE	LEVEL 3
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*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** a baby tooth

**Range:** 30 feet

**Duration:** 1 round / Druid level

You target a beast who must succeed a Constitution saving throw or transform into either a Small or one size category smaller than themselves (whichever is smaller) magic beast. This creates a younger magical version of itself for a short period of time. While in this form, the target has only 1 HD (max hit points), and the target takes a -4 penalty to Strength, Constitution, Intelligence, and Wisdom (minimum 1). The creature also gains a +4 size bonus to Dexterity.

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QUENCH	LEVEL 3
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*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a cloth soaked in water

**Range:** 120 feet

**Duration:** Instantaneous

You extinguish all nonmagical fires in a 30-foot radius area centered on the point at which you cast this spell. There is a chance you can extinguish fire spells in the area as well. For each fire spell in the area, make a Wisdom check. The DC equals  $10 + \text{the spell's level}$ . On a successful check, the spell ends.

Fire elementals in the area take  $8d6$  cold damage. A successful Constitution saving throw reduces this damage by half.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the radius of the area increases by 10 feet, and the damage against fire elementals increases by 1d6, for each slot level above 3rd.

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QUESTING STONE*	LEVEL 4
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*Primal, Autumn, Ritual, Circle Of Land*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a smooth river stone

**Range:** Touch

**Duration:** 1 hour

You perform a ritual that allows you (as an action) to shift your senses into a smooth river stone, as long as the stone is on the same plane of existence as you. During this time, you are deaf and blind with regard to your own senses; and can perceive from the vantage point of the stone.

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RAVEN'S FLIGHT	LEVEL 2
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*Primal, Circle Of Moon, Winter*

**Cast:** 1 bonus action + 1 move, somatic

**Focus:** a raven's feather

**Range:** Self

**Duration:** 1 round

You can cast this spell only if you have not moved yet on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn. You gain a fly speed of 50 feet

with good maneuverability. Upon moving, you revert back to your original form and may only move an additional 5 feet.

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**RAISE ANIMAL COMPANION****LEVEL 4**

*Primal, Dusk*

**Cast:** 1 minute, verbal, somatic

**Focus:** a grave flower

**Range:** Touch

**Duration:** Instantaneous

You restore life to a deceased beast. You can raise a beast that has been dead for no longer than 1 day per Druid level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not function.

A creature who has been turned into an undead creature or killed by old age can not be raised by this spell. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life.

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**REAVER SPIRIT****LEVEL 2**

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a tuft of hair from a bear or badger

**Range:** Touch

**Duration:** Concentration, up to 1 minute

The target is overcome with adrenaline as their body's vital defense mechanisms are activated, allowing their body to push past physical limits. The target's strength is considered 19 for the duration of the spell, and they do not fall unconscious until they reach -10 hit points. When they are below 0 hit points they gain an extra attack.

All of their non-strength based skills are at disadvantage, as well as Wisdom saving throws.

The target is unable to cast or maintain spells or wild shapes.

If unwilling, the target may make a Wisdom saving throw to negate these effects. They may continue to retry this saving throw at the start of their turn.

When the spell ends, the target must succeed on a Constitution saving throw or gain 1 level of exhaustion.

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**REINCARNATE****LEVEL 5**

*Primal, Dawn*

**Cast:** 1 action or 1 hour (see below), verbal, somatic

**Focus:** a silkworm cocoon [consumed]

**Range:** Touch

**Duration:** 1 week

You cause a recently dead creature native to The Material Plane to return to life in a new adult body, if the soul is willing.

If the creature has died within a number of minutes equal to your Druid level, the casting time is 1 action. If the creature has died within a number of days equal to your Druid level, the casting time is 1 hour. When cast upon a deceased creature, the body is preserved within a cocoon in which they begin a slow process of rebirth over the course of 1 week. During this time, the magic begins to fashion a new body for the creature to inhabit, of a random race and/or form. At the conclusion of a week, the cocoon opens and the reincarnated creature emerges, recalling its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original race for the new one and changes its racial traits accordingly.

If during the course of the week it is within the cocoon the corpse is raised or resurrected, they emerge from the cocoon as they were before death.

When cast on a humanoid, choose a race randomly:

D12	Race
1	Human
2	Dwarf
3	Elf
4	Bairn
5	Tabaxi
6	Dragonborn
7	Tiefling
8	Half-Dwarf (Darkling)
9	Half-Orc
10	Half-Elf
11	Half-Giant (Goliath)
12	Orc

When cast on a beast, choose a type of beast randomly:

D4	Type
1	Mammal
2	Amphibian / Reptile
3	Bird
4	Insect

**Heightened (6th):** when you cast this spell using a spell slot of 6th or higher, you may select the race or type of creature the target is reincarnated into

#### REINFORCE CAMP SITE\* LEVEL 4

*Primal, Dusk, Ritual*

**Cast:** 1 minute, somatic  
**Focus:** three stones and a campfire  
**Range:** 30 foot area  
**Duration:** 8 hours

You secure a 30 foot radius around a central campsite. You ring this circle with three stones that ward the area in the following ways:

- **Alarm:** if living creatures that was not within the radius of the spell at the time of the ritual's completion cross into the affected area, an audible alarm sounds. It lasts for 2 rounds and is sufficient to wake any creature resting in the campsite.
- **Defensive Ring:** the outermost 5 feet of terrain around the site takes on a roughened texture, the area is considered difficult terrain for those who were not within the spell's area of effect at time of casting.
- **Shelter:** if a campfire is lit within the center of the spell's effect, it warms the air within the radius to a comfortable temperature as if covered within a tent or enclosure. Likewise, this spell protects against rain, wind, and weather.

#### REINVIGORATING WIND LEVEL 3

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a flower petal

**Range:** 30 foot cone shaped burst

**Duration:** Instantaneous

You exhale deeply, creating a gentle magical wind that invigorates any allies in the affected area, as follows. Any sleeping allies immediately wake up. Fascinated and stunned allies are shaken free. Surprised allies no longer count as surprised even if they have not acted yet. The duration of effects that cause any allies to be confused, frightened, paralyzed, slowed, or stunned is decreased by 1d4 rounds (roll separately for each target). If the duration of any such effect is reduced to 0 rounds or fewer, the effect ends for that ally. Finally, any allies lying prone may stand up as an immediate action, provoking attacks of opportunity as normal.

## REJUVENATING COCOON

LEVEL 5

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a butterfly cocoon [consumed]

**Range:** Touch

**Duration:** 2 rounds

You cause a rejuvenating cocoon to form around the target. The cocoon is somewhat flexible and responds to pressure from the inside of the cocoon, but the subject can't move from the space it is in while cocooned. The cocoon is easily destroyed from the inside, which can be done as a bonus action - freeing the target and ending the spell. From the outside, the cocoon has 10 hit points and has a hard outer layer that absorbs 10 points of damage each round. If the cocoon is destroyed, the spell ends.

At the end of the target creature's next turn, they are purged of disease and poison and heal 5 point of damage per Druid level (maximum 75 points). At the end of the target's second turn, they heal an additional 5 points of damage per Druid level (maximum 75 points) and the cocoon opens allowing them to move and act freely on their following turn.

## REST ETERNAL

LEVEL 4

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of ash or a vial of holy water

**Range:** Touch

**Duration:** Permanent

You place a blessing upon a dead creature that causes its spirit to be lovingly absorbed by The Mother. Their spirit finds peace, losing their sense of self as they become part of the larger universe. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. This blessing cannot be

dispelled, but it can be negated with spells that remove curses or break enchantments.

## REPEL VERMIN

LEVEL 3

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** a sprig of peppermint

**Range:** Self / 10 feet radius

**Duration:** 10 minutes / Druid level

An invisible barrier holds back vermin. A vermin with HD of less than 1/3 your level cannot penetrate the barrier. A vermin with HD of 1/3 your level or more can penetrate the barrier if it succeeds on a Wisdom saving throw. Even so, crossing the barrier deals the vermin 2d6 points of damage, and pressing against the barrier causes pain, which deters most vermin.

## REPULSION

LEVEL 6

*Primal, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** secretion/musk from a skunk

**Range:** Self

**Duration:** 1 minute

You cause an invisible, mobile field to surround you and prevent creatures from approaching you. You decide how large the field is, up to a 10 foot / Druid level radius centered on you. Any creature within or entering the field must attempt a Constitution saving throw. If it fails, it becomes poisoned and unable to move toward you. Repelled creatures actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

**RESTORE NATURE****LEVEL 6***Primal, Spring***Cast:** 1 hour, verbal, somatic**Focus:** a full waterskin**Range:** 10 sq feet / Druid level**Duration:** Instantaneous

You cause a natural area to become especially fertile and nurturing to its inhabitants. All living creatures within the area of the spell become healthier and more robust, gaining 2d8 temporary hit points that last for one day. Plant life and resources indigenous to the area become more abundant and better able to sustain life, granting a +5 bonus to all Animal Handling and Survival checks to creatures within a mile of its area of effect for 24 hours. In addition, this spell can attempt to reverse or counter effects that have attempted to corrupt nature. Creatures that have been altered unnaturally by corrupting primal magic automatically resist with a Wisdom saving throw.

**REVEAL MIRAGE\*****LEVEL 2***Primal, Stars, Ritual***Cast:** 1 action, verbal, somatic**Focus:** a small prism**Range:** Self**Duration:** 1 round

You can focus upon a single point within line of sight and discern if the terrain or geographic features of that point are illusory. The ability allows you a Wisdom save to disbelieve a terrain-affecting Illusion (Glamour) effect from range as though you had interacted with it. In addition to affecting illusions/spells, it allows you to disbelieve naturally occurring mirages and hallucinations.

**REVIVE BEAST****LEVEL 2***Primal, Summer***Cast:** 1 action, verbal, somatic**Focus:** an emerald worth at least 10 gp**Range:** Touch**Duration:** Instantaneous

You touch a beast that has died within the last minute. That beast returns to life with 1 hit point. This spell can't return to life a beast that has died of old age, nor can it restore any missing body parts. In place of the material focus, you may opt to take 2d8 points of necrotic damage in its place.

**RIDE THE LIGHTNING****LEVEL 4***Primal, Autumn***Cast:** 1 bonus action, verbal, somatic**Range:** Self / 120 feet**Duration:** Instantaneous

You transform into a bolt of lightning and instantly travel in a straight line to a distance of up to 120 feet, rematerializing in the new location. The movement does not provoke opportunity attacks, and each creature in this line must succeed a Dexterity saving throw or take 8d6 lightning damage, or half on a successful save. You are immune to electricity for this round.

**RIDER WITHIN****LEVEL 2***Primal, Circle Of Moon, Stars***Cast:** 1 action, verbal, somatic**Range:** 30 feet**Duration:** 1 hour

You create a mental link between you and a beast within range. Until the spell ends, you can use a bonus action to transfer your awareness to the beast - using its vision, hearing, smell, taste, and touch - and another bonus action on any subsequent turn to return your awareness to your body. You can use an action to dismiss the spell entirely.

This spell affects normal beasts, including giant versions of animals, but not conjured animals or

familiars. The spell does not allow you to control the beast or make it friendly to you. While you experience the world through the beast's senses, your body is motionless, unaware of the outside world and effectively unconscious.

The spell ends if the distance between you and the best is ever greater than 1 mile, or if the beast is killed. If you are using the beast's senses when it is killed, you must succeed on DC 14 Wisdom saving throw or be stunned for 1d4 rounds from the shock of experiencing its death.

If the target wishes to prevent you from doing so, it can attempt a Wisdom saving throw, negating the spell on a success, but most animals don't bother to do so.

## RIVERSIGHT

## LEVEL 3

*Primal, Dawn*

**Cast:** 1 minute, verbal, somatic

**Focus:** a smooth river stone

**Range:** see text

**Duration:** Concentration, up to 1 minute / Druid level

You can view events transpiring along a natural watercourse that you touch. You can see anything on or within the water as if you were present at that location, or you can observe anything happening within 15 feet of the bank/shore as if peering from the water's surface.

Moving your point of view to a different location along the water is a standard action, though your perception can follow something moving along the water as a free action.

The range of this spell is affected by whether you are attempting to gaze up or down current. If viewing with the current you can see any spot within 2 miles per Druid level; if viewing against the current than 1/2 mile per Druid level.

Obstructions such as dams and reservoirs halt your view.

## ROLLING THUNDER

## LEVEL 2

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** glass made from lightning striking sand

**Range:** Self (30 foot line)

**Duration:** Instantaneous

A tremendous crack of thunder explodes from your outstretched hand and rolls forward in a line 30 feet long and 5 feet wide. Each creature in the line must make a successful Constitution saving throw or be deafened for 1 minute. A creature made of material such as stone, crystal, or metal has disadvantage on its saving throw against this spell.

While a creature is deafened in this way, it is wreathed in thundering energy; it takes 2d8 thunder damage at the start of its turn, and its speed is halved. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Heightened (+):** When you cast this spell using a spell slot of 3rd or higher, the damage increases by 1d8 for each slot level above 2nd.

## SAVAGE LANDSCAPE

## LEVEL 9

*Primal, Dusk*

**Cast:** 1 hour, verbal, somatic

**Focus:** a collection of plants from the target area

**Range:** Self / 1 mile radius

**Duration:** 1 day / Druid level

You infuse the nearby landscape with savage, primal power. This transforms the surrounding terrain into a more savage, dangerous place. All weather within the spell's effect worsens.

When rolling random weather, roll twice and take the worse result. At casting, you may designate 1 HD of creature per Druid level that are native to the spell's area as a guardian. As long as they remain within the spell's area, they gain resistance to slashing/bludgeoning/piercing damage. You do not suffer any of the spell's effects, and can designate creatures within 20 feet of you to avoid the perils found within. In addition, the following terrain specific effects apply:

- **Desert.** The spell transforms the desert into a place where no one goes willingly. The average temperature increases by 30 degrees, or decreases by 30 degrees if the desert is actually a tundra. Sandstorms (or snowstorms) blow through the landscape on an hourly basis.
- **Forest.** Forests augmented by this spell become places where a canopy of rotting leaves blocks the sun and all the trees are strangely twisted. Spaces with light undergrowth have heavy undergrowth instead, and spaces covered with heavy undergrowth grasp at passers by as if an Entangle spell has been cast upon them.
- **Hill.** Even gentle hills become more treacherous under the effect of this spell. Light undergrowth becomes heavy undergrowth, and slopes become steeper than their elevation would indicate. All hills are considered difficult terrain, and cliffs have frequent overhangs and are made of crumbling rock, requiring a DC 25 Climb check to ascend or descend.
- **Marsh.** Marshes seem swamplier and more forbidding. Half the undergrowth spaces become quicksand.
- **Mountain.** Mountains become places of jagged peaks, slippery slopes, and howling winds. Cliffs and chasms require a DC 25 climb check to scale. Creatures who fail a climb check or make loud noises have a 10% chance of starting an avalanche. Altitude effects are one category worse.
- **Plain.** The plains become riddled with thick stands of bushes that grasp at passersby as if an Entangle spell had been cast on them, and thunderstorms and tornadoes are frequent.
- **Underground.** Man made dungeons are unaffected by this spell, but natural caverns become difficult terrain as stalagmites cover available floor space.

## SCENT

## LEVEL 2

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** a sprinkle of mustard and pepper seed

**Range:** Touch

**Duration:** 10 minutes / level

You give the creature touched the ability to detect approaching enemies, sniff out hidden foes, and track by sense of smell. The target can identify familiar odors just as humans do familiar sights. The target can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk can be detected at triple normal range. When the target detects a scent, the exact location is not revealed - only its presence somewhere within range.

## SEARING SUN

## LEVEL 4

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** a sprinkle of sand

**Range:** 200 feet

**Duration:** Concentration, up to 1 minute

This spell intensifies the light and heat of the sun, so that it burns exposed flesh. You must be able to see the sun when you cast the spell. The searing sunlight affects a cylindrical area 50 feet in radius and 200 feet high, centered on the a point within range. Each creature that starts its turn in that area takes 5d8 fire damage, or half the damage with a successful Constitution saving throw.

A creature that's shaded by a solid object (such as an awning, a building, or an overhanging boulder) has advantage on the saving throw. On your turn, you can use an action to move the center of the cylinder up to 20 feet along the ground in any direction.

## SELEPHRA'S FURY

## LEVEL 3

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic  
**Focus:** a dried leaf, crumpled and release [consumed]  
**Range:** 60 feet  
**Duration:** Instantaneous

A powerful wind swirl from your outstretched hand toward a point you choose within range, where it explodes with a low roar into a vortex of air. Each creature in a 20 foot radius cylinder centered on that point must make a Strength saving throw. On a failed save, the creature takes 3d8 bludgeoning damage, is pulled to the center of the cylinder, and is thrown 50 feet upward into the air. If a creature hits a solid obstruction when it is thrown upward (such as a stone ceiling), it takes bludgeoning damage as if it had fallen 50 feet (1d6 per each 10 feet), minus the distance it traveled upward.

For example. If a creature hits the ceiling after rising only 10 feet, it takes bludgeoning damage as if it had fallen 40 feet, or 4d6 bludgeoning damage.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, increase the distance affected creatures are thrown into the air by 10 feet for each slot level above 3rd.

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**SESSILE SPIRIT\*** **LEVEL 5**

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*Primal, Stars, Ritual*

**Cast:** 1 action, verbal, somatic  
**Focus:** a pinch of sand and petals from a rose  
**Range:** 120 feet / 20 foot radius  
**Duration:** Concentration, up to 1 minute

You attempt to calm spirit based creatures within range, and cause them to eternally rest. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within a 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each spirit affected by this

spell is calmed and paralyzed until the spell ends, or they take damage. Spirits possessing a living creature are ejected and paralyzed as stated above, if they meet the hit point threshold. Subtract each spirit's hit points from the total before moving on to the spirit with the next lowest hit points. A spirit's hit points must be equal to or less than the remaining total for that spirit to be affected.

If the spell ends before 1 minute has passed, the affected targets are returned to normal; likely angry at having been affected. Otherwise, the affected targets are destroyed as their spirits are reclaimed by The Eternal Cycle.

This spell only works on spirits, if cast on a living creatures with corporeal bodies - the spell fails.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, roll an additional 2d8 for each slot level above 5th.

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**SHADE** **LEVEL 2**

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*Primal, Dusk*

**Cast:** 1 action, verbal, somatic  
**Range:** Self  
**Duration:** Concentration, up to 10 minutes

You create a magical screen across your eyes. While the screen remains, you are immune to blindness caused by visible effects, such as a *Color Spray*. The spell doesn't alleviate blindness that's already been inflicted on you. If you normally suffer penalties on attacks or ability checks while in sunlight, those penalties don't apply while you're under the effect of this spell.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 10 minutes for each slot level above 2nd.

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**SHILLELAGH** **CANTRIP**

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*Primal, Stars*

**Cast:** 1 bonus action, verbal, somatic  
**Focus:** mistletoe, a shamrock leaf, and a club or quarterstaff  
**Range:** Touch  
**Duration:** 1 minute / Druid level

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spell casting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

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### SKYSHROUD LEVEL 3

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic  
**Focus:** a handful of earth from the surface that had been touched by the sun  
**Range:** 400 feet / 40 cubic feet  
**Duration:** 1 hour / Druid level

You designate 4 ten foot squares within range. The ceiling becomes translucent, instead viewing the sky as it appears above where the spell is cast; bypassing impediments such as rock or stone that would otherwise obstruct the targeted location from the sky.  
This is the actual sky, and counts as such for spells requiring view of the sky, stars, or other features. Light from the sky effects the area and creatures normally.

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### SKYSIGHT CANTRIP

*Primal, Cantrip, Summer*

**Cast:** 1 action, verbal, somatic  
**Range:** Special  
**Duration:** 10 minutes

You can observe the sky, regardless of weather conditions that would otherwise block your view.

You may gain a clear view of the daytime sky, or observe all of its celestial bodies as if it were a clear night. Your vision penetrates any light pollution from nonmagical sources, though this spell doesn't function indoors or underground. You can see through forest canopies and vegetation as they bend away creating a temporary viewing hole.  
Viewing the stars and heavenly bodies like this are useful when making checks to understand your location and direction.

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### SLEEP OF THE DEEP LEVEL 3

*Primal, Dusk, Circle Of Dreams*

**Cast:** 1 action, verbal, somatic  
**Focus:** a pinch of black sand, a tallow candle, and a drop of cephalopod ink  
**Range:** 60 foot range  
**Duration:** 8 hours

Your magic haunts the dreams of others. Choose a sleeping creature that you are aware of within range. The creature must succeed on a Wisdom saving throw or it garners no benefit from the rest, and when it awakens, it gains one level of exhaustion.

**Heightened (+):** When you cast this spell using a slot of 4th level or higher, you can affect one additional creature for each slot level above 3rd.

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### SLEEPWALK LEVEL 4

*Primal, Dusk, Circle Of Dreams*

**Cast:** 1 action, verbal, somatic  
**Focus:** a sprig of belladonna  
**Range:** 30 feet  
**Duration:** 3 hours

You compel an unconscious or sleeping creature to rise and move in a half-awake state. They must succeed on a Wisdom saving throw, or be under your control. The target creature staggers about as if led or guided, but remains helpless for all

other purposes. The subject moves at half speed and is limited to a single move action each round. It is not capable of moving at a higher rate of speed or taking actions other than movement except by magical assistance, and automatically fails any Dexterity- or Strength-based skill checks. If the creature takes any damage while sleepwalking it wakes (if it has more than 0 hit points). If the spell ends naturally or is dismissed, the target remains unconscious and must be awoken normally. While sleepwalk allows an unconscious creature to move, it does not awaken the creature, nor does it stabilize or otherwise heal them. A disabled creature that moves about while under the effects of this spell does not start dying again as a result of this movement.

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### SLICK WALLS

### LEVEL 2

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of oil

**Range:** 30 feet

**Duration:** 1 minute / level

You coat all walls and ceilings within the spell's area with a slick substance. The DC of all Climb checks for the affected surfaces increases by twice your caster level (maximum +20). This spell has no effect on magical walls or surfaces, such as the sides of a magical hole.

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### SLOW BURN

### CANTRIP

*Primal, Cantrip, Material, Autumn*

**Cast:** 1 action, verbal, somatic, focus, material (fire)

**Range:** 100 feet

**Duration:** 1 minute

You lend fuel to existing fires within the spell's area, allowing them to burn off the intangible power of passion as much as from physical substance. Because these fires consume less of

the physical fuel that sustain them, they burn for twice as long without losing any of their intensity, but their illumination radius is halved.

In addition, an affected fire is much harder to extinguish. It takes twice as long to put out a fire that is under the effect of this spell, and if a roll is required (such as a Dexterity save to extinguish flames if a creature is on fire), two successful rolls over 2 rounds are required to successfully put out the fire. If one such roll fails, the creature must begin trying to extinguish the flames again as if it had never succeeded on the first roll.

Magical fire used against a target in this spell's area, such as from a *Produce Flame* or *Fireball* spell do not burn as effectively, and fire damage from such sources are reduced by 1 point per die.

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### SNAP THE LEASH

### LEVEL 2

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** a used leash, or similar object

**Range:** 30 feet

**Duration:** Instantaneous

Choose a beast that you can see within range. If the beast's Intelligence is 4 or higher, the spell fails. The beast must make a Wisdom saving throw; on a failed save, you remove the shackles of domestication from the creature's mind, causing it to entirely forget being broken or trained. Mounts reface to be ridden, and other animals forget any tricks learned and obedience taught. Other memories are not affected, so creatures might remain drawn to those who have traded them kindly and aggressive toward those who have harmed them. The animal can be domesticated again, but the trainer must start from scratch.

This spell is only partly effective against animal companions, familiars, and paladin mounts. Although the spell removes any tricks such creatures know, the bond between creature and master is otherwise unaffected.

**SOULREAVER**

LEVEL 8

*Primal, Stars***Cast:** 1 action, verbal, somatic**Range:** Self / 20 foot radius**Duration:** Instantaneous

You deal 1d6 points of necrotic damage per Druid level to all living creatures within a 20 foot radius of you. They take half as much damage if they succeed on a Constitution saving throw.

**SPAWN FOREST DEFENDER**

LEVEL 6

*Primal, Spring***Cast:** 1 hour, verbal, somatic**Focus:** a humanoid body, sticks and natural brush from the area to defend**Range:** 30 feet**Duration:** Permanent

You fasten sticks, twigs and natural brush around a body. The body comes to life as a forest defender, which wordlessly and dutifully guards the surrounding area from harm. It protects an area within a 5 mile radius, protecting the natural places (e.g. forests, rivers) and creatures from undue harm. It will attack creatures not native to the plane it was created on, with the exception of you; whom it will obey while you are in line of sight. You may release this control as an action - but can not gain it back. You may only control one Forest Defender at a time, attempting to create a second causes the spell to fail. The body sacrificed to form the forest defender is permanently destroyed and can be restored to life only by means of a True Resurrection, Reincarnation, or Wish spell.

**FOREST DEFENDER** (*Medium Construct*)**AC:** 14 (natural armor)**Hit Points:** 67 (9d8 + 27)**Speed:** 30 ft; climb 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

**Skills:** Perception +2, Stealth +6**Damage Vulnerabilities:** slashing**Damage Resistances:** bludgeoning, piercing, and slashing from non-magical weapons**Damage Immunities:** poison, lightning**Condition Immunities:** charmed, exhaustion, frightened, paralyzed, poisoned**Senses:** darkvision 60 ft, passive perception 12**Languages:** understands the languages of its creator, but it cannot speak**Lightning Absorption:** Whenever the defender is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.**ACTIONS****Multiattack.** The Forest Defender makes two horned vine attacks.**Thorned Vine.** Melee Weapon Attack. +6 to hit, reach 15 ft, one creature, Hit: 8 (1d8+4) piercing damage, and the target must succeed on a DC 14 Strength saving throw or be pulled 10 feet towards the forest defender.**Thorned Embrace:** Melee Weapon Attack. +6 to hit, reach 5 ft, one Medium or smaller creature. Hit 13 (2d8 + 4) piercing damage, and the target is grappled (escape DC 11). Until the grapple ends, the target is restrained, and the forest defender can't embrace another target.**SPEAK WITH SOUL**

LEVEL 4

*Primal, Stars***Cast:** 1 minute, verbal, somatic**Focus:** a candle made from beeswax [consumed]**Range:** 10 feet**Duration:** 1 minute / Druid level

You commune with the soul of a dead creature. To cast the spell, you must be at the soul's place of death or be in the soul's presence, whether it be contained in a receptacle, powering a magic item, or other possibilities. The soul can attempt a Wisdom saving throw to resist the spell as if it were alive.

A soul contacted in this way can speak normally in any language it knows. You are not limited in the conversation, and the soul is not compelled to speak or answer truthfully any questions you ask. The soul is not an undead creature. Generally, the soul only knows what it knew in life, although souls that persisted with awareness of their surroundings after death have more to offer.

### SPEAK WITH STONE

LEVEL 3

*Primal, Stars, Circle Of Land*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of moss

**Range:** Touch

**Duration:** 10 minutes

You awaken the spirit that resides within stone and ask it up to three yes or no questions. The spirit is indifferent toward you unless you have done something to harm or help it. The spirit can give you information about its environment and about things it has observed (with its limited senses). The spell ends when its duration expires or after you have received answers to three questions.

### STARFALL

LEVEL 5

*Primal, Stars*

**Cast:** 1 action, somatic, focus

**Focus:** a fragment of meteorite

**Range:** 60 feet

**Duration:** Instantaneous

You cause bolts of shimmering starlight to fall from the heavens, striking up to five creatures that you can see within range. Each bolt strikes one target, dealing 6d6 radiant damage, knocking them prone, and blinding it until the start of your next turn. A creature that makes a successful Dexterity saving throw takes half damage, is not knocked prone, and is not blinded. If you name

fewer than five targets, excess bolts strike the ground harmlessly.

**Heightened (+):** when you cast this spell using a spell slot of 6th level or higher, you can create one additional bolt for each slot level above 5th.

### STARLIGHT

CANTRIP

*Primal, Cantrip, Stars*

**Cast:** 1 action, somatic, focus

**Range:** 30 feet

**Duration:** Concentration + 3 rounds

You cause the immediate area around you to become dimly illuminated as if by starlight, enabling clear vision of up to 30 feet. This causes the air to be filled with points of tiny floating light based upon the stars in your current location and local time. This allows you to observe the heavens and all of its celestial bodies and features even during the daytime, indoors, or underground.

### STENCH OF PREY

LEVEL 3

*Primal, Summer, Circle Of Moon*

**Cast:** 1 action, verbal, somatic

**Focus:** rabbit urine or feces [consumed]

**Range:** 120 feet

**Duration:** 1 minute / Druid level

The target must succeed a Constitution saving throw or exude a strong odor that most predators recognize as the scent of helpless prey. The closest 1d4+1 predatory creatures within 30 feet must succeed at a Wisdom save or start attacking the target (animals with the scent ability are affected if within 60 feet). This spell has no effect on constructs, undead, or creatures with the unnatural aura ability or effects that repel animals.

### STEP LIKE ME

LEVEL 1

*Primal, Circle Of Moon, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of hair or blood from the target

**Range:** 60 feet

**Duration:** 24 hours

Choose a creature within one size category of yourself that you can see within range. The target must succeed on a Constitution saving throw or you steal its footsteps. For the duration of the spell, you leave the tracks of the target, while it leaves tracks as if it were you. In addition, those capable of identifying creatures through tremor sense mistake you for a creature of the target's kind.

Alternatively, you may opt to change your footsteps to that of a creature you have the ability to wild shape into.

### STING OF THE GODDESS

LEVEL 3

*Primal, Dawn, Circle Of Moon*

**Cast:** 1 action, verbal, somatic

**Focus:** a live scorpion

**Range:** Self

**Duration:** 10 minutes

You grow a large scorpion's tail, complete with venomous stinger. While the spell is in effect, you can use a Bonus Action to make a melee attack with the stinger against an opponent within 5 feet. On a hit, you deal 1d6 piercing damage and 2d8 poison damage, and the target is poisoned for 1 minute. A creature hit by your stinger attack makes a Constitution saving throw. On a successful save, it takes just half the poison damage and is not poisoned.

### STINGING PAIN

LEVEL 2

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** four dried stinging insects (bees, wasps, and so on)

**Range:** 30 feet

**Duration:** Instantaneous

You make a ranged spell attack against the target. On a hit, the target has the sensation of many tiny insects biting and crawling on their body and take 1d12 points of piercing damage.

### STONE SPIDERS

LEVEL 3

*Primal, Circle Of Land, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** 1d3 pebbles or rocks

**Range:** 30 feet

**Duration:** 1 minute

You awaken three stones (from any size from Tiny to Huge), causing them to sprout legs and features that resemble monstrous spiders. They have the statistics of spiders of their size, except as follows: their natural armor is increased by +6, they have 30 additional hitpoints, their poison requires a Dexterity save of DC 17.

The spiders listen and follow your verbal commands, but default to attacking your enemies to the best of their abilities.

### STORM FORM

LEVEL 6

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of wet wool

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You transform into a living storm cloud, becoming a swirling mass of black clouds illuminated from within by flickers of lightning.

While in this form, your only method of movement is a flying speed of 60 feet. You can enter and occupy the space of another creature. You have resistance to nonmagical damage, immunity to lightning damage, and advantage on Strength, Dexterity, and Constitution saving throws. If a creature strikes you with a melee weapon attack, it takes 3d8 lightning damage. You can pass through small holes, narrow openings, and even

mere cracks, but you treat liquids as if they were solid surfaces. You can't fall, and you remain hovering in the air even if stunned or otherwise incapacitated. You cannot talk or manipulate objects, and any objects that you were carrying or holding can't be used, dropped or interacted with in any way. You cannot cast spells while in this form.

As an action, you can attack an opponent up to 30 feet away, dealing 3d8 lightning damage on a hit. You can also use a bonus action to bring down rain upon a 5 foot square within your reach, drenching it and putting out any nonmagical fires in that area.

Finally, you can use an action to expand your form to encompass a 20 foot radius area, unleashing the storm's fully fury in a burst of rain, wind, lightning and thunder. Each creature in the area is drenched with rain, takes 3d8 lightning and 3d8 thunder damage, is deafened for 1d4 rounds, and is knocked prone. A successful Constitution saving throw halves the damage and negates the deafened and prone conditions. Taking this action uses up a minute of the remaining duration of the spell.

### STORM OF ELEMENTAL FURY

LEVEL 7

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Range:** 400 feet

**Duration:** 4 rounds

With a thunderous boom, a black storm cloud with a 40-foot radius appears 200 feet above the ground over a point within range, striking the area with a terrifying combination of effects from The Elemental Planes. Each round, the storm generates one of the following effects, starting with the first effect, then progressing to the second, until it has run its 4-round course.

**Round 1: Air.** A storm of elemental fury buffets the area immediacy beneath it with a whirling windstorm. Ranged attacks within the area of the storm are impossible, and Small or smaller creatures must succeed on a Constitution saving

throw or be blown away. Medium creatures must make a Constitution saving throw or be knocked prone, and Large or larger creatures must succeed on a Constitution saving throw to move that round. Flying creatures that fail their saves are instead blown in a random direction, traveling 1d6x5 feet if Large or larger, 1d6x10 feet if Medium, and 2d6x10 feet if Small or smaller. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to your spell save DC + the level of the spell the caster is trying to cast.

**Round 2: Earth.** Chunks of rock fall from the sky, dealing 5d6 points of damage (no save) to all creatures in the storm).

**Round 3: Fire.** Flame pelts the area beneath the storm cloud, dealing 1d6 points of fire damage per Druid level (maximum 15d6). On a successful Dexterity saving throw, creatures can take half damage.

**Round 4: Water.** A deluge of rain extinguishes unprotected flames and perhaps protected ones as well (50% chance). The torrential downpour reduces visibility to 5 feet and cuts movement in half.

### STORM OF WINGS

LEVEL 4

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of honey

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You create a storm of spectral birds, bats, or flying insects in a 15-foot-radius sphere on a point you can see within range. The storm spreads around corners, and its area is lightly obscured. Each creature in the storm when it appears and each a creature that starts its turn in the storm is affected by the storm.

As a bonus action on your turn, you can move the storm up to 30 feet. As an action on your turn, you can change the storm from one type to another, such as from a storm of bats to a storm of insects.

**Bats.** The creature takes 4d6 necrotic damage, and its speed is halved while within the storm as the bats cling to it and drain its blood.

**Birds.** The creature takes 4d6 slashing damage, and it has disadvantage on attack rolls while within the storm as the birds fly in the way of the creature's attacks.

**Insects.** The creature takes 4d6 poison damage, and it must make a Constitution saving throw each time it casts a spell while within the storm. On a failed save, the creature fails to cast the spell, losing the action but not the spell slot.

### STORM SIGHT\*

LEVEL 2

*Primal, Ritual, Autumn*

**Cast:** 1 minute, somatic

**Range:** Self

**Duration:** 1 minute

You step into a magical or natural storm and commune directly with the power of the wind and rain. The storm's power fills you, granting you knowledge and images of what lies within its reach. As long as you remain in the storm, you may close your eyes and extend your senses for 1 minute. While the spell is active, you do not need to attempt concentration checks against violent wind or storms. As a bonus action, you can determine if a living creature with an Intelligence score of 3 or higher is caught within the storm within 400 feet of you.

You may also reach out your senses to detect living creatures within the storm. You make a perception check with a DC of 12 (modified by -10 to +10 based on your familiarity with the intended target). On a success, you sense a vague outline in your mind of the target as if they were invisible and you can only see the rain hitting their outline. You also sense their general direction from you.

### STORM TOWER

LEVEL 7

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You form an enormous tower of dark, swirling storm clouds and howling winds in a 20 foot radius around you, raising you and anyone within that range up to 100 feet in the air. The tower absorbs any electricity damage dealt to those within it, and Magic Missiles cannot be cast into, out of, or within the tower.

The tower is constructed from windstorm-strength winds, and only Gargantuan or Colossal creatures can pass through the outer edge of the storm tower; all creatures of smaller size must succeed on a Constitution saving throw to enter, otherwise they are checked at the edge.

Anyone within a storm tower has concealment relative to those outside the tower. The howling winds of the storm apply a -10 penalty on Listen checks made within 50 feet of it (including all those made inside the tower).

At the conclusion of the spell, the tower gently drops those inside onto the ground as the whirlwind subsides.

### STORMBOLTS

LEVEL 8

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** copper ore, or some object made of copper

**Range:** Self / 30 feet

**Duration:** Instantaneous

Lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or material objects, but rip through all living creatures within a 30 foot radius of you. Each creature must succeed on a Constitution saving throw or take 1d8 points of lightning damage per Druid level (maximum 20d8) and be stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

**STORMRAGE****LEVEL 8***Primal, Autumn***Cast:** 1 action, verbal, somatic**Focus:** copper ore, or some object made of copper**Range:** Self**Duration:** 1 minute / Druid level

You harness the powers of wind and storm, granting you a flying speed of 40 feet and immunity to thrown weapons and projectile ranged attacks. You are completely unaffected by natural or magical wind, and easily are able to hold your position and not subject to other adverse affects of extreme wind.

Finally, as a standard action, you can discharge a bolt of electricity from your eyes and hands once per round. This lightning has a range of 100 feet, and this attack does not provoke attacks of opportunity. You gain advantage on the attack when targeting creatures wearing metal armor, or carrying a lot of metal. On a hit, the bolt deals 1d6 points of damage per Druid level (max 10d6).

**STRIP SCALES****LEVEL 5***Primal, Winter***Cast:** 1 action, verbal, somatic**Focus:** a shed reptile skin or scale**Range:** 30 feet**Duration:** 1 minute

You reduce the target's racial natural armor bonus by 3 points.

**Augmented (12th):** the reduction in AC is 4**Augmented (15th):** the reduction in AC is 5**Augmented (18th):** the reduction in AC is 6**STRONG WINGS****LEVEL 1***Primal, Summer***Cast:** 1 action, verbal, somatic**Range:** Touch**Duration:** 1 minute / druid level

You cause a target's wings to grow more powerful, causing its fly speed to increase by +10 feet and its maneuverability to improve by one category. This spell has no effect on wingless creatures that cannot fly.

**SUDDEN STAMPEDE****LEVEL 4***Primal, Dawn***Cast:** 1 action, verbal, somatic**Focus:** a lock of horsehair**Range:** 60 feet**Duration:** Instantaneous

You conjure up a multitude of fey spirits that manifest as galloping horses. These horses run in a 10-foot-wide, 60-foot-long line, in a given direction starting from a point within range, trampling all creatures in their path, before vanishing again. Each creature in the line takes 6d10 bludgeoning damage and is knocked prone. A successful Dexterity saving throw reduces the damage by half, and the creature is not knocked prone.

**SUMMER'S LAST BREATH\*****LEVEL 2***Primal, Summer***Cast:** 1 action, verbal**Range:** 30 feet / 15 feet radius**Duration:** 1 round / Druid level

You wrap a target in a mantle of summer air that extends for 15 feet, within which the ambient temperature never falls below 70 degrees Fahrenheit. Creature with the cold subtype that start their turns in the area take an amount of fire damage equal to 1d4 points + 5 with no saving throw. If cast upon a Fey creature, it makes a Wisdom saving throw. On a failure it is shaken by the power of the natural spirit, and are at disadvantage to attack rolls, saving throws, skill checks, and ability checks. They may attempt to retry this saving throw at the end of their turn.

Creatures attempting to cast cold spells in the area must succeed at a Wisdom saving throw or their spell fails; a successful save allows the creature to cast cold spells for the remainder of this spell's duration.

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**SUMMON BESTIAL SPIRIT**      **LEVEL 2**

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*Primal, Circle Of Dreams, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** an acorn [consumed]

**Range:** 90 feet

**Duration:** Concentration, up to 1 hour

You call forth the spirit of a beast. The spirit manifests physically in an unoccupied space that you can see within range. This corporeal form uses the Beastial Spirit stat block (below). When you cast the spell, choose an environment: Air, Land, or Water. The creature physically resembles an animal of your choice that is native to the chosen environment, which also determines of the movement modes in the creature's stat block. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is friendly to you and your companions for the spell's duration. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action required by you). If you don't issue any, it defends itself but otherwise takes no action

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the creature assumes the higher level for that casting whenever it uses the spell's level in its stat block.

**BESTIAL SPIRIT** (*Small Beast, Unaligned*)

**AC:** 11 + level of the spell (natural armor)

**Hit Points:** Beast's CON modifier + your spell casting modifier + ten times the spell's level

**Speed:** 30 ft, climb 30 ft (land only), fly 60 ft (air only), swim 30 ft (water only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	4 (-3)	14 (+2)	5 (-3)

**Amphibious (Water Only).** The beast can breathe air and water.

**Flyby (Air Only):** The beast doesn't provoke opportunity attacks when it flies out of an enemies reach.

**Pack Tactics (Land & Water Only):** The beast has advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

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**ACTIONS**

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

**Maul.** Melee Weapon Attack: 4 + the spell's level to hit, reach 5 ft, one target. Hit 1d8 + 4 + the spell's level piercing damage.

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**SUMMON ELEMENTAL SPIRIT**      **LEVEL 4**

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*Primal, Circle Of Dreams, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** air, a pebble, ash, or water [consumed]

**Range:** 90 feet

**Duration:** Concentration, up to 1 hour

You call forth the spirit of an elemental. The spirit manifests physically in an unoccupied space that you can see within range. This corporeal form uses the Elemental Spirit stat block (below).

When you cast the spell, choose an element: Air, Earth, Fire, or Water. The creature physically resembles a bipedal form wreathed in the chosen element, 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 friendly to you and your companions for the spell's duration. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys verbal commands that you issue to it (no action

required by you). If you don't issue any, it defends itself but otherwise takes no action

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the creature assumes the higher level for that casting whenever it uses the spell's level in its stat block.

#### ELEMENTAL SPIRIT (*Medium Elemental*)

**AC:** 11 + level of the spell (natural armor)

**Hit Points:** 50 + 10 for each spell level above 4th

**Speed:** 40 ft; burrow 40 ft (Earth only), fly [hover] 40 ft (Air only), swim 40 ft (Water only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	4 (-3)	10 (+0)	16 (+3)

**Damage Resistances:** acid (Water only), lightning and thunder (Air only), piercing and slashing (Earth only)

**Damage Immunities:** poison (All), fire (Fire only)

**Condition Immunities:** exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

**Senses:** darkvision 60 ft, passive perception 10, tremor sense 10ft (Earth only)

**Languages:** primordial

**Amorphous Form (Air, Fire, and Water only):** the elemental can move through a space as narrow as 1 inch wide without squeezing

#### ACTIONS

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

**Slam.** Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft, one target. Hit 1d10 + 4 + the spell's level bludgeoning damage (Air, Earth, and Water only) or fire damage (Fire only).

#### SUMMON NATURE'S ALLY

*Primal, Cantrip, Stars*

**Cast:** 1 action, verbal, focus

**Range:** 100 feet

#### CANTRIP

**Duration:** 1 round

You whistle and summon a tiny diminutive animal with a CR of 0 (a cat, insect, toad, crab). It leaves after the round unless you capture its attention, and is not obligated to help you in any way.

#### SUMMON WOODLAND CREATURES LEVEL 3

*Primal, Summer*

**Cast:** 1 action, verbal, somatic

**Focus:** an acorn or nut

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You call upon a legion of tiny mammals to descend at a point you can see within range. The animals form into a swarm (statistics below). The swarm is friendly to you and your companions. Roll initiative for the swarm, which has its own turn. The swarm obeys your verbal commands (no action required by you). If you don't issue any commands, it defends itself from hostile creatures but otherwise takes no actions. If you command it to move farther than 60 feet from you, the spell ends and the legion disperses back into the world. A canine, such as a dog, wolf, fox, or work has disadvantage on attack rolls against targets other than the swarm while it is within 60 feet of the creature.

The animals match the type of tiny CR 0 beast found in the local area (e.g. squirrels or chipmunks in a forest, rats or mice in a city, rabbits or moles in the plains).

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the swarm's damage increases by 1d6 for each slot level above 3rd.

#### BEAST SWARM (*Medium Swarm Of Tiny Beasts, Unaligned*)

**AC:** 14

**Hit Points:** 36 (8d8)

**Speed:** 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

**Damage Resistances.** Bludgeoning, Piercing, Slashing.

**Condition Immunities:** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned.

**Senses:** Blindsight 10 feet, Passive Perception 10

**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 animal. The swarm can't regain hit points or gain temporary hit points.

**Challenge 2 (450 XP)**

#### ACTIONS

**Bite.** Melee Weapon Attack: +6 to hit, reach 0 ft, one creature in the swarm's space. Hit 3d6 piercing damage, or 2d6 if the swarm has half its hit points or fewer..

### TERRAFORM

### LEVEL 6

*Primal, Stars*

**Cast:** 1 hour, verbal, somatic

**Focus:** a natural material from the biome you are attempting to create and a 1,000 gp emerald [consumed]

**Range:** 100 foot radius emanation, centered on you

**Duration:** 1 day / Druid level

You alter the area's terrain and climate to a new terrain and climate type appropriate to the planet or plane. For example, you might transform a desert to plains. This magically alters the area's climate and normal plants to those appropriate to the new terrain, but doesn't affect creatures or configuration of the earth. Transforming rocky hills into forested areas converts grasses into shrubs and small trees, but doesn't flatten the hills or change the animals to suit the new environment.

You can alter the climate by one step (warm, temperate, or cold). The maximum extend of the terrain change is up to the GM, but in general is to a similar terrain type or one step within that terrain type (such as from a typical forest to a forest with massive trees or light undergrowth, from a shallow bog to a deep bog, and so on). You might be able to shift the land to a similar terrain type, such as turning sparse forest into a relatively dry swamp. Local creatures adversely affected by these alterations either flee the area or quickly die, depending on their mobility and awareness of the change.

Multiple castings of the spell in the same area can create an area with radically different terrain and climate than the surrounding land. The GM can decide that certain terrain shifts are unsuitable and shorten the duration, or that some are suitable for the area and extend the duration. This spell could have many secondary effects based upon the nature of the change, the type of bordering terrain, and so on; these should be determined by the GM on a case-by-case basis. For example, transforming desert requires drawing water up from underground to sustain the plants, which could deplete the water table in nearby areas. Creating a warm desert in the middle of a snowy tundra will create a bordering area of mud and frequent storms from the clash of hot and cold air fronts. The duration can be made permanent by casting this spell upon the same spot every day for 6 months.

**Heightened (7th):** When you cast this spell using a spell slot of 7th level, either the range increases to 1 mile or the duration to 1 week per Druid level.

### THIN THE ICE

### LEVEL 1

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of sunstone

**Range:** 60 feet

**Duration:** Instantaneous

You target an area of ice within range. That point becomes the top center of a cylinder 10 feet in radius and 40 feet deep. All ice inside that area melts immediately, except for the uppermost layer of ice seems to remain intact and sturdy. However, only a thin layer of ice crust remains - hiding a pit of up to 40 feet of ice water. A successful Wisdom (Survival) check or passive Perception check against your spell save DC notices the thin ice. If a creature weighing more than 20 pounds (or a weight specified by you when casting the spell) treads over the cylinder or is already standing on it, the ice gives way. Unless the creature makes a successful Dexterity saving throw, it falls into the icy water, taking 2d6 cold damage plus whatever other problems are caused by the water, by armor, or by being drenched in a freezing environment. The water gradually refreezes naturally.

### THORN CAGE

### LEVEL 2

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a rose petal or thorn

**Range:** 60 feet

**Duration:** Concentration + 1 minute

Thick vines studded with sharp thorns spring from the ground around a target of your choice. The target must succeed on a Strength saving throw or be restrained by the thorny vines until the spell ends. A creature restrained by the vines can use its action to make a Strength check against your spell save DC. Doing so causes the creature to take 2d6 piercing damage from the thorns. On a successful check, it frees itself. An ally may also attempt to free the creature by a similar Strength check or dealing 20 points of damage to the vines.

### THORNSKIN

### LEVEL 3

*Primal, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a thorn [consumed]

**Range:** Self

**Duration:** Concentration, up to 1 minute

You push a thorn against your skin, and it melts into you. Instantly, hundreds of similar thorns sprout all over your body. Whenever you deal unarmed strikes, you deal an additional 1d6 piercing damage. In addition, any creature that hits you with an unarmed strike (including successful grapple checks) takes 5 points of piercing damage.

**Heightened (5th):** When you cast this spell as a 5th level spell or greater, the thorns become poisonous. Any creature that receives damage from your thorns is dealt an additional 1d4 points of Strength damage that lasts for the duration of the spell. This Strength damage can be negated with a successful Constitution saving throw.

### THUNDERCLAP

### CANTRIP

*Primal, Cantrip*

**Cast:** 1 action, somatic

**Range:** 5 feet

**Duration:** Instantaneous

You clap your hands, creating a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage.

**Augmented (5th):** increase to 2d6 damage

**Augmented (11th):** increase to 3d6 damage

**Augmented (17th):** increase to 4d6 damage

### THUNDEROUS ROAR

### LEVEL 3

*Primal*

**Cast:** 1 action, verbal, somatic

**Focus:** hair from a lion

**Range:** 120 feet / 20 ft radius burst

**Duration:** Instantaneous

You call upon the lost voices of dead creatures, causing a targeted area to become filled with enraged roaring; the ground beneath the area shakes with the sound.

The resulting blast of sound can be heard for miles, but the spell affects only those in its area. All creature in the affected area take 5d6 points of sonic damage. A successful Constitution saving throw halves this damage. Additionally, any creature that takes damage from this spell must make a Dexterity saving throw or be knocked prone from the force of the roar. Crystalline creatures take an additional 10d6 damage.

**THUNDEROUS WAVE****LEVEL 3**

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of fur and a rod of crystal, Amber or glass

**Range:** Self / 30 foot sphere

**Duration:** Instantaneous

The air becomes charged with electricity and you call a bolt of lightning down onto yourself. This blast does no damage directly, but sends a concussive force outward in a 30 foot radius sphere. Every creature within the blast must succeed on a Strength saving throw or be pushed 30 feet and knocked prone. If they strike a solid obstruction, they also take 5d6 bludgeoning damage. Creatures that succeed their saving throw are pushed 15 feet, not knocked prone, but take 2d6 bludgeoning damage if they strike an obstruction.

This spell emits a thunderous boom that can be heard within 400 feet.

**THUNDERSTOMP****LEVEL 1**

*Primal, Autumn*

**Cast:** 1 action, somatic

**Range:** 20 feet**Duration:** Instantaneous

You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. The target must make a Strength saving throw or be knocked prone.

**Heightened (3rd):** When you cast this spell as a 3rd level spell or greater, you can target all creatures within a 20 foot radius of you.

**TOUCH OF SLUMBER****LEVEL 5**

*Primal, Dawn, Circle Of Dreams*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of seaweed

**Range:** Touch

**Duration:** Instantaneous / 2d6 hours

You touch a creature that is not hostile towards you and whose attitude toward you is indifferent or better. A target touched by you (this touch may require a successful melee touch attack) must succeed a Wisdom saving throw or fall asleep for 2d6 hours. While asleep, the creature is helpless. For 1 minute after the creature is affected, any loud noise or rough contact causes it to awaken immediately. Thereafter, slapping or wounding an affected creature awakens it, but normal noise does not. Awakening a creature is a standard action. If the creature sleeps for the full duration, they awake fully rested.

**TRANSMOGRIFICATION****LEVEL 7**

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** a bit of flesh from a fiend or a feather from a celestial

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You elevate your body to a higher form. When you cast this spell, choose one of the forms described below. While the spell lasts, you can use a bonus action to exchange one of your choices for an unused one, or to make a new choice when the current one ends. The spell ends when its duration expires or when you expend all the available uses of the third form you adopt.

**Wings.** You sprout wings from your shoulders and gain a flying speed of 60 feet. The wings can be catlike or feathered.

**Breath Weapon.** You gain a breath weapon of one of these types of your choice: acid, cold, fire, lightning, or poison. You can use an action to unleash your breath weapon in a 15-foot line that is 5 feet wide. Each creature in the line takes  $6d8$  damage of the chosen type, or half as much with a successful Dexterity saving throw. The breath weapon is considered a magical attack. You can use this ability up to three times, and it expires after the third use.

**Limbs.** Appendages resembling tentacles, spider legs, pincers, or something else of your choosing sprout from your body. Choose slashing, bludgeoning, or piercing damage; you can use an action to make two melee weapon attacks with your new limbs, and each attack deals  $2d12$  damage of the chosen type. You are proficient with these weapons, and they have the reach and finesse properties.

**Radiating Light.** You emit light in a 10-foot radius. The light can come from a halo, from ghostly flames, from your eyes, or any other source you choose. The light deals your choice of necrotic, fire, or radiant damage. A creature that passes through the light on its turn or that ends its turn in the light takes  $2d10$  damage of the chosen type, or half as much damage with a successful Constitution saving throw. A creature takes this damage only once per turn.

**Regeneration.** You regain 10 hit points at the start of your turn. You can use this ability up to three times, and it expires after the third use.

**Overwhelming Might.** When you hit a target with a weapon attack, the target takes an extra

$2d8$  force damage and must succeed on a Strength saving throw or be knocked prone.

**Frightening Presence.** As an action, choose any number of creatures within 30 feet of you that can see you. Each of them must succeed on a Wisdom saving throw or become frightened of you for 1 minute. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your frightening presence for the next 24 hours. You can use this ability up to three times, and it expires after the third use.

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## TRANSMUTE SENTIENCE

LEVEL 9

*Primal, Stars, Circle Of Moon*

**Cast:** 1 action, verbal, somatic

**Focus:** aqua vitae (the essence of life) or an apple from Elysium [consumed]

**Range:** Touch

**Duration:** Permanent

You gain the ability to advance a target up the evolutionary scale of development.

When targeting an inanimate object, you endow the object with life. The object gains a mortal soul, can procreate, think, and must eat/drink/sleep/breathe to survive. The creature gains a lifespan of 100 years, and can be given any racial feature you possess. Without a similar mate, the new creature will not be able to bear offspring. When targeting a living creature, it advances through possible evolutionary developments, as the GM determines. This means that lizards could become something similar to a Dragon, ponies could become horses, and horses could become pegasi.

Evolution does not cause the subject to be charmed or enthralled by you. A creature may only be the target of this spell once in its lifetime.

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## TREE SHAPE

LEVEL 2

*Primal, Spring, Circle Of Land*

**Cast:** 1 action, verbal, somatic

**Focus:** a leaf from the chosen plant

**Range:** Self

**Duration:** 1 hour / Druid level

You Shapeshift into the form of a Large living tree or shrub. The exact type of tree and its appearance is dependent upon the Druidic focus you use. While in this form, you can observe all that transpires around you as if you were in normal form, and your hitpoints and save bonuses remain unaffected. You gain immunity to critical hits, and resistance to non magical damage while in this form; however you have a Dexterity and speed of 0 and can't speak. As with Wild Shape, you may choose for your gear to transform with you, or drop to the ground. You may dismiss this form as a free action.

### TREE SPEAK

LEVEL 1

*Primal, Circle Of Land, Material, Spring*

**Cast:** 1 action, verbal, somatic, material (a living tree)

**Range:** Touch

**Duration:** 1 minute

You touch a tree and ask one question about anything that might have happened in its immediate vicinity. You get a mental sensation of the response, which last for the duration of the spell. Trees do not have a language nor a humanoid's sense of time; so the tree might answer about something that happened last night or a hundred years ago. The sensation you receive might include sight, hearing, vibration, or smell, all from the tree's perspective. Trees are particularly attentive to anything that might harm the forest and always report such activities when questioned.

If you cast this spell on a tree that contains a creature that can merge with trees, such as a *Dryad*, you can freely communicate with the merged creature for the duration of the spell.

**Material:** a living tree

### TREE STRIDE

LEVEL 5

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a leaf from a tree

**Range:** Self

**Duration:** Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability once per round for the duration. You must end each turn outside a tree.

**Heightened (6th):** When you cast this spell as a 6th level spell or greater, you instead open a gateway between two trees of any distance apart that share the same Plane of Existence. You must have seen and touched the destination tree at least once before. The magical gateway is visible to all, and any creature can step into the target tree and exist from the destination tree by using 5 feet of movement.

### UNYIELDING ROOTS

LEVEL 8

*Primal, Spring*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** a leaf from a healing plant

**Range:** Touch

**Duration:** 1 round / Druid level

You touch a creature, who becomes covered in thick tree roots that anchor it to the ground and provide it with life-sustaining healing.

The target must be standing on or otherwise touching the ground for this spell to have an effect on it. For the duration, the target can't move from its current space, nor can it be moved from its spell by physical means without a DC 35 strength check.

The roots draw life energy from the ground and feed the target healing of 30 points of damage per round, neutralizing poisons automatically, and wiping away negative levels or ability score drain. The target gains a +4 advantage on Constitution and Wisdom saving throws as long as the roots remain, but a -4 to Dexterity saving throws. As a bonus action, the target may dismiss the spell and leave the safety of the roots; ending the spell.

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**VERDANT SPROUT\***

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**LEVEL 1**

*Primal, Material, Spring*

**Cast:** 1 minute, verbal, somatic, material (a seed)

**Range:** Touch

**Duration:** Instantaneous

You imbue a single plant seed with primal energy. When it touches a surface it sprouts and grows into a Medium plant. After 10 minutes of growing in this fashion it has become a mature plant. Its space is considered difficult terrain and it is sturdy enough to provide standard cover. The plant has AC 10 and 20 Hit Points.

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**VERDIGRIS**

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**LEVEL 9**

*Primal, Spring*

**Cast:** 1 minute, verbal, somatic

**Focus:** a small handful green plants or seeds [consumed]

**Range:** 300 feet

**Duration:** Permanent

You create a tsunami of grass, shrubs, and trees that overgrows an area like a tidal wave. Choose a 100 foot radius that you can see in range, a portion of this area must be touching ground that

is contiguously connected to the ground you are touching. Plant growth snakes from your feet to the location, where it blooms as high as 15 feet into the air and 15 feet below the surface of the ground, curling across everything in the area, ensuring it and coiling around it as if it had been growing there for a century or more.

Unconscious or restrained creatures, buildings and objects caught within the tangle are dealt 10d6 points of bludgeoning damage from the crushing press. This has the ability to uproot foundations and crumble walls.

Moving through the tangle of undergrowth requires a creature to expend 5 times as much movement to move through.

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**VINE TRESTLE**

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**LEVEL 2**

*Primal, Spring*

**Cast:** 10 minutes, verbal, somatic

**Focus:** a small handful of beans [consumed]

**Range:** 30 feet

**Duration:** 1 hour

You cause a vine to sprout from the ground and crawl across a surface or rise into the air in a direction chosen by you. The vine must sprout from a solid surface (such as the ground or a wall), and it is strong enough to support 600 pounds of weight along its entire length. The vine collapses immediately if that 600 pound limit is exceeded. A vine that collapses from weight or damage instantly disintegrates.

The vine has many small shoots, so it can be climbed with a successful DC 5 Strength (Athletics) check. It has AC 8, hit points equal to  $5 \times$  your spell casting level, and a damage threshold of 5.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the vine can support an additional 30 pounds, and its damage threshold increases by 1 for each slot level above 2nd.

**VINEHOLD****LEVEL 6***Primal, Autumn***Cast:** 1 action, verbal, somatic**Focus:** a leaf, tree, bark, or piece of wood from a once sentient tree**Range:** 120 feet**Duration:** 24 hours / Druid level

You conjure forth thick woody arm-like vines that spring forth from the ground. Choose a one 10 foot square per Druid level. Each square bursts forth a Large grasping vine. If there is no target to grasp, the vine will retract back beneath the surface and spring forth if anyone passes nearby. Creatures that start their turn within the area are grappled and restrained by the arms unless it succeeds on a Dexterity saving throw. The creature may take actions normally, however can not move. They take 1d6+5 points of damage at the start of their turn. Creatures that succeeded on the Dexterity saving throw can move through the area normally.

A held creature can spend an action to attempt to break free with a DC 20 Strength check, or dealing 25 points of damage to the arm (AC 15) [which destroys that vine].

**VINETRAP****LEVEL 8***Primal, Spring, Circle Of Land***Cast:** 1 action, verbal, somatic**Focus:** a small sprig of vine**Range:** 500 feet**Duration:** 1 minute / Druid level

You cause vines choked with thorns, blossoms, leaflets, and other floral debris to burst to life on and around a target of your choice, winding around limbs and armor and making it progressively more difficult for the subject to move as the vines begin to root into the ground. When this spell is cast, the subject may attempt a Dexterity saving throw. Success indicated that the vines fail to take root and the spell has no effect. On a failed save, the subject's base speed

is immediately reduced by 10 feet. Each round thereafter, the subject must make a successful Strength saving throw at the beginning of their turn or their speed is reduced by another 10 feet. This occurs each round until the target is reduced to a speed of 5 feet.

As a full round action, the target or adjacent creature can tear the vines off the subject's body, resetting the speed penalty to just 10 feet, though the vines continue to grow each round thereafter for the spell's duration, requiring additional checks, unless it is actually dispelled. The spell's effects can also be prematurely ended by dealing at least 20 points of fire damage to the subject. When the spell ends, the vines wilt immediately and the subject's speed returns to normal.

**VISAGE OF THE ARCHFEY****LEVEL 3***Primal, Stars***Cast:** 1 action, verbal, somatic**Range:** Self**Duration:** Concentration, up to 3 rounds

You channel the forces of nature, partially taking the form of a physical manifestation of an Archfey. Choose one of the following forces of nature, and receive the bonus:

**Spring.** Receive +4 to your Dexterity score and resistance to fire.

**Summer.** Receive +4 to your Charisma score, and resistance to force damage.

**Autumn.** Receive +4 to your Strength score, and resistance to electricity / thunder damage.

**Winter.** Receive +4 to your Constitution score, and resistance to cold damage.

**Dawn.** Gain the ability to dash as a bonus action, and resistance to poison.

**Dusk.** Receive +4 to your Wisdom score, and resistance to psychic damage.

**Stars.** Receive +4 to your Intelligence score, and resistance to necrotic damage.

**WARD OF THE SEASON\*****LEVEL 3***Primal, Stars, Ritual*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 hour / Druid level

You harness the power of the seasons to protect the target and grant a number of bonuses. This spell has one of a number of different effects. The caster of the spell can select any one of the following effects, but can change the effect as a standard action that reduces the total remaining duration by 1 hour.

**Spring.** The target is wrapped in light vines, culminating in a crown of bright, beautiful flowers. While the spell remains in effect, the target is immune to bleed effects and regains 1 hit point per round whenever below 0 hit points, as long as the target is still alive. This stabilizes the target. For each hit point restored in this way, the spell's total remaining duration is reduced by 1 hour.

**Summer.** The target is surrounded by tiny motes of light. While the spell remains in effect, the target's base speed increases by 10 feet. The target may instead increase its base speed by 30 feet for 1 round by reducing the spell's total remaining duration by 1 hour.

**Fall.** A cloak of autumn leaves appears on the target. While the spell remains in effect, the target gains a +2 bonus on Constitution saving throws. The target can decide to half the damage from lightning and thunder sources by reducing the spell's total remaining duration by 1 hour.

**Winter.** A flutter of snow and crisp air surrounds the target. While this spell remains in effect, the target automatically succeeds at Acrobatics checks made to avoid falling while moving across slick or narrow surfaces. The target can one freely through difficult terrain for 1 round by reducing the spell's remaining duration by 1 hour.

**Dawn.** The target suffers no movement penalties when swimming, moving effortlessly through the water; with an additional 10 feet base movement while swimming. The target can decide to roll twice on any saving throw against disease or

poison and take the higher result by reducing the spell's total remaining duration by 1 hour.

**Dusk.** The target's shadows are accentuated, gaining the target advantage on Stealth checks. The target can decide to roll twice on any saving throw against psychic or Glamour spells to control ones mind and take the higher result by reducing the spell's total remaining duration by 1 hour.

## WATER STRIDE

LEVEL 5

*Primal, Dawn*

**Cast:** 1 action, verbal, somatic

**Focus:** a goose feather

**Range:** Self

**Duration:** Concentration, up to 1 minute

You instinctively know the depth of the nearest pools of water, and in your minds eye see all pools of water as being connected to one another magically, as if each were a doorway with a tunnel linking it to all the others.

You may enter a pool that is at least 1 foot deep and exit another pool with similar depth that is within 500 feet. You must use 5 feet of movement to enter a pool, and can use this ability once per round for the duration.

## WEATHER WEAVING\*

LEVEL 8

*Primal, Autumn, Ritual*

**Cast:** 10 minutes, verbal, somatic

**Focus:** burning incense and bits of earth and wood mixed in water [consumed]

**Range:** Self / 5 mile radius

**Duration:** 8 hours

You take control of the weather within 5 miles of you for the duration. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

When you cast the spell, you change the current weather conditions, which are determined by the

DM based on the climate and season. You can change precipitation, temperature, and wind. It takes 1d4 x 10 minutes for the new conditions to take effect. Once they do, you can change the conditions again. When the spell ends, the weather gradually returns to normal.

When you change the weather conditions, find a current condition on the following tables and change its stage by one (up or down). When changing the wind, you can change its direction.

Stage	Precipitation
1	Clear
2	Light Clouds
3	Overcast or Ground Fog
4	Rain, Hail or Snow
5	Torrential Rain, Driving Hail or Blizzard

Stage	Wind
1	Calm
2	Moderate Wind
3	Strong Wind
4	Gale
5	Storm

Stage	Temperature
1	Unbearable Heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic Cool

## WHISPERING LORE

LEVEL 1

*Primal, Circle Of Land, Stars*

**Cast:** 1 action, verbal, somatic

**Focus:** an owl's beak

**Range:** Self

**Duration:** 10 minutes

You are able to gain knowledge from the natural land itself. As you walk through the terrain, it whispers information in a fragmented, primal communication you comprehend. You gain advantage on History/Nature/Survival checks related to the terrain you are in.

## WHISPERING WIND

LEVEL 2

*Primal, Circle Of Land, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a sprig of mistletoe

**Range:** 1 mile / level

**Duration:** no more than 1 hour/level or until discharged (destination is reached)

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specified location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is a gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The wind can bear no more than 25 words or sounds longer than 1 round. You can likewise cause the wind to move between 1 mile per hour and 6 miles per hour (1 mile per minute). When the wind reaches its objective, it swirls and remains in place until the message is delivered. It may not speak verbal spell components, use command words, or activate magical effects.

**Heightened (4th):** as above however the wind waits after delivering the message for 1 round, copies what it hears and returns at the same

speed and by the same route. It delivers what it heard to you. It continues back and forth this way until the duration ends or the spell is dismissed.

### WINTERY GLIDE

LEVEL 4

*Primal, Winter*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

Upon casting this spell, you can travel via ice or snow without crossing the intervening space. If you are adjacent to a mass of ice or snow, you can enter it by expending 5 feet of movement. By expending another 5 feet of movement, you can immediately exist from that same mass at any point within 500 feet that is part of the contiguous mass of ice or snow. When you enter the ice or snow, you instantly know the extend of the material within 500 feet. You must have at least 10 feet of movement available when you cast the spell, or it fails.

If the mass of ice or snow is destroyed while you are transiting it, you must make a successful Constitution saving throw against your spell save DC to avoid taking 4d6 bludgeoning damage and falling prone at the midpoint of a line between your entrance point and your intended exit point.

### WITH THE WIND

LEVEL 2

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a fluffy dandelion

**Range:** 30 feet

**Duration:** 1 minute

You protect a creature from being checked or blown away from winds. The target cannot be moved by winds of less than windstorm force unless it wishes to be.

### WITHER AND BLOOM

LEVEL 2

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a withered vine, twisted into a loop

**Range:** 60 feet

**Duration:** Instantaneous

You invoke both death and life upon a 10-foot-radius sphere centered on a point within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical vegetation in that area withers.

In addition, one creature of your choice in that area can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your spell casting ability modifier.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot above the 2nd, and the number of Hit Dice that can be spent and added to the healing roll increases by one for each slot above 2nd.

### WITHERED SIGHT

LEVEL 1

*Primal, Dusk*

**Cast:** 1 action, verbal, somatic

**Focus:** a dried lizards eye

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You cause the eyes of a creature you can see within range to lose acuity. The target must make a Constitution saving throw. On a failed save, the creature has disadvantage on Wisdom (Perception) checks and all attack rolls for the duration of the spell. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This spell has no effect on a creature that is blind or that doesn't use its eyes to see.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

### WOLFSONG

### LEVEL 1

*Primal, Dusk*

**Cast:** 1 action, verbal

**Range:** 1 - 10 miles

**Duration:** Instantaneous

You emit a howl that can be heard clearly from 1 to 10 miles away depending on terrain. The howl can convey a message of up to nine words, which can be understood by all dogs and wolves in that area, as well as (if you choose) one specific creature of any kind that you name when casting the spell.

A creature that understands the message is not compelled to act in a particular way, though the nature of the message might suggest or even dictate a course of action.

**Heightened (+):** when you cast this spell using a spell slot of 2nd level or higher, you can name another specific recipient for each slot level above 2nd.

### WOOD ROT

### LEVEL 4

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Focus:** a rotten piece of wood

**Range:** Touch

**Duration:** Instantaneous

You cause an insidious rot to immediately taint any wooden object or plant creature you touch. Any unattended nonmagical wooden item smaller than 6 feet in diameter, or a 3-foot-radius volume of a larger wooden object (such as a wooden door), is instantly destroyed by wood rot.

Items that are held by creatures instead take 1d6 necrotic damage on a successful melee spell

touch attack; as their own life force is drained to protect the item. Magical items are immune to the effects of this spell.

Against plant type creatures, this spell deals 10d6 points of damage + 1 point per caster level on a successful touch attack.

### WOODEN SANCTUARY

### LEVEL 2

*Primal, Circle Of Land, Spring*

**Cast:** 1 action, verbal, somatic

**Focus:** a sapling branch

**Range:** Self

**Duration:** Concentration, up to 1 minute

You step into a wooden object or tree large enough to fully contain your body, melding yourself and all the equipment you carry with the wood for the duration. Using your movement, you step into the wood at a point you can touch.

Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the wood, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the wood. You can use your movement to leave the wood where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the wood doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 3d6 bludgeoning damage to you; the same happens if your concentration is broken while merged with the wood. The wood's complete destruction (or transmutation into a different substance) expels you and deals 25 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

### WOODSONG

### LEVEL 2

*Primal, Cantrip, Spring*

**Cast:** 1 action, verbal, somatic

**Range:** 25 feet

**Duration:** Instantaneous

You whistle, causes unliving wood or a wooden object to bend, warp and twist; destroying its straightness, form and strength. A warped door spring open (or becomes stuck, requiring a Strength check to open). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes disadvantage to attack rolls.

Alternatively, you can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by magic or other means.

#### WORD OF BALANCE

LEVEL 7

*Primal, Dawn*

**Cast:** 1 action, verbal

**Range:** 30 feet

**Duration:** 1 minute

You utter the elder words of balance causing those who stray too far from The Mother's path of even handiness to pay the price as The Mother judges them. Any non-Druid or creature who does not live a life in balance with nature (GM's ruling) must succeed at a Wisdom saving throw or suffer the following effects, according to its Hit Dice / Challenge Rating:

**If their CR is equal to you:** they are poisoned.

**If their CR is 5 less than you:** they are paralyzed and poisoned.

**If their CR is 10 less than you:** they are killed. If the creature is living, they are slain; if they are undead, they are destroyed.

If you are on your home plane when you cast this spell, every outsider within the area is banished back to its home plane unless it makes a successful Wisdom saving throw at disadvantage. Creatures so banished cannot return for at least 24 hours.

Creatures whose HD/CR exceed your Druid level are unaffected by this spell.

#### WORLD WAVE

LEVEL 9

*Primal, Autumn*

**Cast:** 1 action, verbal, somatic

**Range:** see text

**Duration:** 1 round or 1 minute / Druid level (see text)

You cause any sort of natural terrain (including water, forest, desert, tundra, and so on) to surge beneath your feet and safely propel you with devastating force over great distances. This wave of terrain undulates as it passes over the world, harmlessly lifting or stretching objects, creatures, and phenomena with a connection to nature but tearing through and damaging anything else it encounters. When you cast this spell, you must choose the wave' style, either a tsunami or a swell. If you choose a tsunami, you create a 30-foot high tidal wave of earth or water hurtling across the landscape that lasts for 1 round per Druid level. If you choose a swell, you create a more controlled and gentle 5-foot high wave that lasts for 1 hour per Druid level.

Regardless of its form or composition, the crest of the wave extends 10 feet in front and behind you, and 5 feet per level on your left and right. You can stand or sit on the crest of this wave without fear of falling off it and can even lie down or sleep (or take other actions) as it travels. You can grant up to 1 additional creature per Druid level the ability to accompany you.

When you first create the wave, you must choose its path by facing the direction you wish it to travel. Once you make this decision, you cannot change it. The wave, in either version, moves at eight times your base land speed. Any object, creature, or phenomena strongly connected to the natural world simply rises up and down with the wave as it passes, taking no damage or injury. Anything else coming into contact with the wave takes either 6d6 of bludgeoning damage (if the tsunami) or 1d6 (if the swell). The wave damages any manufactured object or structure. On The Material Plane, it also damages any creature of the aberration, construct, outsider, kr

undead type, or with the extraplanar sub type. Note that on other planes of existence, what is considered part of the natural world may vary at the GM's discretion.

The wave can travel up and down the sides of natural features so long as it does not exceed a 45 degree angle. You cannot alter the dimensions of the wave as it travels. If the wave encounters terrain or a barrier that it cannot incorporate into itself, the wave simply flows over or around the obstacle unless the terrain occupies 1/2 or more of the area of the wave's crest. In such cases the spell ends in 1d6 rounds as the wave falters and collapses, unless it's duration would normally cause it to expire prior to that. The momentum of the wave carries you forward through this new terrain without any injury until it collapses, at which point you suffer the normal effects of the terrain in which you are deposited. Terrain the wave cannot incorporate includes anything primarily made from fire (such as lava), air (such as an open cliff face), or something man made (such as a city). You can only create the wave if standing on the ground. You cannot create it when underground or on terrain that the wave cannot incorporate.

# Warden Spells

## AERIAL TRACKS

LEVEL 3

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour / ranger level

You become able to sense and see the air in the area ripple where creatures have flown through it up to 1 day ago per caster level. These aerial ripples are tinged by glowing wisps, providing enough illumination to follow the tracks without penalties due to poor lighting. The area moves with you, allowing you to follow the tracks through the air over long distances provided you can fly or follow the route along the ground within range to read the aerial tracks. The base DC of Survival checks to track creatures through the air with this spell is the same as tracking creatures across soft ground.

## ALPHA INSTINCT

LEVEL 1

*Warden*

**Cast:** 1 bonus action, somatic

**Range:** Self

**Duration:** 10 minutes

You gain +10 on Animal Handle checks with Beasts as they recognize and respect you as a dominant alpha. Aggressive beasts that you and your allies have not damaged must roll a Wisdom saving throw or become docile (but perhaps wary). They will attack again if they take damage from you or your allies.

## ARROW MIND

LEVEL 1

*Warden*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

Your ranged missile weapon feels like an extension of your body. While this spell is in effect and you are wielding a personal projectile weapon, close quarters combat does not impose disadvantage. In addition, you may make attacks of opportunity with missiles fired from your ranged weapon.

## ARROW OF FORCE

LEVEL 1

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a blade of grass [consumed]

**Range:** 150 feet

**Duration:** Instantaneous

You crush the blade of grass and draw your ranged weapon with a projectile of pure energy from nature. Make a traditional ranged attack. On a hit, the projectile shatters and deals 4d6 points of force damage immediately.

**Heightened (+):** For every spell slot above 1st, the damage increases by 1d6.

## ASHEN PATH

LEVEL 2

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 10 minutes

You grant up to 6 living creatures you touch the ability to breathe with ease air that is contaminated with ash, spores, smoke, dust, or the like. The creature suffers no ill effects from the natural airborne irritants or contaminants and gains advantage on saving throws against magical effects that involve any of these contaminants. In addition, the creature can see through obscuring effects (magical or mundane) caused by airborne particulates up to a distance of 60 feet. This spell does nothing to enhance sight in dark or shadowy conditions.

## ASPECT OF THE BEAR LEVEL 4

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*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You take on the aspect of a bear. You gain a keen sense of smell, granting advantage on Wisdom (Perception) checks involving scent. You are a savage attacked, melee weapon attacks are considered critical on 19 or 20, and you may reroll damage dice that are 1's. You deal an additional 1d6 damage with melee weapons.

## ASPECT OF THE EARTH HUNTER LEVEL 5

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*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You call upon the primal energies of Asha, and take on the aspect of a preternatural hunter. Your face elongates into a snout, your limbs thicken, and your skin turns into a silvery chitin. While under the effect of this spell, your type changes to that of a magical beast and your size changes to Huge. You take up 15 feet and have a reach of 10 feet. You gain a an AC of 17, Strength of 27, Dexterity 15, and Constitution 20 and retain your own mental ability scores. Your base land speed becomes 40 feet, and you gain a burrow speed of 10 feet. You gain darkvision out to 60 feet, low light vision, scent and tremor sense out to 60 feet.

Your equipment melds into your new form and becomes nonfunctional. Your class and level, hit points, alignment, base attack bonus, and base saving throw bonuses all remain the same. You lose any extraordinary special abilities of your own form, as well as spell-like and supernatural abilities. You keep all extraordinary special attacks derived from class levels (such as rage or sneak attack), but lose any from your normal form

that are not derived from class levels. You cannot speak or cast spells while in this form. You can make two claw attacks, which are natural weapons that deal  $2d8+8$  points of damage.

## ASPECT OF THE FALCON LEVEL 1

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*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You take on the aspect of a falcon. You gain advantage on Wisdom (perception) checks that rely on sight, a +1 bonus to ranged attacks, and a roll of 19 is considered a critical hit when attacking with a ranged weapon.

## ASPECT OF THE STAG LEVEL 3

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*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You take on the aspect of a great stag. You do not trigger attacks of opportunity when moving past enemies, due to your fleetness of foot. You may dash as a bonus action vs an action, and gain an additional 10 feet of movement. Additionally, you may take one large step that is 5 feet and leap 30 feet long and 8 feet high if you move at least 10 feet.

## ASPECT OF THE WOLF LEVEL 2

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*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

You take on the aspect of a wolf. You gain a wolf's keen hearing and smell, giving you advantage on Wisdom (Perception) checks that

rely on these senses. Additionally, you gain innate pack tactics that grant you advantage on attack rolls against creatures if at least one of your allies is in combat with the creature.

### BLADE STORM

### LEVEL 3

*Warden*

**Cast:** 1 bonus action, somatic

**Range:** Self

**Duration:** 1 round

You must cast this only at the beginning of your turn, and forgo movement, reactions and other actions. You may make one attack against each enemy within your reach using each melee weapon you wield. If you wield more than one weapon, you can attack each foe with each weapon using normal rules for two-weapon fighting.

### BLOODSWORN RETRIBUTION\*

### LEVEL 3

*Warden, Ritual*

**Cast:** 1 action, verbal

**Focus:** your blood

**Range:** Self

**Duration:** special (see text)

When you cast this spell, you cut yourself and swear an oath of retribution on your own blood. You decide how much damage you want to take from this attack, up to 25 points. This damage cannot be healed for as long as the spell is in effect. Anytime you perform an attack, save, or check that is directly related to the oath and brings you closer to the fulfillment of that oath, you gain a morale bonus to that roll equal to the number of hit points of damage you took from the oath divided by 5. The GM is the final arbiter over whether or not an action qualifies for this bonus. When you fulfill the oath (or choose to forsake it), the spell ends, and the lost hit points can be healed as normal.

For example, a notorious bandit leader killed Stigur's brother, and Stigur wants to avenge his brother's death. Stigur casts this spell and sacrifices 20 hit points. Thereafter Stigur gains a +4 morale bonus on attack rolls against the bandit leader's minions, saves against spells from said minions, Intimidate checks to coerce an informant to tell him where the bandit leader is camped, and so on.

### BRIAR WEB

### LEVEL 2

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a sprig of weed [consumed]

**Range:** missile weapon range

**Duration:** 1 minute

You crush a sprig of weed and fire a projectile from your missile weapon. When the projectile hits the ground it causes natural weeds to grow and twist from the projectile with thick thorns like a briar patch in a 40 foot radius from the projectile.

The spell's area becomes difficult terrain, and creature move at half speed within the affected area. Any creature moving through the area also takes 1 joint of nonmagical piercing damage for each 5 feet moved.

### BURST OF SPEED

### LEVEL 3

*Warden*

**Cast:** 1 bonus action, somatic

**Range:** Self

**Duration:** see text

Until the end of your turn, you gain a +20-foot bonus to speed (or +10-foot bonus if you are wearing Medium or Heavy armor), your movement does not provoke attacks of opportunity, and you can move through the space of creatures that are larger than you are, but you cannot end your movement this round in a space occupied by a creature.

CARRION COMPASS*	LEVEL 1	CURSE OF IMPENDING BLADES	LEVEL 2
<i>Warden, Ritual</i>		<i>Warden</i>	
<b>Cast:</b> 1 minute, verbal, somatic		<b>Cast:</b> 1 action, verbal, somatic	
<b>Focus:</b> a corpse with entrails		<b>Range:</b> 120 feet	
<b>Range:</b> Touch		<b>Duration:</b> Concentration, up to 1 minute	
<b>Duration:</b> Instantaneous			
You perform a ritual on a creature's corpse and detect the approximate distance and direction of the cause of its death. The corpse must be fresh or intact enough to have entrails for this spell to work.		You cause a target to have a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subject takes a -2 penalty to AC.	
CAUTERIZING WEAPON	LEVEL 3	DAYBREAK ARROW	LEVEL 3
<i>Warden</i>		<i>Warden</i>	
<b>Cast:</b> 1 action, verbal, somatic		<b>Cast:</b> 1 action, verbal, somatic	
<b>Focus:</b> a bit of beeswax		<b>Range:</b> Touch	
<b>Range:</b> Touch		<b>Duration:</b> 10 minutes / ranger level	
<b>Duration:</b> 1 minute / ranger level			
You infuse a weapon with faint but pernicious energy that stymies accelerated healing. Damage dealt by the weapon or ammunition is treated as acid, cold, electricity, and fire, but only for the purpose of negating a creature's regeneration. The weapon is also treated as silver and cold iron at 8th level and is treated as chaotic, evil, good, and lawful at 11th level for the purpose of negating regeneration.		You touch up to 50 pieces of ammunition, all of which must be together at the time of casting. You cause this ammunition to exude radiant energy. Creatures that take penalties in bright light take these penalties for 1 round after being struck by such ammunition. Undead and creatures harmed by sunlight take an additional 1d6 points of damage from such projectiles. This extra damage and half of any other damage you deal with an affected projectile results directly from radiant energy. Such a projectile sheds normal light for 30 feet for 1 round after it is fired.	
CULL THE WEAK	LEVEL 4	DEADEYE'S LORE	LEVEL 1
<i>Warden</i>		<i>Warden</i>	
<b>Cast:</b> 1 action, verbal, somatic		<b>Cast:</b> 1 action, verbal, somatic	
<b>Focus:</b> a body part from a predator [consumed]		<b>Range:</b> Self	
<b>Range:</b> Self		<b>Duration:</b> 1 hour	
<b>Duration:</b> 1 minute			
The very next attack you make against a creature who has fewer hit points than you has a critical threat range of 18-20. Rolling any of these numbers becomes a critical hit. Regardless of if the attack hits or misses, the spell effect ends.		You channel the insights of the spirits of the wild and gain a 1d4 bonus to Survival checks, and do not have to move at half your speed while tracking.	

## DIVINING ROD

LEVEL 1

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a forked stick

**Range:** Self / 5 miles

**Duration:** Concentration, up to 1 hour

You call upon the spirits of the woodland to guide you to water, natural shelter, or food. By casting *divining rod* upon a forked stick, you request simple knowledge from the nature spirits to lead you to water, natural shelter or grown food. The rod points in the direction of the objective of the spell. The rod does not necessarily lead you past dangers or obstacles, just in a direct path to the requested necessity. The rod may sense the location only if the objective is within the radius of the spell. The rod reveals nothing else. *Divining rod* may only direct to uncultivated palatable vegetation if provisions are requested. The rod detects water underground only if the source is within 10 ft. of the surface

## ENSNARING STRIKE

LEVEL 1

*Warden*

**Cast:** 1 bonus action, verbal

**Range:** Self

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack before the spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by magical vines until the spell ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

When restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your spell save DC. On a success, the target is freed.

**Heightened(+):** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## ESCAPING WARD

LEVEL 2

*Warden*

**Cast:** 1 reaction (when missed by an attack from a larger foe), verbal, somatic

**Range:** Self

**Duration:** 1 round

You gain extra maneuverability when you avoid attacks against larger foes. When creature of at least one size category larger than you misses you with an attack; you may cast this spell as a reaction. While affected by this spell, when each attack from a larger creature that misses you (including the attack that triggered the spell) allows you to immediately move 5 feet. This movement does not provoke attacks of opportunity.

**Augmented (5th):** move 10 feet

**Augmented (10th):** move 15 feet

## EVASIVE FIRE

LEVEL 5

*Warden*

**Cast:** 1 action, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

Any time during the duration of this spell that you are forced to make a Dexterity saving throw, you can expend your reaction to fire a ranged weapon and tumble 5 feet without causing an opportunity attack.

## EXACTING SHOT

LEVEL 2

*Warden*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

Every ranged hit you make with a ranged weapon on your favored enemy is considered a critical hit. If the ranged weapon or the projectile have any magical effects related to critical hits, this spell has no effect on it.

### EYES OF EVENTIDE

LEVEL 1

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 hour

You enhance your vision, allowing you to see even in 30 feet in magic darkness, or through other particulates and clouds that may otherwise obscure vision.

### FELL THE GREATEST FOE

LEVEL 2

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 round / level

You touch a creature and it gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage to any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against Colossal creatures.

### FIND QUARRY\*

LEVEL 4

*Warden, Ritual*

**Cast:** 1 action, verbal, somatic

**Focus:** your blood

**Range:** Self / 20 mile radius

**Duration:** Instantaneous

You cut yourself for 1d10 hitpoints of damage, using your blood to visualize a 20-mile radius around your current location - attempting to extend your primeval awareness for your favored enemies. Pick one of your favored enemies; you discern the number and general location of all creatures matching that type. You understand their distance and direction in relation to you. You can also discern general movement, direction, and speed. Anything that would prevent divination or detection also stops this spell from finding a creature.

### FLAME ARROW

LEVEL 3

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a drop of oil and a small piece of flint

**Range:** 30 feet

**Duration:** 10 minutes / ranger level

This spell allows you to turn up to 50 projectiles of ammunition (such as arrows, crossbow bolts, shuriken, and sling stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

### FOEBANE

LEVEL 4

*Warden*

**Cast:** 1 action, verbal, somatic, material (a weapon)

**Focus:** blood or viscera from the specified creature type

**Range:** Touch

**Duration:** 1 minute

You hold aloft a weapon, naming a type/kind of creature you wish to slay, imbuing it with a faint blue aura. Against creatures of that type, the weapon has +5 to hit and deals an additional 2d6

points of damage. Furthermore, while you wield the weapon you gain a +4 resistance bonus on saving throws against effects created by creatures of that kind.

The spell is automatically canceled 1 round after the weapon leaves your hand for any reason. You cannot have more than one Foebane weapon active at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enchantment bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with any other spell that might modify the weapon in any way. This spell does not work on artifacts.

**Material:** a weapon

### GLOOMBLIND BOLTS

LEVEL 3

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You create one or more bolts of negative energy infused with shadow pulled from the Shadow Plane. Each bolt deals 4d6 points of damage to a living creature or heals 4d6 points of damage to an undead creature. Furthermore, the bolt's energy spreads over the skin of a creature, possibly blinding it for a short time. Any creature struck by a bolt must succeed at a Dexterity saving throw or become blinded for 1 round.

**Augmented (11th):** your projectile splits into two bolts that can hit two targets within 30 feet from each other

**Augmented (17th):** your projectile splits into three bolts

### GUIDED SHOT

LEVEL 1

*Warden*

**Cast:** 1 bonus action, somatic

**Focus:** a piece of fletching

**Range:** Self

**Duration:** 1 round

When this spell is in effect, you ignore the negative effects of cover. You may even hit targets beyond total cover, your missile weapon being able to turn as much as 90 degrees in order to hit a target.

### HEART SEEKING ARROW

LEVEL 4

*Warden*

**Cast:** 1 bonus action, verbal

**Focus:** an arrow, bolt or other missile

**Range:** Self

**Duration:** Concentration, up to 1 minute

You call upon the spirits to bless a single piece of ammunition, causing it to seek vital organs.

Make an attack roll as normal. On a hit, the ammunition deals an extra 6d6 damage of the same type dealt by the weapon, or half as much damage on a miss, as it streaks unerringly toward its target. If the attack reduces the target to 0 hit point, the target has disadvantage on its next death saving throw. This spell has no effect on undead, constructs, or creatures with no vital organs.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, the extra damage on a hit increases by 1d6 for each slot level above 4th.

### HEARTSTRIKE

LEVEL 2

*Warden*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** an arrow, bolt or other missile

**Range:** Self

**Duration:** Instantaneous

You call upon the spirits of ancient archers to carry your missile straight to its target. You have

advantage on your next ranged weapon attack using the missile you use for this spell, and can ignore penalties for an area being lightly obscured.

### HUNTER'S BLESSING

LEVEL 5

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 8 hours

You choose up to 1 creature per Warden level, no two of which can be more than 30 feet apart - and designate a type of creature (using the Warden's Favored Enemy categories) and a type of terrain (using the list of Warden's Natural Explorer categories). Targets of the spell gain advantage on Deception, Perception, Insight, and Survival checks attempted against creatures of the selected type, and +1 on attack rolls made against creatures of that type. Furthermore, they gain advantage on initiative checks, Perception, Stealth, and Survival checks while they are in the type of terrain you designate. Lastly, when tracking the designated creature type in the chosen terrain, the targets can follow the tracks of such creatures untrained.

### HUNTER'S HOWL

LEVEL 1

*Warden*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self / 20 feet radius

**Duration:** 1 round

With a single primal howl, you strike fear in your opponents. Until the start of your next turn, you gain a +1d4 to hit and to damage for any opponent in range who fails a Wisdom saving throw. If the affected creature is already one of your favored enemies, it is also shaken (disadvantage on attack rolls, saving throws, and ability checks).

### HUNTER'S MARK\*

LEVEL 1

*Warden, Ritual*

**Cast:** 1 bonus action, verbal

**Range:** 90 feet

**Duration:** Concentration, up to 1 hour

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find it. If the target drops to 0 hit points before the spell ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

**Heightened (3rd):** When you cast this spell using a spell slot of 3rd level or higher, you can maintain your concentration on the spell for up to 8 hours.

**Heightened (5th):** When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

### HUNTER'S MERCY

LEVEL 1

*Warden*

**Cast:** 1 action, somatic

**Focus:** an eagle's feather

**Range:** Self

**Duration:** 1 round

You ensure your bow strike is true. Your first hit with a bow (not including crossbows) in the next round is automatically a critical hit. If you don't hit in the round following the casting of this spell, the effect is wasted.

### HUNTMASTER'S SPEAR

LEVEL 1

*Warden*

**Cast:** 10 minutes, verbal, somatic

**Focus:** blood from the desired creature type

**Range:** Touch

**Duration:** 24 hours or until discharged

You choose one creature type (and subtype if applicable) from the ranger's favored enemy type list. When you cast this spell, the targeted spear hums with destructive energy and functions as a +1 spear against creatures of the selected type. You can discharge this spell in order to make an especially powerful attack with the spear. The spear's critical range becomes 18-20 and its critical multiplier x3. After using this attack, the spell ends and the spear is destroyed in a burst of energy.

Any creature other than you treats the spear as a normal weapon of its type. You can have only one Huntsmaster's Spear in effect at a time. If you cast this spell, any previous instance ends immediately.

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#### IMPLACABLE PURSUER\*

LEVEL 4

*Warden, Ritual*

**Cast:** 1 action, verbal, somatic

**Focus:** your blood

**Range:** 400 feet

**Duration:** 1 hour / Warden level

You cut yourself for 1d10 hitpoints of damage, becoming an unerring tracker, instantly aware of your quarry's location whenever it is on the move. If the target succeeds on a Wisdom saving throw, the spell is resisted and fails.

On a failed save, you can spend a bonus action to intuitively know the direction and distance to the target creature whenever it finishes a turn more than 10 feet away from where it started. You know its location as long as the subject is moving (picking up the pumping of its blood, and beating of its heart), no matter where it goes on the same plane. If the target leaves the plane, you intuitively know this occurred. The spell then provides no further information until you and the subject creature are on the same plane again, in which case the spell resumes functioning normally.

Creatures without blood are immune to this spell.

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#### INSTANT ENEMY

LEVEL 3

*Warden, Material*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** blood from the desired creature type

**Range:** Self

**Duration:** 24 hours

You gain a temporary favored enemy of the type that matches the blood of your focus. For the duration of the spell, you may treat that creature type as if it was your favored enemy for all purposes. You deal an additional 1d6 damage upon successful melee and ranged strikes to the specific creature whose blood was your focus.

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#### KNOW GREATEST ENEMY

LEVEL 1

*Warden*

**Cast:** 1 bonus action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You evaluate the creatures in the area and determine the relative power level of each.

Creatures are evaluated as follows

CR	Strength
4 or lower	Weak
5-10	Moderate
11-15	Strong
16 or higher	Overwhelming

Among creatures you see, you know which is the most powerful but not why. Any illusion or spell that prevents divination/scrying blocks or fools this spell.

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#### KNOW THE ENEMY

LEVEL 1

*Warden*

**Cast:** 1 minute, verbal, somatic

**Focus:** a piece of the creature such as blood, hair

**Range:** Self

**Duration:** Instantaneous

You gain a deep sense of a creature, gaining a +10 insight bonus to Nature or History checks concerning that general creature type or species. You may learn specifically about its habits, ecology, or attributes such as vulnerabilities, resistances, or immunities.

### LEECH

LEVEL 5

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a live leech [consumed]

**Range:** Touch

**Duration:** 8 hours

You imbue the target with the ability to use one of their hit die to heal if they reduce a creature of 1 or more Hit Dice to 0 hit points. Doing so causes the dying creature to automatically fail a single death saving throw.

### LOCATE WEAKNESS

LEVEL 2

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You are able to sense a foe's weak points, granting you greater damage potential. After a successful attack with a melee or ranged weapon, you may choose to end this spell as a bonus action. Doing so allows you to roll damage dice twice, and take the higher result. After you use this ability, the spell ends.

### LONGSHOT

LEVEL 1

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a piece of fletching

**Range:** Self

**Duration:** 1 minute / ranger level

You reduce the effect of range, granting an additional 10 foot bonus to the range increment of any ranged weapon you use. Attacking at long range does not impose disadvantage on your attack rolls.

### MARK OF SUPPRESSION

LEVEL 5

*Warden*

**Cast:** 1 bonus action, verbal, somatic, material (a tooth of fang from a creature of the same type as the target)

**Range:** Touch

**Duration:** Concentration, up to 1 minute

With a swift invocation you make a melee spell attack against a target. On a successful strike against a creature, anytime within the duration of the spell you may use your Reaction to force the creature to automatically fail one saving throw of your choice. You can make this choice after the roll is made and the outcome determined. Once you have suppressed a saving throw, the spell ends.

### MOONRISE ARROW

LEVEL 3

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 10 minutes / ranger level

You touch up to 50 pieces of ammunition, all of which must be together at the time of casting. You cause them to glow with faint silvery light. The ammunition counts as magic and silver for the purpose of overcoming damage reduction, in addition to the properties of any other special material the ammunition has. Incorporeal undead and shapechangers take an additional 1d8 points of damage from such ammunition. The targeted

ammunition sheds dim light in a 5-foot radius for 1 round after it is fired or thrown

#### NAMED BULLET

#### LEVEL 3

*Warden*

**Cast:** 1 bonus action, somatic

**Range:** Touch/Self

**Duration:** 1 round

You imbue one piece of ammunition or one thrown weapon with deadly accuracy against one of your favored enemy types. When used against those creature types, the ammunition never misfires and is unaffected by concealment (but not total concealment). When the imbued ammunition hits the selected creature, a normal hit is instead considered to be a critical hit. A natural critical hit deals triple damage. Once the ammunition is used to attack the selected creature, successfully or not, the spell is discharged.

#### NATURE'S FAVOR

#### LEVEL 2

*Warden*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute

You rub the side of a beast, whispering the final blessing to complete the spell. You grant the animal a +1 bonus to attack rolls and damage for every three ranger levels you posses (maximum +5).

#### PACK EMPATHY

#### LEVEL 2

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 hour

You create an instinctual connection between up to 6 creatures you can see within range. Each

can sense the other's emotional states, which allows them to communicate basic emotional concepts (such as alerting each other to danger due to increased stress). Once the spell has been cast on the subjects, the distance between them and you doesn't affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

#### QUIETING WEAPONS

#### LEVEL 3

*Warden*

**Cast:** 1 action, somatic

**Range:** 30 feet

**Duration:** 10 minutes / ranger level

You may select one weapon per 3 ranger levels. The target weapons and any ammunition they fire make no sound as part of their normal functions as a weapon. For instance, a crossbow's firing would not make a sound, but if you cast this spell on a creature's bite attack, it would not prevent it from vocalizing from its mouth. The first time a creature is struck by a weapon affected by this spell, it must succeed at a Wisdom save or it becomes unable to make noise louder than a whisper (Perception DC 10 to hear) whether vocally or by other means for the duration of the effect. Because the creature can still whisper, this doesn't interfere with verbal spell components. Whether it succeeds or fails its saving throw, the creature is immune to further effects from this casting of the spell.

#### RICOCHET SHOT

#### LEVEL 2

*Warden*

**Cast:** 1 bonus action, verbal, somatic

**Range:** touch

**Duration:** 1 round / ranger level or until discharged

You imbue a projectile weapon with the ability to ricochet off surfaces in order to hit targets behind

cover (negating their cover bonus if the wielder can find a surface that provides the correct angle).

Alternatively, if you hit a target the projectile does damage to that target then ricochets to a secondary target that is within 20 feet of the primary target. The wielder makes an attack roll against the secondary target at the same base attack bonus, but does not gain the benefit from any enhancement bonuses or magic qualities on the projectile.

Once you ricochet a projectile, the spell ends. The spell ends if the wielder fails to use a ricochet shot before the duration expires.

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### REJUVENATE

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### LEVEL 1

*Warden*

**Cast:** 1 minute, verbal, somatic

**Focus:** tree bark [consumed]

**Range:** Touch

**Duration:** 5 hours

You cause a target to heal at an accelerated rate, granting them a temporary number of hit dice equal to up to half their level. They may not have a total number of hit dice equal to more than their level. The target must use these hit dice within the duration; any unused hit dice earned from this spell are lost.

In order to fuel this accelerated healing, the target is required to consume large quantities of food. If the target does not consume the equivalent of three large meals during the duration of this spell, they will succumb to a point of exhaustion as the body runs out of fuel and begins to consume itself. This spell can only be cast upon an individual once every 2 days due to the high demands placed upon the body.

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### SHARE SHAPE

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### LEVEL 3

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a willing creature for which you are friendly or bonded

**Range:** Touch

**Duration:** 1 hour / ranger level

You assume the form of a natural beast for which you are bonded as an animal companion or friendly with. The beast must be willing or the spell fails. You transform into the same type of beast, gaining the abilities of that creature. You retain your Intelligence and Wisdom. As a bonus action, you may revert back to your true form, ending the spell.

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### SMITING ARROW

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### LEVEL 5

*Warden*

**Cast:** 1 action, verbal, somatic, material (a single piece of ammunition)

**Focus:** a drop of blood, strand of hair of the intended target

**Range:** Touch

**Duration:** 24 hours

You imbue a piece of ammunition to have a greater effect on a specific target. To this end, you need something directly associated with the creature for which the arrow is intended - a drop of its blood, a strand of its hair, or something similar - which is consumed in the casting of the spell as it melds with the ammunition. For the next 24 hours, if the ammunition is used to make a ranged attack against the specific target and it hits, it deals an extra  $5d10$  necrotic damage to the target and stuns it for 1 round. If the target makes a successful Constitution saving throw, it takes half as much damage and is not stunned. If the attack is a critical hit, the creature has disadvantage on its saving throw.

**Material:** a single piece of ammunition

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### SPEED OF THE HUNTER

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### LEVEL 5

*Warden*

**Cast:** 1 bonus action, verbal, somatic

**Focus:** a shaving of licorice root

**Range:** Self

**Duration:** 3 rounds

You are imbued with a preternatural speed that grants you an extra weapon attack for 3 rounds, starting with this one. This action could instead be used to take the Dash, Disengage, or Hide actions.

#### STRENGTH OF MY ENEMY

LEVEL 4

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of dung from an animal of Strength 16+

**Range:** 30 feet

**Duration:** 1 minute

You choose a creature that you can see within range, and attempt to siphon away their strength for your own use. They must succeed on a Strength saving throw or lose 1d4 points of Strength that you gain for the duration of the spell. The target must have a Strength that is higher than yours for this spell to succeed.

#### SUREFOOT

LEVEL 1

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

Your steps are sure and true, even on the narrowest ledges. You gain a +10 competence bonus to Acrobatics checks to balance, climb, jump, or tumble. In addition, you can move through difficult terrain at full speed.

#### TERRAIN BOND

LEVEL 4

*Warden*

**Cast:** 1 action, verbal, somatic

**Focus:** a pinch of earth taken from your most favored terrain

**Range:** Self

**Duration:** 1 hour / 2 Warden levels

You call upon the spirits of nature to help you adapt to your environment. You treat the terrain you are in as your most favored terrain until this spell ends.

#### THRILL OF THE HUNT

LEVEL 5

*Warden*

**Cast:** 1 bonus action, somatic

**Focus:** a cat's claw

**Range:** Self

**Duration:** 1 round / Warden level

Creatures that you successfully hit and damage are reduced to half their movement speed if they fail a Constitution saving throw. At the end of each of their turns, they may reroll the saving throw to regain their mobility.

#### VEX GIANT

LEVEL 3

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self / 60 feet

**Duration:** 1 round per level

Your senses and reflexes become particularly honed against a single target within 60 feet, provided the target is at least one size category larger than you. You may select your focused foe as a free action when you cast this spell—switching your focus to a different foe within 60 feet is a move action. If a foe moves beyond 60 feet from you, you lose your focus on that foe, although you may regain it by moving within 60 feet and spending a move action. Although the name of the spell is vex giant, it works equally well on any foe that's at least one size category larger than you.

Against a foe you are focused on, you do not provoke attacks of opportunity by moving through their threatened area. Additionally, the first successful melee attack you make against the foe in a round deals an additional 1d6 points of damage. Finally, you gain a +4 insight bonus on all combat maneuver checks made against your focused foe.

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**VINE STRIKE****LEVEL 1**

*Warden*

**Cast:** 1 bonus action, verbal

**Range:** Self

**Duration:** 1 round

You have a special connection to the forces of nature that allows you to deliver additional damage to plant creatures. You deal an additional 1d10 damage to these creatures.

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**WILD INSTINCT****LEVEL 2**

*Warden*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 8 hours

You sharpen your senses, allowing you to perceive threats that you would otherwise miss. You become aware of sounds and smells you would normally overlook, and even retain the ability to detect threats when soundly asleep. For the duration of the spell, you gain a +5 bonus to Perception checks, gain a +5 bonus to initiative, cannot be surprised, and attacks who you can't see don't gain advantage on the strike. Additionally, you don't take a penalty on Perception checks while sleeping, and can choose to wake if you notice a threat while asleep.

# Divine Spells

## ABEYANCE

## LEVEL 2

*Divine, Material*

**Cast:** 1 minute, verbal, somatic, focus, material (a flask of holy water)

**Range:** Touch

**Duration:** 24 Hours

You temporarily suppress the effects of a single curse on a creature. It does not restore any damage or drain that might have been caused by the curse, but does eliminate the immediate effects. Abeyance cannot suppress curses that are resistant to being removed by the *Remove Curse* spell, but will suppress curses that require *Remove Curse* and additional measures. An individual curse resists at a minimum DC of 10 + 1 for each time Abeyance has been used to suppress the curse.

Abeyance does not allow a creature to divest itself of a cursed object, thought it will suppress any cursed effects derived from that object.

**Material:** a flask of holy water

## ACCEPT AFFLCTION\*

## LEVEL 3

*Divine, Ritual*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You can transfer the effects of afflictions such as curses, diseases, and poisons from a target creature to yourself. You can also transfer conditions such as blinded, deafened, fatigued, nauseated, shaken, and sickened conditions. All aspects of the transferred affliction (save DCs, remaining duration, removal conditions) remain the same, but affect you instead of the target.

## AGGREGATE AFFLCTION\*

## LEVEL 3

*Divine, Ritual*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

All recurring afflictions (those with a frequency including curses, diseases, and poisons) possessed by a targeted creature immediately trigger, requiring an immediate saving throw as described by the affliction to avoid suffering the affects. A successful save does not count towards ending the affliction, and this extra save does not change the timing of the next save against the affliction. Afflictions without a frequency are unaffected by this spell.

## AGONIZE

## LEVEL 3

*Divine, Xander*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 round

You afflict a creature that is on The Material Plane yet not native to it with bolts of vicious energy. These energies inflict terrible pain upon the creature, torturing it to make it more pliant to your will. The targeted creature must make a Constitution saving throw or take a -1 penalty for every 2 Cleric levels you possess (maximum -10) on all saves and checks made against you for the next hour.

## AID

## LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 8 hours

You bolster your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

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### AURA OF FATE

### LEVEL 3

*Divine, Material*

**Cast:** 1 action, verbal, somatic

**Range:** Self (30 foot radius)

**Duration:** 1 round

You radiate an otherworldly energy that warps the fate of all creatures within 30 feet of you. Decide to call upon either an aura of protection or destruction. Choosing protection charges a 30-foot radius around you with an aura of nonviolence; until the start of your next turn, every attack roll made by or against a creature inside the aura is treated as a natural . Choosing destruction charges the area with an aura of violence; until the start of your next turn, every attack roll made by or against a creature inside the aura, including you, is treated as a natural 20.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can extend the duration by 1 round for each slot level above 3rd.

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### BANE

### LEVEL 1

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

**Heightened (+):** when you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

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### BARRIER OF FAITH

### LEVEL 3

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 100 feet

**Duration:** Concentration, up to 1 minute

When you cast this spell, you erect a barrier of translucent energy drawn from the divine. This barrier is a wall 20 feet high and 60 feet long, or a ring 20 feet high and 20 feet in diameter. The wall is transparent when viewed from one side of your choice and translucent (lightly obscuring the area beyond it) from the other. A creature that tries to move through the wall must make a successful Wisdom saving throw or stop in front of the wall and become frightened until the start of the creature's next turn, when it can try again to move through. Once a creature makes a successful saving throw against the wall, it is immune to the effect of this barrier.

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### BELOVED OF THE FORGE

### LEVEL 2

*Divine, Kombar*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 hour

You gain an innate sense of the direction to your home or to the place where you have last crafted an item, whichever you choose when you cast the spell. You gain a +10 bonus to Survival checks made to find your way back home. While under the effects of this spell, you gain +5 to Craft checks to create or repair objects with Craft skills in which you are trained.

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### BENEDICTION

### CANTRIP

*Divine, Cantrip*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Concentration, up to 1 minute

You call down a blessing to one of your allies you can see within range. They shimmer with a faint white light. The next time they take damage, they roll 1d4 and reduce the damage by that results.

The spell then ends.

### BLACK SWORD OF WAR

LEVEL 3

*Divine, Kombar, Material*

**Cast:** 1 action, verbal, somatic, focus, material (a weapon)

**Range:** Touch

**Duration:** 1 minute

You touch a weapon, turning it a glossy black color that now does bleeding damage if it damages a creature. This bleeding damage occurs at the start of the creatures turn, unless they take an action to perform a Medicine check against your spell save DC, or have an ally perform the check for them prior to their turn, or received healing. Bleeding damage is equal to 1/2 your caster level (maximum 5).

**Material:** a weapon

### BLADE BARRIER

LEVEL 6

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic

**Range:** 90 feet

**Duration:** 10 minutes

You summon a stationary phalanx of spectral AstraKashira who form a vertical wall of whirling, razor-sharp blades made of magical energy. The wall of blades appears within range and lasts for the duration. The incorporeal phalanx is 100 feet long, 5 feet thick and will attack anything as high as 20 feet. Alternatively, you may orient the phalanx in a ringed wall up to 60 feet in diameter, 5 feet thick and attacking anything 20 feet high.

Despite creature being able to pass through the ghostly phalanx; it grants three-quarters cover to creatures behind it, and its space is considered difficult terrain.

When a creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw. On a failed save the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.

### BLADE OF MY BROTHER

LEVEL 4

*Divine, Xander*

**Cast:** 1 bonus action, verbal, focus

**Range:** Touch

**Duration:** Concentration, up to 4 rounds

You touch a melee weapon that was used by an ally who is now dead, and it leaps into the air and flies to another ally (chosen by you) within 15 feet of you. The weapon enters that ally's space and moves when the ally moves. If the weapon or the ally is forced to move more than 5 feet from the other, the spell ends.

The weapon acts on your turn by making an attack if a target presents itself. Its attack modifier equal your spell casting level + the weapon's inherent magical bonus, if any; it receives only its own inherent magical bonus to damage. The weapon rights for up to 4 round or until your concentration is broken, after which the spell ends and it falls to the ground.

### BLADE OF WRATH

LEVEL 3

*Divine*

**Cast:** 1 bonus action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 10 Minutes

You speak a rebuke of evil, and create a sword of pure white fire in your free hand. The blade is similar in size and shape to a longsword, and it lasts for the duration. The blade sizzles if you let

go of it, but you can call it forth again as a bonus action.

You can use your action to make a melee spell attack with the blade. On a hit, the target takes 2d8 fire damage and 2d8 radiant damage. An aberration, devil, fiend, or undead creature damaged by the blade must succeed on a Wisdom saving throw or be frightened until the start of your next turn (can't willingly move closer to you, and disadvantage on ability and attack rolls when they can see you in their line of sight). The blade sheds bright light in a 20-foot radius and dim light for an additional 20-feet.

## BLESS

## LEVEL 1

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

**Heightened (+):** when you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## BLESSED HALO

## LEVEL 2

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic

**Range:** Self (20 feet radius)

**Duration:** 1 minute

A nimbus of golden light surrounds your head for the duration. The halo sheds bright light in a 20-foot radius and dim light for an additional 20 feet. This spell grants you a pool of 10 points of healing. When you cast the spell, and as a bonus action on subsequent turns during the spell's

duration, you can expend points from the pool to restore an equal number of hit points to one creature within 20 feet that you can see.

Additionally, you have advantage on Charisma checks made against good creatures within 20 feet.

If any of the light creates by this spell overlaps an area of magical darkness creates by a spell of 2nd level or lower, the spell that created the darkness is dispelled.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the spell's pool of healing points increases by 5 for each spell slot above 2nd, and the spell dispels magical darkness created by a spell of a level equal to the slot used to cast this spell.

## BLESSED REST

## LEVEL 2

*Divine, Lucian, Material*

**Cast:** 1 action, verbal, somatic, material (a sprinkling of holy water)

**Range:** Touch

**Duration:** 8 hours

You place a benediction upon a creature, ensuring it a healthy rest. If the target takes a short rest, it can re-roll any Hit Die spent for regaining hit points and take the higher roll. If the target takes a long rest, it regains up to two extra Hit Dice when resting, up to its maximum Hit Dice. For example, if the target has eight Hit Dice, it can regain six spent Hit Dice upon finishing a long rest.

Once the target has taken one rest (either long or short), the spell ends.

**Material:** a sprinkling of Holy Water

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for every two slot levels above 2nd.

**BLUNTED BLADES****LEVEL 3***Divine***Cast:** 1 action, verbal, somatic, focus**Range:** 30 feet**Duration:** Concentration, up to 1 minute

You cause all weapons within a 30 foot radius sphere of your choosing in range to deal nonlethal damage instead of normal damage. This spell only affects weapons in the area of effect during casting. Weapons brought into the area after the spell is cast retain their ability to deal normal damage. Similarly all weapons that leave the area after casting are still only able to deal nonlethal damage for the duration of the spell.

**BRING TO LIGHT****LEVEL 3***Divine, Xander***Cast:** 1 action, verbal, somatic, focus**Range:** 100 feet**Duration:** 1 minute

You create shafts of blue light that illuminate undead creatures in a 10 foot radius. If they fail a Wisdom saving throw, they take a -20 penalty to Stealth checks, and attacks against them have advantage.

**BURN CORRUPTION****LEVEL 4***Divine***Cast:** 1 action, verbal, somatic, focus**Range:** 400 feet / 10 ft cube**Duration:** Concentration, up to 1 minute

You target a 10 foot cube area that is filled with violet flames that scour and cleanse the area clean of corruption, disease, and rot. Creatures in the area take 1d8 points of fire damage (half on a successful Dexterity saving throw). Dirt and grime disintegrate into ash which disappears 1 round later. Corpses of the undead, monsters, aberrations, or Dathairä disintegrate in a number

of rounds equal to their hit dice. Undead, or living creatures tainted by corruption, demons, or those from the Abyss take 10d6 fire damage.

This fire damage ignore any natural fire resistance, but does not penetrate fire resistance or immunity gained from other means.

**BURNING BLADE****LEVEL 4***Divine, Xander***Cast:** 1 action, verbal, focus**Range:** Touch**Duration:** Concentration, up to 10 minutes

A sword made of holy fire blazes to life in your hand. The size and shape of the blade conforms to your will, but it is never larger than a one-handed weapon sized for a Medium creature. If you let go of the blade, it disappears, but if you maintain concentration on the spell, you can evoke the blade again as a bonus action.

You can use your action to make a melee attack with the burning blade. On a hit, the target takes 2d6 fire damage and 2d6 radiant damage. On a critical hit, the target catches fire; until someone takes an action to douse the fire, the target takes 2d6 fire damage at the start of each of its turns. The burning blade sheds bright light in a 10 foot radius and dim light for an additional 10 feet.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, both the fire damage and radiant damage increase by 1d6 for every two slot levels above 4th.

**BURNING RADIANCE****LEVEL 6***Divine, Lucian***Cast:** 1 action, verbal**Range:** Self (60 foot line)**Duration:** Instantaneous

A line of light 60 feet long and 5 feet wide emanates from you in a direction of your choice. Each creature in the line must make a Dexterity

saving throw. On a failed save, a creature takes 10d8 radiant damage and catches fire, until someone takes an action to douse the fire, the creature takes 1d10 fire damage at the start of each of its turns. A successful saving throw halves the damage and prevents a creature from catching fire.

### CALL CELESTIAL

LEVEL 7

*Divine*

**Cast:** 1 minute, verbal, somatic

**Range:** 90 feet

**Duration:** 1 hour

You summon a celestial (e.g. Pegasus) of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends.

The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions. The GM has the celestials statistics.

**Heightened (9th):** when you cast this spell using a 9th level spell slot, you summon a celestial of challenge rating 5 or lower (e.g. Unicorn)

### CALL THE FLOCK HOME

LEVEL 1

*Divine*

**Cast:** 1 action, verbal, focus

**Range:** Self

**Duration:** 1 hour

A beam of bright white light shoots 100 feet into the air, directly above you, serving as a signal. If you choose, only those creatures you deem as

allies can see the light. At casting, you choose if the beam stays or moves with you.

### CALM SPIRIT

LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 minute or 1 round / level

You attempt to temporarily calm agitated haunts and incorporeal undead such as ghosts. You have no control over the affected creatures, but you can postpone hostile actions by the affected spirits for the duration of the spell. Entities affected cannot take violent actions or do anything destructive, including triggering persistent haunt abilities, though they can defend themselves. Any aggressive action against or damage dealt to a calmed spirit or haunt immediately ends the effect.

Haunts do not receive a saving throw against the spell, but you must succeed at a contest using your spell attack modifier with difficulty equal to at least 10 + the haunt's Challenge Rating (CR) in order to temporarily calm the angry entity. The spell's duration changes to concentration (up to 1 round/level) when you lose this contest.

### CAST OUT

LEVEL 6

*Divine, Material*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self, 15 foot cone

**Duration:** Concentration, up to 1 minute

You draw from inside of you a radiant core of pure light that emits a 15 foot cone. Creatures not native to the plane you are on must make a Dexterity saving throw. On a failure, the target returns to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or nearest unoccupied space. Otherwise, the target doesn't return and can't

return until a number of days equal to your Cleric level.

### CELESTIAL FANFARE

LEVEL 6

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self / 30 feet cone

**Duration:** Instantaneous

You emit a deafening shriek that sounds like blaring heavenly trumpets. This sound can be heard from up to 1 mile away. All creatures within a 30 foot cone take 4d6 thunder and 4d6 radiant damage and are blinded and deafened for 2d4 rounds. A successful Constitution saving throw reduces the damage by half and negates the blinded and deafened condition. Celestial creatures are not harmed by the spell.

### CEREMONY

LEVEL 1

*Divine, Material*

**Cast:** 1 hour, verbal, somatic, material (various)

**Range:** Touch

**Duration:** Instantaneous

You perform a special religious ceremony that is infused with divine magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting. Powdered silver is used in the ritual, which is consumed by the spell.

**Bless Water.** You touch one vial of water and cause it to become holy water. (material: powdered silver worth 25 silver)

**Coming of Age.** You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once. (material: blessed holy water)

**Dedication.** You touch one willing humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes

a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once. (material: blessed holy water)

**Funeral Rite.** You touch one willing corpse, and the target can't become undead by any means short of a wish spell for 6 months. (material: two copper pieces placed on the corpses eyes, and blessed holy water)

**Wedding.** You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC when they are within 30 feet of each other. A creature can benefit from this rite again only if widowed. (material: blessed holy water)

### CHAIN HEALING

LEVEL 2

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

You create a bolt of healing radiant energy that arcs towards a target of your choice that you can see within range. Two bolts then leap from that target to two other targets each of which must be within 30 feet of the first target. The first target is healed for  $1d8 + \text{your spell casting ability modifier}$ ; with each additional target being healed for half of that amount.

### CHAINS OF LIGHT

LEVEL 6

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** concentration, up to 1 minute

You target a creature and attempt to hold them immobile by glowing golden chains composed of pure light. The creature must succeed on a Dexterity saving throw or be paralyzed and held in place, but may attempt a new saving throw each round to end the effect. While held by the

golden chains, a creature cannot use any sort of extra dimensional travel. This spell does not affect creatures that are already in ethereal or astral form when the spell is cast.

### CHARITABLE IMPULSE

LEVEL 3

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 minute

You make a creature more charitable and compelled to aid others rather than be selfish. The creature must make a Charisma saving throw. The creature has advantage on this roll if you and your allies have damaged it. If it fails, you may immediately ask the creature for aid. It responds favorably, to the best of its ability. The creature will seek to aid those that are less fortunate than them for the duration of the spell.

### CIRCLE OF PROTECTION

LEVEL 3

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self, 10 foot radius

**Duration:** Concentration, up to 1 minute

You raise your holy symbol high, and ward against summoned creatures and undead. A 10 foot radius protective field is visible with a shimmering border. Any creatures within 10 feet of you gain a +1 bonus to AC against attacks made by summoned or undead creatures, and summoned or undead creatures can not willingly enter the area without succeeding a Wisdom saving throw. A failed save means no further attempts may be made.

**Heightened (4th):** duration increases to 1 hour, and summoned creatures make their Wisdom saving throw at disadvantage.

### CLEANSE OF ALCOHOL

CANTRIP

*Divine, Cantrip*

**Cast:** 1 bonus action, verbal, focus

**Range:** Touch

**Duration:** Instantaneous

The target is cleansed of any and all alcohol effects such as drunkenness or hangover.

### CLOAK FROM UNDEAD

LEVEL 2

*Divine, Material*

**Cast:** 1 action, verbal, somatic, focus, material (a piece of copper)

**Range:** 10 feet radius, centered on you

**Duration:** Concentration, up to 1 hour

As part of the casting of this spell, you place a copper piece under your tongue. This allows up to 6 willing creatures you can see within range to become unable to be detected or sensed by undead creatures with a Challenge Rating (CR) less or equal to the level of spell slot used to cast this spell. If a target moves beyond the 10 foot radius of this spell, they are no longer affected by this spell.

The target can not be detected by sight, smell, or sound - and can take any non-hostile action and any undead nearby that meets the CR restriction will ignore them. If the cloaked individual attacks an undead creature, only the undead that are actually attacked notice the protected individual and are allowed to attack back. A cloaked individual attempted to turn undead, or cast divine magic causes the spell to end.

**Material:** a piece of copper

**Heightened (+):** for each additional spell slot used to cast the spell, you affect undead with 1 additional CR

### COMMAND

LEVEL 1

*Divine*

**Cast:** 1 action, verbal, focus

**Range:** 60 feet  
**Duration:** 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow, although you might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

**Approach** - the target moves towards you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

**Drop** - the target drops whatever it is holding and then ends its turn.

**Flee** - the target spends its turn moving away from you by the fastest available means.

**Halt** - the target doesn't move and takes no actions.

**Heightened (+):** when you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

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## CONFESSON

LEVEL 1

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 round

When you cast this spell, you ask the target if it has a secret about a specific topic that you must describe in 10 words or less. This can concern a person, place, thing, or an easily distinguished event. The target understand your language and must roll a Wisdom saving throw; on a failed save it is compelled to state it has a secret. A secret is information about the topic that it believes isn't

common knowledge and which it would not normally tell you. The target doesn't mention anything about the secret, only that it has one. The creature realizes that you used magic to compel it to speak, and its mood may become hostile towards you. Creatures don't typically take kindly to those that force it to be compelled in this fashion.

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## CONSECRATE

LEVEL 2

*Divine, Material*

**Cast:** 1 minute, verbal, somatic, focus, material (a flask of holy water)

**Range:** 20 foot radius emanation

**Duration:** 2 hours / cleric level

You bless an area with positive spiritual energy. The DC to resist a Channeled Divinity from a Cleric of your faith gains an additional 1d4, and similarly a Paladin's Lay On Hands ability heals an additional 1 hitpoint within the affected area. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an alter, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (1d8 bonus to Channel Divinity, +2 additional hit points to Lay On Hands, and -2 penalties for undead in the area).

You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties mentioned above (e.g. penalties to undead, bonuses to Channel Divinity and Lay On Hands).

To permanently consecrate a location, you must cast this spell on the same location for 6 months.

**Material:** a flask of holy water

## CONTROL OF THE FORGE

LEVEL 2

*Divine, Kombar*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 hour

You make a single undead creature more difficult for Necromancers or others to control. Target one undead who must roll a Wisdom saving throw. If it fails, the target's effective number of Hit Dice is considered doubled for the purposes of determining whether it remains under the control of another creature. Regardless of the target's actual Hit Dice, its effective HD cannot exceed twice your caster level. (For example, a 12-level cleric could cast this spell to cause an undead creature with 15 HD to instead effectively have 24 HD for the purpose of controlling it). If the targeted undead is under the control of another creature and this spell causes the target's effective Hit Dice to exceed the controller's maximum capability, the target creature is immediately freed from control. Any creature capable of controlling undead may attempt to control the target, provided the target's effective HD won't cause the would-be controller to exceed its HD limit.

## CORPSELIGHT

LEVEL 1

*Divine*

**Cast:** 1 action, verbal, focus

**Range:** 60 feet

**Duration:** 1 minute

You cause any undead within 60 feet of you to glow with a silvery white outline. Any attack rolls against these creatures has advantage if the attacker can see it, and affected creatures can't benefit from *Invisibility*.

## CREATE FOOD AND WATER

LEVEL 3

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to 15 humanoids or 5 steeds for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

## CRISIS OF FAITH

LEVEL 3

*Divine, Qualok*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

You assault the target's faith, riddling the creature with doubt and mental turmoil. If they take 6d6 psychic damage, or 6d8 if they can cast divine spells. Half damage on a successful Wisdom saving throw. A critical failure of the saving throw causes the target to be stunned for 1 round and an inability to cast divine spells for 5. To many deities, casting this spell on a follower of your own religion without significant cause is anathema.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, damage increases by 1d6 or 1d8 for each additional spell slot

## CRUSADE

LEVEL 9

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** see text

You issue a divine mandate or proclaim a cause to up to 4 creatures who can hear and understand you within range. The mandate could be to obtain an item, claim a patch of land, slay a creature, war with a group, or be entirely peaceful. Your cause can't force the targets to

harm one another or themselves. The targets become completely dedicated to your cause, and if they fail a Wisdom saving throw they also are overwhelmed by the spirituality of your religion and become faithful followers.

The targets become completely dedicated to the cause. While they choose their own actions, they will favor direct action in pursuit of the chosen goal. The spell ends for all creatures if you or your Allie's use hostile actions against the target, or when the cause is complete. Each target sees the experience as divine. The effects of this spell are dependent upon the level of the target:

- **13th level or lower:** the target is so faithful and dedicated to the cause that it pursues the cause to the death (unless you say otherwise). Their religion permanently changes to favor your own due to this divine experience.
- **14th level:** the target is dedicated to the cause, but the spell ends for the target if it's reduced to half its maximum hit points or fewer. The spell only lasts 10 minutes.
- **15th level or higher:** as 14th, plus the target gets to make a Wisdom saving throw at the end of each of its turns to end the spell for itself. The spell only lasts 10 minutes.

## CURE WOUNDS

LEVEL 1

*Divine*

**Cast:** 1 action, verbal, focus

**Range:** Touch

**Duration:** Instantaneous

You channel healing energy that heals the living and damages undead. If the target is a living creature, you restore  $1d8 + \text{your spell casting ability modifier}$  hit points. For undead creatures, you deal that amount of damage to it, and it gets a basic Wisdom save to take half damage.

**Heightened (+):** when you cast this spell using a spell slot of 2nd level or higher, the healing increases by  $1d8$  for each additional spell slot

## DEATHLESS

LEVEL 4

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 round

You pick a target and anchor its soul to yours, preventing its death from hitpoint damage. No matter how low the targets hit points get, it remains alive (though not necessarily conscious). If the target is dying, it becomes stable at 0 hit points.

This spell does not prevent death from other sources other than hit point damage - such as a Constitution / energy drain, or death effects.

**Heightened (3rd):** when cast as a 6th level spell, you may anchor as many souls as you choose as a reaction within the 30 foot radius

**Heightened (9th):** when cast as a 9th level spell, range increases to one mile. You take  $5d6$  necrotic damage from the strain.

## DEITY'S STRIKE

LEVEL 7

*Divine, Kombar*

**Cast:** 1 action, verbal, somatic

**Range:** 500 feet

**Duration:** 1 round

You call forth a bolt of lightning from the air above to strike a target. The target must have a line of sight to the open sky. On a successful spell attack, the target takes  $7d12$  lightning damage, or double damage on a critical hit.

After the attack, whether it succeeds or fails, the energy bursts forth in a 10 foot wide, 30 foot long line starting from the target and continuing in a direction you choose. Your target and any other creatures within the area of the spell take  $5d6$  radiant damage. A successful Dexterity saving throw causes this damage to be half.

**Heightened (9th):** when cast as a 9th level spell, lightning damage increases by 1d12 and the radiant damage by 1d6.

### DEEP INSIGHT

### LEVEL 3

*Divine, Qualok*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 Minute

By touching a creature, you gain one sense, movement mode and speed, feat, language, immunity, or other nonmagical ability of the target for the duration of the spell. The target also retains the use of the borrowed ability. An unwilling target prevents the effect with a successful Constitution saving throw. The target can be a living creature or one that has been dead no longer than 1 minute; a corpse automatically fails the saving throw. You can possess only one borrowed ability at a time.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, its duration increases by 1 hour for each spell slot above 5th.

### DEVA'S WINGS

### LEVEL 4

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 10 minutes

You grow feathery wings of pure white that grant a flying speed of 60 feet and the ability to hover. When you make an attack action, you can use a bonus action to make a melee weapon attack with the wings (using your spell attack modifier), with a reach of 10 feet. If the wing attack hits, the target takes bludgeoning damage equal to  $1d6 + \text{your spellcasting ability modifier}$  and must make a successful Strength saving throw or fall prone. When the spell ends, the wings disappear, and you fall if you were aloft.

**Heightened (+):** When you cast this spell using a spell slot of 5th level or higher, you may target an additional creature for each additional spell slot.

### DISRUPTING WEAPONS

### LEVEL 1

*Divine, Material, Xander*

**Cast:** 1 action, verbal, somatic, material (up to 2 weapons)

**Range:** Touch

**Duration:** 1 minute

You infuse up to 2 weapons that are either unattended or wielded by you or a willing ally with radiant energy. Attacks with these weapons deal an extra  $1d4$  radiant damage to undead.

**Material:** up to two weapons

**Heightened (3rd):** damage increases to  $2d4$

**Heightened (5th):** damage increases to  $3d4$

### DIVINE RESPITE

### LEVEL 8

*Divine*

**Cast:** 1 short rest, verbal, somatic, focus

**Range:** Self

**Duration:** Permanent

You spend a short rest in active prayer and reflection, beseeching your deity for aid. Upon casting the spell, you can swap out any or all of your prepared spells for other spells available to you. Each prepared spell must be swapped for a spell of the same level.

### DIVINE SENSE

### LEVEL 1

*Divine*

**Cast:** 1 action, somatic, focus

**Range:** Self (30 feet)

**Duration:** Concentration, up to 10 minutes

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or

undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated. This spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

### DIVINE SWIFTNESS

LEVEL 1

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

You give a target creature the ability to immediately make one melee or ranged attack. Taking this action does not affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the *Haste* spell, or from any other source, this spell fails.

### DRAW ON FAITH

LEVEL 1

*Divine*

**Cast:** 1 reaction, verbal, somatic, focus

**Range:** Self

**Duration:** Instantaneous

Upon casting this spell as a reaction to your needing to make a saving throw, you receive a surge of divine energy that grants you a +1 to your saving throw.

**Heightened (+):** for each additional spell slot used to cast this spell you gain an additional +1 to your saving throw result.

### EARLY JUDGEMENT

LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

You show one mortal creature the effect of its life so far and what it might expect at the end of its life. Depending on how the creature lived and its adherence to its ethos, this spell provides it a brief glimpse of the reward or punishment that waits for it when it dies by showing it a mental image of its destined plane in the Great Beyond. The vision is not a prophecy or a definite fate; life can take unexpected twists and turns. It is, however, the most likely outcome at the current time unless the creature alters the course of its life. The vision is over in an instant, but can seem to last as little as a few moments or as long as 30 minutes to the target.

### ENTREATY

LEVEL 1

*Divine, Reaction*

**Cast:** 1 reaction, verbal

**Range:** 120 feet

**Duration:** Instantaneous

As a reaction that you take just before a creature you can see makes a death saving throw, you whisper a short prayer to offer them hope and support. Choose a willing creature you can see within range that is about to make a death saving throw. The creature gains advantage on the saving throw, and if the result of the saving throw is 18 or higher, the creature regains 3d4 hit points immediately.

**Heightened (+):** when you cast this spell using a spell slot of 2nd or higher, the creature adds 1 to its death saving throw for every two slot levels above 1st and regains an additional 1d4 hit points for each slot level above 1st if its saving throw results is 18 or higher.

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**FEAR THE SUN****LEVEL 2***Divine, Lucian***Cast:** 1 action, verbal, somatic, focus**Range:** Self / 60 foot cone**Duration:** 1 round / cleric level

A cone of blinding light erupts from your hands. Each creature within a 60-foot cone must make a Dexterity saving throw. A critical failure causes blindness for 24 hours, a failure causes blindness for one round and sunlight sensitivity [disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight] for successive rounds. A success causes no effect.

---

**FIND KIN\*****LEVEL 1***Divine, Ritual***Cast:** 1 action, verbal, somatic, focus**Range:** Touch**Duration:** Instantaneous

You touch one willing creature and learn the identity, appearance, and location of one randomly selected living relative of the target.

**Heightened (3rd):** when cast as a level 3 spell, you discern the location of the nearest living relative to the target

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**FLAME OF FAITH****LEVEL 2***Divine, Xander, Material***Cast:** 1 action, verbal, somatic, focus, material (a weapon)**Range:** Touch**Duration:** 1 minute

You call to your faith while touching a non-magical melee weapon, causing it to burst into radiant flame. For the duration of the spell, the weapon acts as a magical weapon; dealing an additional +1 radiant damage.

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**FLAME STRIKE****LEVEL 5***Divine***Cast:** 1 action, verbal, somatic, focus**Range:** 60 feet**Duration:** Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

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**FOREST OF SPEARS****LEVEL 5***Divine, Xander***Cast:** 1 action, verbal, somatic, focus**Range:** 120 feet**Duration:** Concentration, up to 1 minute

You call down a rain of celestial spears that land in a radius of 30 feet around a point you designate within range. Creatures in the area take 5d8 piercing damage and are restrained. A successful Dexterity saving throw reduces the damage by half and negates the restrained condition. A creature that starts its turn in the area and is already restrained by the spears takes an extra 2d8 damage from the pain of being held down as well as bleeding from its wounds.

A creature restrained by the spears can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a successful save, it frees itself.

For the duration of the spell, the area is difficult terrain. The spears (AC 14) can be damaged; they are immune to piercing damage and have resistance to bludgeoning and slashing damage

from nonmagical attacks. If a 5-foot square section of spears takes 15 damage, that's enough to free a restrained creature or clear the section of spears.

A creature may retrieve one of the spears from the affected area to use as a standard weapon. It is considered magical, but has no damage bonus. When the spell ends, all of the spears disappear (including the one that was salvaged).

**Heightened (+):** when you cast this spell using a spell slot of 6th level or higher, retrieved spears can be picked up and be used as a magical +1 weapon for each additional spell slot used in the casting. This also increases damage by 1d8 for each additional spell slot used.

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### FURY OF THE GODDESS LEVEL 5

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*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 90 feet

**Duration:** Concentration, up to 1 minute

You choose a creature you can see within 90 feet. The target must make a successful Wisdom saving throw or be strained by a beam of holy light and take 6d8 bludgeoning damage. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. While restrained in this way, the creature also takes 6d8 bludgeoning damage at the start of each of your turns.

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### GENTLE REPOSE\* LEVEL 2

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*Divine, Ritual*

**Cast:** 1 action, verbal, somatic, focus, material (a copper piece placed on each of the corpse's eyes, which must remain there for the duration)

**Range:** Touch

**Duration:** 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

This spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

**Material:** a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration.

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### GIFT OF RESILIENCE LEVEL 2

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*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 24 Hours, or until the target attempts a third death save

A willing creature you touch has advantage on the first three death saving throws it attempts before the duration of the spell expires.

**Heightened (5th):** When you cast this spell using a spell slot of 5th level, the maximum duration increases to 48 hours.

**Heightened (8th):** When you cast this spell using a spell slot of 8th level, the maximum duration increases to 72 hours.

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### GIRD THE SPIRIT LEVEL 1

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*Divine, Xander*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 minute

Your magic protects a target creature from the energy effects of the undead. For the duration, the target has immunity to effects from undead creatures that reduce its ability scores, drain its hitpoint maximum, or cause fear. The spell does not protect from damage caused by those attacks, however.

**Heightened (+):** for each spell slot above 1st, you may target an additional creature within range

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### GLORIOUS EVOLUTION

LEVEL 9

*Divine*

**Cast:** 1 minute, verbal, somatic, material (1 Hit Dice willingly given)

**Range:** Touch

**Duration:** permanent

You touch the forehead of a creature, attempting to rewrite their imperfections and align them with the ideals of progress and perfection. If the creature is hostile, the spell automatically fails if its challenge rating or level exceeds half your own level (rounded down).

At the end of the casting time, the creature is permanently transformed. You choose one attribute score. If the target's score is below 14, it becomes 14. If the score is already at 14 or higher, it increases by 1 (to a maximum of 20).

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### GRACE

LEVEL 2

*Divine*

**Cast:** 1 bonus action, verbal

**Range:** Touch

**Duration:** 1 round

Until the start of your next turn, you imbue a target such that their movement does not provoke attacks of opportunity.

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### GUARDIAN ANGEL

LEVEL 3

*Divine, Material*

**Cast:** 1 minute, verbal, focus, material (a flask of holy water)

**Range:** Touch

**Duration:** 8 hours

You touch a living creature (not a construct or undead) as you cast the spell. A guardian spirit protects them. The next time that creature takes damage within 8 hours, it immediately regains hit points equal to  $1d4 +$  your spell casting ability modifier (minimum of 1).

Multiple castings of this spell on a single creature have no additional effect.

**Heightened (+):** when you cast this spell using a spell slot of 4th level or higher, the healing increases by  $1d4$  for each slot level above 3rd.

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### GUARDIAN OF FAITH

LEVEL 4

*Divine*

**Cast:** 1 action, verbal

**Range:** 30 feet

**Duration:** 8 hours

A large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

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### GUIDANCE

CANTRIP

*Divine, Cantrip*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice.

It can roll the die before or after making the ability check. The spell then ends.

### GUIDING BOLT

### LEVEL 1

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 1 round

A flash of light streaks towards a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

**Heightened (+):** when you cast this spell using a slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

### GUILTY CONSCIENCE

### LEVEL 5

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Concentration, up to 2 minutes

You attempt to send one creature you can see within range to another demiplane where they relive moments of their past where they committed great wrongs. The target must succeed on a Charisma saving throw or be banished to this illusory prison.

Inside the prison, apparitions of people and beings from the creature's past are manifested. Memories of past tragedy, grievances, and loss or betrayal, fear and anger. Each turn the target must make a Wisdom saving throw against the casters spell casting ability, or be moved to paranoia, fear, remorse or anger. While interacting with the specters, the target will likely converse with them, and be unable to grasp what is real or not. If you know the name of an individual from

the target's past, you can specify their name during casting to tailor the punishment to a specific event.

The target returns to the space it left or the nearest unoccupied space if that space is occupied after the spell ends and is dazed (cannot take any actions) for 1 round. You cannot move from where you are standing or risk losing concentration.

### HEALING TOKEN

### LEVEL 2

*Divine, Material*

**Cast:** 1 minute, verbal, somatic, focus, material (a holy symbol)

**Range:** Touch

**Duration:** 8 hours

You imbue one touched holy symbol per 3 caster levels with a connection to your own divine power, turning the touched holy symbols into tokens of healing.

As long as you wear or carry your divine focus, any creature carrying a token of healing can make a plea for healing in a language you understand as a standard action. When they do this, you are silently alerted to the plea for healing and can magically heal the target as an immediate action anytime before the end of your next turn.

The magical healing you use to do this requires you to use a spell slot to cast one of your prepared healing spells. The spell you choose must be able to include the target holding the token, and the activation time or spell's casting time must be no longer than one standard action. If the spell would typically effect multiple creatures (e.g. heal more than one target) then the spell may be treated as if the target holding the token is the caster and may effect any other creatures within the spell's range that are also holding a holy symbol imbued with this spell.

**Material:** one or more holy symbols

<b>HEALING WORD</b>	<b>LEVEL 1</b>	<b>Cast:</b> 1 bonus action, somatic, focus <b>Range:</b> Self <b>Duration:</b> 1 round
<i>Divine</i>		
<b>Cast:</b> 1 bonus action, verbal <b>Range:</b> 60 feet <b>Duration:</b> Instantaneous		
A creature of your choice that you can see within range regains hit points equal to $1d4 +$ your spell casting ability modifier. This spell has no effect on undead or constructs.		
<b>Heightened (+):</b> when you cast this spell using a spell slot of 2nd level or higher, the healing increases by $1d4$ for each slot level above 1st. <b>Heightened (3rd):</b> when you cast this spell using a spell slot of 3rd level or higher, you can choose up to six creatures of your choice within range		You cast this spell and you picture a forge in your mind. You think of the forge as you cast a second spell, but that spell does not manifest. Instead, your hands glow with a golden curative radiance. You channel the spell energy from a divine spell you know into healing magic. After you cast this spell, the next spell you cast in the same round is converted into pure positive energy. When you cast the second spell, you touch yourself or a creature, curing $1d8$ points of damage for every spell level of the spell you cast.
<b>HEART BEAM</b>	<b>LEVEL 2</b>	<b>HEAVENLY CROWN</b>
<i>Divine</i>		<b>LEVEL 6</b>
<b>Cast:</b> 1 action, verbal, somatic <b>Range:</b> 100 feet <b>Duration:</b> Instantaneous		<i>Divine, Xander</i>
You hold your palm outward, and use your life energy to damage undead with a beam of golden radiant energy. Drawing on your own life-force, this radiant beam damages undead. When you make a successful ranged spell attack on an undead, it deals $1d12$ radiant damage and you take 1 point of necrotic damage.		<b>Cast:</b> 1 action, verbal, somatic, focus <b>Range:</b> Self <b>Duration:</b> Concentration, up to 1 minute
<b>Augmented (+):</b> You may choose to roll a number of $d12$ damage dice equal to half your level (rounded up); for a maximum of $5d12$ at 9th level. You likewise take a point of damage for each die rolled. If you desire, the rays can be directed at a single target or multiple. When attacking multiple targets, they must be within 30 feet of one another.		A glowing, golden crown appears on your head and sheds dim light in a 30-foot radius. When you cast the spell (and as a bonus action on subsequent turns, until the spell ends), you can target one willing creature within 30 feet of you that you can see. If the target can hear you, it can use its reaction to make one melee weapon attack and then move up to half its speed, or vice versa.
<b>HEARTHMEND</b>	<b>LEVEL 1</b>	<b>HERO'S STEEL</b>
<i>Divine, Kombar</i>		<b>LEVEL 3</b>
		<i>Divine</i>
		<b>Cast:</b> 1 action, verbal, somatic, focus <b>Range:</b> Touch <b>Duration:</b> 1 minute
		You infuse the metal of a melee weapon you touch with the fearsome aura of Xander. The weapon's wielder has advantage on Charisma (Intimidation) checks made while aggressively

brandishing the weapon. In addition, an opponent that currently has 30 or fewer hit points and is struck by the weapon must make a successful Charisma saving throw or be stunned for 1 round. If the creature has more than 30 hit points but fewer than the weapon's wielder currently has, it becomes frightened instead; a frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a successful save. A creature that succeeds on the saving throw is immune to castings of this spell on the same weapon for 24 hours.

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#### HOLY GROUND LEVEL 5

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self / 60 feet radius

**Duration:** Concentration, up to 10 minutes

You invoke divine powers to bless the ground within 60 feet of you. Creatures slain in the affected area cannot be raised as undead by magic or by natural abilities, even if the corpse is later removed from the area. Any spell of 4th level or lower that would summon or animate undead within the area fails automatically. Such spells cast with spell slots of 5th level or higher function normally.

**Heightened (+):** when you cast this spell using a spell slot of 6th level or higher, the level of spells that are prevented from functioning increases by 1 for each slot level above 5th.

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#### HOLY WARDING LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round

You make a protective gesture towards your allies. Choose three creatures that you can see

within range. Until the end of your next turn, the allies you have chosen have resistance to normal weapon attacks, including bludgeoning, piercing, and slashing damage. If a target moves farther than 30 feet from you, the effect ends for that creature.

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#### HONE BLADE LEVEL 1

*Divine, Kombar*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You magically Sharpen the edge of any bladed weapon or object you are touching. The target weapon gets a +1 bonus to damage on its next successful hit.

**Heightened (3rd):** when casting using a spell slot of 3, you grant the weapon a +2

**Heightened (6th):** when casting using a spell slot of 6, you grant the weapon a +3

**Heightened (9th):** when casting using a spell slot of 9, you grant the weapon a +4

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#### INSIGHT OF QUALOK LEVEL 4

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self / 60 feet

**Duration:** Concentration, up to 1 minute

All creatures within 60 feet of you begin to blur with emanated images of their immediate future actions. This grants an additional 1d4 to attack rolls, Dexterity saving throws, and a +2 to Armor Class.

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#### INSPIRED INITIATIVE LEVEL 1

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 25 feet

**Duration:** 10 minutes

You grant a target of this spell momentary protection that grants them an advantage on their next initiative check. They roll twice and take the higher result.

**Heightened (+):** when you cast this spell using a spell slot of 2nd or higher you may target 1 additional creature.

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INTUITION LEVEL 2

*Divine*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** Self

**Duration:** Instantaneous

You seek guidance from spiritual forces in order to use your wisdom to aid and bolster your decision making. This grants you a an additional 1d6 added to a skill or insight check.

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INVESTITURE OF SPIRIT LEVEL 6

*Divine, Xander*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 minute

Ghostly spirits emerge from your body and whirl around you. Your body emits dim light in a 15 foot radius for the spell's duration. Until the spell ends, you gain the following benefits:

- You have immunity to necrotic damage and resistance to poison damage
- Creatures that miss on melee attacks against you become frightened of you until the end of their next turn
- You gain a flying speed of 5 feet
- You can use an action to direct the ghostly spirits to assail a creature you can see within 15 feet of you. The target must make a successful Constitution saving throw or take 2d10 necrotic damage.

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JOYFUL RAPTURE

LEVEL 6

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You speak inspired words that overwhelm others with transcendental bliss. All allies within the area of effect are freed from any harmful emotion effects. The spell also cures 1d4 points of Intelligence, Wisdom, or Charisma (your choice). You may target any number of creatures within the 60 feet radius around you.

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KOMBAR'S HAMMER

LEVEL 3

*Divine, Material, Kombar*

**Cast:** 1 action, verbal, focus, material (a hamer)

**Range:** Touch

**Duration:** 1 round/cleric level

You touch a hammer, and call upon Kombar's divine force to imbue it with power.

You become proficient with the hammer even if you are normally not. The weapon gains a +1 enhancement bonus on attack rolls and damage rolls and an additionally returns to you upon throwing it.

**Augmented (9th):** the bonus increases to +2

**Augmented (12th):** the bonus increases to +3

**Augmented (15th):** the bonus increased to +4

**Augmented (18th):** the bonus increases to +5

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KOMBAR'S WRATH

LEVEL 4

*Divine, Kombar*

**Cast:** 1 action, verbal, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You draw the remains of nearby destroyed undead together and fuse them into a mass of flesh and bone you can then hurl at any foes within range. Three corpses within range of the

spell are required for the spell to function. You can direct the attack against one foe within range per round as a bonus action. On a hit, the corpse ball deals 3d6 points of damage.

If the majority of corpses used to create the spell were skeletal, the jagged bits of bone cause the corpse ball to deal slashing damage and increase the critical threat range to 19–20. On the other hand, if the majority were fleshy (at least two), the increased mass causes the spell to deal bludgeoning damage and increase its critical hit damage to  $\times 3$ .

Undead that have been destroyed by positive energy or a similar effect that does not leave a corpse, cannot be used by this spell.

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### LANCE OF THE SUN LEVEL 3

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 minute

You invoke a lance made of force and light. The lance glows brightly, providing light as a lantern. You are considered proficient with this weapon, and it's as the same weapon properties as a nonmagical lance. On a successful melee attack with the lance, you deal 1d12 force damage and 2d8 radiant damage.

You can perform a charge attack with the lance. If you move at least 20 feet straight toward a target and hit with the lance on the same turn, you double the damage of the attack.

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### LAND ON YOUR FEET LEVEL 1

*Divine*

**Cast:** 1 bonus action, verbal

**Range:** Self

**Duration:** Instantaneous

You mutter a quick prayer, letting you fall over short distances with little or no damage. You indeed land on your feet and are able to absorb

the shock of the fall. For a fall over a distance of 15 feet or less, you suffer no falling damage. For a fall of 16 to 50 feet, you suffer only half the normal fall damage. The spell provides no benefits for falls over 50 feet.

**Heightened (+):** for each spell slot above 1st, you may include one additional creature within 50 feet of you.

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### LAST RAYS OF THE DYING SUN LEVEL 7

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic

**Range:** Self / 40 foot radius

**Duration:** 1 round

A burst of searing heat explodes from you, dealing 6d6 fire damage to all creatures within a 40 foot radius of yourself. On the following round (at the start of your next turn), a wave of frigid cold rolls across the same area, dealing 6d6 cold damage to creatures. Any creatures caught inside may make a Dexterity saving throw and half the damage.

**Heightened (+):** When you cast this spell using a higher spell slot, the damage from both waves increases by 1d6 for each additional spell slot used.

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### LAY TO REST LEVEL 5

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self (15 foot sphere)

**Duration:** Instantaneous

A pulse of searing light rushes out from you. Each undead, devil or fiend (your choice of type at time of casting) within 15 feet of you must make a Constitution saving throw. A target takes 8d6 radiant damage on a failed save, or half as much damage on a successful one.

A creature reduced to 0 hit points by this spell disintegrates in a burst of radiant motes, leaving anything it was wearing or carrying in the space it formerly occupied.

### LIFE'S GRACE

### LEVEL 5

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute / cleric level

You touch a living creature and grant them immunity to all death spells, magical death effects, energy drain, and any negative energy effects. In addition, the subject is immune to undead special attacks that deal ability damage, ability drain, and magical disease (such as mummy rot), even if these attacks do not have a magical source. For example, the spell prevents poison damage from the poisonous bite of an undead creature. This spell does not prevent such attacks from undead originating from spells, magic items, or class abilities; only the special attacks from the undead's base nature are affected.

This spell does not remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

### LIFE FROM DEATH

### LEVEL 3

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

The touch of your hand can siphon energy from the undead to heal your wounds. Make a melee spell attack against an undead creature within your reach. On a hit, the target takes 2d6 radiant damage, and you or an ally within 30 feet of you regains hit points equal to half the amount of radiant damage dealt. If used on an ally, this

effect can restore the ally to no more than half of its hit point maximum. This effect can't heal an undead or a construct. Until the spell ends, you can make the attack again on each of your turns as an action.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the damage increase by 1d6 for each slot level above 3rd.

### LIGHT OF LUCIAN

### CANTRIP

*Divine, Cantrip*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 10 minutes

You invoke the power of Lucian and begin to glow with a silver light that emanates from you in a 30-foot radius, and dim light extends beyond that for an additional 30 feet.

Beginning one round after you cast this spell, you can choose to expend some or all of the Light of Lucian as a ray of light. You must succeed on a ranged spell attack with the ray to strike a target within 30 feet. You can make a single ranged attack that deals 1d6 points of damage; or 2d6 to undead creatures.

Using it as an attack dims your silvery radiance to half (15 feet of light, with dim light for an additional 15 feet). You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and the spell ends.

**Heightened (+):** for every additional spell slot the damage increases by 1d6

### LIGHT PRISON

### LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 3 rounds

Rays of light burst forth from your outstretched hand, attempting to encircle a creature you can see within range. The target makes a Dexterity savings throw or becomes enclosed by bars of light that function as a cage or prison. The creature can act normally as long as it stays within the light prison; however if it leaves the bars of light it takes 1d6 points of damage and is blinded for 1 round. Once the target leaves the prison, it disappears.

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MANTLE OF KOMBAR LEVEL 4

*Divine, Kombar*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 minute

You surround yourself in a luminous aura of lightening which completely covers you, conforming to the contours of your body. The mantle does not affect any physical or magical abilities, but does affect spells which are cast against you.

You gain advantage against spells which require a saving throw, and you become resistant to thunder and electrical damage.

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MANTLE OF THE BRAVE\* LEVEL 2

*Divine, Ritual, Qualok*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 hour

You touch up to four individuals, bolstering their courage. The next time a creature affected by this spell must make a saving throw against a spell or effect that would cause the frightened condition, it has advantage on the roll. Once a creature has received this benefit, the spell ends for that creature.

**Heightened (+):** When you cast this spell using a level 3 spell slot or higher, the duration lasts 4 hours.

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MARTYR'S BARGAIN LEVEL 2

*Divine*

**Cast:** 1 reaction, verbal

**Range:** Self

**Duration:** 1 round / cleric level

The Gods Umwe, Lucian, Xander, Kombar and Qualok know much of self-sacrifice for the greater good. Martyr's Bargain represents true faith and true sacrifice.

You may cast this spell as a reaction when you are about to receive damage; after attack rolls / saving throws have been rolled but before the damage itself is determined. The damage dealt by this spell and any related effects are then delayed for you (and only you) for a number of rounds equal to your caster level.

At the end of that time (or immediately if Martyr's Bargain is dispelled), the delayed damage takes effect on you as it would have at the time it was cast, but is maximized and treated as if the maximum damage dice were rolled. Nothing can prevent this delayed damage from affecting you. You can be affected by only one Martyr's Bargain spell at a time. If you cast this spell while you are already under the effects of a previous Martyr's Bargain, the previous spell ends and you immediately take the damage it had delayed.

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MARTYR'S LAST BLESSING LEVEL 3

*Divine, Xander*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** Self / 30 feet

**Duration:** 1 hour / Cleric Level

You charge your body with healing energy, which erupts from you if you are dying or are killed before the spell elapses. If you are brought below 0 hitpoints or killed (including effects that

kill without damage), an eruption of healing energy heals any ally that is within 30 feet of your body. They each receive  $1d8 + 1$  for each Cleric level you possess. If the duration ends without your death, or no ally is in range, the stored healing energy dissipates with no effect.

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**MASS CURE WOUNDS** LEVEL 5

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30 foot radius sphere centered on that point. Each target regains hit points equal to  $3d8 +$  your spell casting ability modifier. This spell has no effect on undead or constructs.

**Heightened (+):** When you cast this spell using a spell slot of 6th level or higher, the healing increases by  $1d8$  for each slot level above 5th.

---

**METTLE OF THE FORGE** LEVEL 8

*Divine, Kombar*

**Cast:** 1 bonus action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** 1 minute

You bless up to 9 creatures within range that you can see. For the duration of the spell, whenever that creature is damaged, their very next melee attack deals an additional  $1d6$  radiant damage.

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**MORTAL INSIGHT** LEVEL 3

*Divine, Qualok*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 10 minutes

A supernatural olfactory sense allows you to smell wounded living creatures. Until the spell ends, you can pinpoint a creature that does not have all of its hit points within 30 feet of you, and you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to track a creature that doesn't have all of its hit points. In addition, you have advantage on melee attack rolls against any creature that doesn't have all of its hit points. The spell has no effect on creature that don't have blood.

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**MORTAL TERROR** LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 3 rounds

You imbue a target you can see within range with an exaggerated sense of its own mortality and a drive for self-preservation. The target must succeed a Wisdom saving throw or be shaken and have disadvantage on ability checks and attack rolls. If the target is shaken, and the first time each round the target takes damage, it must succeed at another Wisdom save or be considered Frightened and It can't willingly move closer to you. If the target fails a saving throw against this effect while in the Frightened state, it is transfixed in terror and is helpless for the remainder of the spell's duration (considered Paralyzed).

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**NECROSTATIS** LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 round / cleric level

An undead creature must succeed a Wisdom saving throw or you drain necromantic energy from it, inducing a sluggish stupor. The target is

considered staggered; and only can take a standard action or a move but not both. For the duration of the spell, dark wisps of energy seep out of the target creature. If the target is already considered staggered, it becomes stunned for 1 round instead.

### NIMBUS OF LIGHT

LEVEL 3

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self (20 feet radius)

**Duration:** Instantaneous

A glittering corona of sunlight surrounds your body at a few inches distance - then explodes away from you with a focused blast of divine energy.

You briefly glow like a lantern, then explode in a flash of radiant light that harms creatures of your choosing within a 20-foot radius around you. Each creature must make a Dexterity saving throw or take 4d8 fire damage.

**Heightened (+):** the damage increases by 1d8 for every spell slot used above 3rd.

### OATH OF JUSTICE

LEVEL 3

*Divine, Kombar*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** Touch

**Duration:** Permanent

You seal a solemn vow between two or more willing creatures. The targets must clasp hands and swear their oath in Kombar's name. If the oath is broken, all participants are immediately aware and the oath-breaker gains a mark on their face indicating to all who see it that the target has broken their sacred oath, giving them a -5 influence penalty. Being forgiven by the other participants causes the mark to vanish.

**Heightened (4th):** when you cast this spell as a 4th level spell, the oath-breaker also has disadvantage on ability checks and saving throws made with an ability score you choose at casting.

### OMEN OF PERIL

LEVEL 1

*Divine, Ritual, Qualok*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** Instantaneous

Based on an assessment of your immediate surroundings and chosen path of travel, you receive one of three responses that reflect the next hour's journey: safety, peril, or great danger. Your chance of receiving a reply is  $70\% + 1\%$  per caster level, to a maximum of 90%. The result is based upon your present course and possibilities within the next hour or so:

- **Safety:** You aren't in any immediate danger. You will face no significant challenges that threaten your existence.
- **Peril:** You will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, or other hazards
- **Great Danger:** Your very life is at grave risk. You will likely face powerful NPCs or deadly traps.

### ORB OF LIGHT

LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

An orb of light the size of your hand shoots from your fingertips toward a creature within range, which takes 3d8 radiant damage and is blinded for 1 round. A target that makes a successful Dexterity saving throw takes half the damage and is not blinded.

**Heightened (+):** when you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each additional slot level.

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**OVERWHELMING PRESENCE**      **LEVEL 9**

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** Concentration, up to 1 minute

You act as a conduit of your deity, allowing their divine might to be seen through you. This presence inspires incredible awe to creatures in range. A creature that fails a Wisdom saving throw falls to the ground and prostrates itself before you, bowing before the divine presence. Flying creatures incapable of hovering must land to prostrate itself. The creatures are considered paralyzed, and make new saving throw attempts each round. Creatures that recover in this way before the spell ends take 1d6 Wisdom drain.

Eternal / omnipotent creatures such as other celestial deities are immune to this power.

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**PLANAR ALLY**      **LEVEL 6**

*Divine*

**Cast:** 10 minutes, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Instantaneous

You research your deity for aid, who sends a celestial to aid you, making the creature appear in an unoccupied space within range. When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple (fly us across the chasm, or help us fight in battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be

able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, or ask you to undertake a quest.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 10 gp per minute. A task measured in hours requires 100 gp per hour, and a task measured in days (up to 10 days) requires 1,000 gp per day. The GM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment might be halved or even waived.

Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creature rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

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**PRAYER OF THE ALL HAMMER**      **LEVEL 2**

*Divine, Kombar*

**Cast:** 1 minute, verbal

**Range:** 30 feet

**Duration:** 1 hour

You remind your allies of the perseverance that will be required of them. Each of up to six creatures you can see within range gains temporary hit points equal to  $1d10 + \text{your spell casting ability modifier}$ . This spell has no effect on undead or constructs. The temporary hit points last for 1 hour.

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**PROSELYTIZE**      **LEVEL 1**

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self (10 foot radius)

**Duration:** Instantaneous

You present your divine focus boldly, and utter words that resound with divine fury. Every creature within 10 feet of you must make a Wisdom saving throw. On a failed save, a creature kneels (is considered prone) and can't take reactions until the end of its next turn.

**Heightened (+):** when you cast this spell using a spell slot of 2nd level or higher, the radius of the effect increase by 10 feet for each slot level above 1st.

#### PROTECTIVE NIMBUS

LEVEL 5

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 10 minutes

You wrap yourself in a powerful corona that sheds bright light in a 30 foot radius and dim light for an additional 30 feet. Until the spell ends, you have resistance to necrotic and radiant damage. You can end the spell early by using an action to dismiss it, which creates a blast of light in a 30 foot radius. The blast deals 4d8 radiant damage to each creature in the area while simultaneously healing yourself of an equal amount of damage.

#### PURGE SPIRIT

LEVEL 4

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** Instantaneous

You rip away at the substance of a spiritual target, scattering it over a wide area and hampering its ability to reform. The target takes 8d6 points of damage and is staggered for 1 round. On a successful Wisdom saving throw, the

target takes half damage and is not staggered.

This spell affects astrally projected creatures, ethereal creatures, haunts, incorporeal creatures, mediums channeling a spirit, and phantoms, and at the GM's discretion can affect other spirits or creatures made of ectoplasm.

A this target that is possessed by a spirit can be a target of this spell; the spirit must make a Wisdom saving throw or be ejected from the host.

#### PURIFY FOOD AND DRINK

LEVEL 1

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 10 feet

**Duration:** Instantaneous

All nonmagical food and drink within a five foot radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

#### QUINTESSENCE

LEVEL 8

*Divine, Qualok*

**Cast:** 1 action, verbal, somatic

**Range:** Self (120 foot radius)

**Duration:** Concentration, up to 1 minute

By calling upon your deity, you become infused with celestial essence and take on eternal features such as golden skin, glowing eyes, and ethereal wings. For the duration of the spell, your Armor Class can't be lower than 20, you can't be frightened, and you are immune to necrotic damage.

In addition, each hostile creature that starts its turn within 120 feet of you or enters that area for the first time on a turn must succeed on a Wisdom saving throw or be frightened for 1 minute. A creature frightened in this way is restrained. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a

creature's saving throw is successful or if the effect ends for it, the creature is immune to the frightening effect of the spell until you cast this spell again.

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RAIMENT OF COMMAND	LEVEL 2
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*Divine, Xander*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 hour / cleric level

You cloak yourself in a presence of authority. Others perceive you to be a legitimate figure of authority, such as a higher-ranking official, a religious figure, or a more powerful warrior. This presence grants you a +5 bonus to all Diplomacy, Persuasion, and Intimidation checks. Others may be uncomfortable and apprehensive to act against you, for example they may not want to question whether you belong somewhere you are not; because you seem important enough to be there.

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READ AURA	CANTRIP
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*Divine, Cantrip*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 25 feet

**Duration:** Concentration, up to 3 rounds

You can see the aura that surrounds all living beings, and can read from it the target creature's health. The amount of information revealed depends on how long you concentrate on a particular target.

1st Round: you can discern their remaining hit points

2nd Round: you learn if the target is suffering from any debilitating condition or not

**Heightened (1st):** when you cast this as a first level spell, you may concentrate for a 3rd round to learn the debilitating condition (e.g. ability

drained, confused, fatigued, charmed, poisoned, diseased, etc)

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REFORMATION	LEVEL 5
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*Divine*

**Cast:** 1 minute, verbal

**Range:** 60 feet

**Duration:** 30 days

You place a divine commandment upon a creature that you can see within range, preventing it from speaking words of malice, hate, or extreme anger. This likewise prevents the casting of spells that harm others, or actively attempting to cause death to another living creature.

The target must fail a Wisdom saving throw for this charm to become effective. While thus charmed, it takes 5d10 psychic damage each time it acts in a manner counter to the parameters above. You may choose to end the commandment early by using an action to dismiss it. A *Remove Curse*, *Greater Restoration*, or *Wish* spell also ends it.

**Heightened (7th):** when you cast this spell using a 7th level spell slot, the duration is 1 year.

**Heightened (9th):** when you cast this spell using a 9th level spell slot, the duration is permanent.

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REMOVE CURSE	LEVEL 3
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*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You remove all curses on a creature. If the curse is level 2 or lower, it automatically is removed. Otherwise, you must roll against each curse, a DC equal to 10 + the spell's level using your spell attack modifier. Success means the creature is free from their connection to the cursed object. The object itself remains cursed.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the curse is automatically removed if its level is one less than the spell slot you used.

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### REMOVE FEAR

### LEVEL 2

*Divine, Qualok*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

With a touch, you ease a creature's fears. You can attempt to counteract a single fear effect that the target suffers from. This frees only the target, not any other creatures under the fear effect.

**Heightened (6th):** The spell's range increases to 30 feet, and you can target up to 10 creatures.

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### RESISTANCE

### CANTRIP

*Divine, Cantrip*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute

You imbue the target with magical energy that protects it from harm, granting a +1 resistance bonus on saving throws.

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### RESTORATION

### LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

**Heightened (5th):** when you cast this spell using a 5th level spell slot, you may additionally chose to end a charmed condition, reduce one level of exhaustion, petrification, a curse, any reduction to one of the target's ability scores, or one effect reducing the target's hit point maximum.

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### REVEAL THE TRUE FORM

### LEVEL 7

*Divine, Qualok*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self / 10 foot radius sphere

**Duration:** Instantaneous

You forcefully cause all shapeshifters in the area to revert to their natural forms. When the spell is cast, any creature in a form other than their own (either through magic or natural ability) must succeed on a Constitution saving throw or be forced back into their natural shape. This enforced transformation is painful, and the creatures lose 2d4 Constitution until they complete a long rest. Until the creature regains this Constitution, they are unable to shapeshift or polymorph.

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### REVEILLE

### LEVEL 2

*Divine, Qualok*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** Touch

**Duration:** 5 rounds

You cast this spell and peer into the dead corpse's eyes, and begin to recall one minute of visual memories preceding the corpse's death. A successful Investigation check against a DC of 15 (+2 for every 1 day the target has died) will give near perfect recall of the events; failure indicates fuzzy recall and partial details. You may dismiss the viewing at any point. However if you witness the victim's final moment and the victim died violently, you immediately suffer 2d6 points of psychic damage from the empathetic resonance of the victim's death.

<b>REVELATION</b>	<b>LEVEL 3</b>	<b>REVITALIZE ANIMAL*</b>	<b>LEVEL 2</b>
<i>Divine, Kombar</i>		<i>Divine</i>	
<b>Cast:</b> 1 action, verbal, somatic		<b>Cast:</b> 1 minute, verbal, somatic, focus, material (diamonds worth 5 gold)	
<b>Range:</b> Touch		<b>Range:</b> Touch	
<b>Duration:</b> 1 round		<b>Duration:</b> Instantaneous	
You gain or give a brief understanding of the workings of a single puzzle, device, or trap, gaining an Insight bonus of +10 on checks to disable, manipulate, or solve the object in question. The understanding comes as divine insight intrinsically, and can not be explained in words or communicated.		You perform a ritual which resurrects a non-magical beast for CR 1 or lower that has died within the last hour. It performs a resurrection Constitution saving throw equal to a DC of 10 + the number of times it has been resurrected. This spell can not return to life a creature that has died of old age, nor can it restore any missing body parts. The creature returns with a single hit point. <b>Material:</b> diamonds worth 5 gold	
<b>REVENANCE</b>	<b>LEVEL 4</b>	<b>Heightened (+):</b> when you cast this spell using a spell slot of 4th level or higher, increase the maximum CR by 1 for every 2 slot levels used above 2nd.	
<i>Divine</i>			
<b>Cast:</b> 1 action, verbal, somatic, focus			
<b>Range:</b> Touch			
<b>Duration:</b> See Text			
You temporarily revive a dead ally. They must not have been dead for any longer than 10 days. They become a Revenant, and can not rest until they slay their killer(s). If your ally was not killed by a creature, or is not aware of who killed them, the spell fails. The target must also be willing to come back to seek revenge. Once the killer(s) have been slain (either by your ally or other means), the revenant dies and finds eternal rest. A revenant is caught between life and death, their skin becoming pallid and grey. They count as both undead and living creatures when determining spell effects and abilities. They do not need to eat or breathe. Instead of sleeping they enter an inactive state for 4 hours a day. They do not dream in this state and are fully aware of their surroundings. The Revenant always knows the general direction and distance between themselves and their adversaries. They gain Darkvision up to 60 feet and are resistant to poison damage.			
<b>REVIVIFY</b>	<b>LEVEL 3</b>		
<i>Divine</i>			
<b>Cast:</b> 1 action, verbal, somatic, material (diamonds worth 30 gold, which the spell consumes)			
<b>Range:</b> Touch			
<b>Duration:</b> Instantaneous			
You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age, nor can it restore any missing body parts.			
<b>SACRAMENTAL SEAL*</b>	<b>LEVEL 8</b>		
<i>Divine, Ritual</i>			
<b>Cast:</b> 1 minute, verbal, somatic, focus, material (a divine object worth at least 200 gp)			
<b>Range:</b> 30 feet			
<b>Duration:</b> Instantaneous / special			

A target creature must succeed on a Wisdom saving throw or be trapped in a divine object decorated with the holy symbols of your god and faith. While trapped in the object, the creature can't take any actions and is immune to spells and spell-like abilities. The creature remains permanently trapped in the object as long as the object remains in contact with your skin. Spells like Miracle or Wish, or destroying the object frees the creature.

If you relinquish your stewardship of the object (such as giving it away or leaving it in a remote location or extra dimensional space), the trapped creature begins to gain control over the object. It immediately gains the ability to communicate telepathically with any creature now in possession of the object. It still can't take any actions besides communicating but can use feats and skills related to speaking, or cast spells that only require a verbal component.

After 1 week of the object being out of your presence, the creature can create a number of haunts with a total CR equaling 1/4 the creature's Hit Dice. These haunts are centered on the object. The creature can also communicate telepathically up to a range of 100 feet at this point.

After 1 month of the object being out of your presence, the CR total of the haunts the trapped creature can create increases to 1/2 its Hit Dice. In addition to telepathy, it can also impart mental images of its choosing into the mind of any creature holding or carrying the object.

After 1 year of being out of your presence, in addition to the above abilities, the creature can attempt to possess any living creature with an Intelligence score of 3 or higher that touches the object. However the creature can't personally destroy the object, even while possessing another creature.

Because the binding magic irrevocably weakens the longer you're away from the item, returning to your ownership does not reverse any of the effects. You must free the creature and impose another Sacramental Seal if you want to restrict its abilities again. Once freed from the object, the

object crumbles to dust. One object may only contain one creature.

If you retain ownership of the object, the binding still fades but takes 10 times longer for the creature to manifest the above abilities. For example, it would take 10 weeks for it to manifest the ability to create haunts.

If this spell is cast weekly on the object (not as a ritual), it resets the time by which the creature manifests its powers and weakens the binding.

**Material:** a divine object worth at least 200 gp

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#### SACRED FLAME

CANTRIP

*Divine, Cantrip*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

**Augmented (5th):** damage increases to 2d8

**Augmented (11th):** damage increases to 3d8

**Augmented (17th):** damage increases to 4d8

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#### SACRED WATCH

LEVEL 1

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 day

You become instantly aware when the subject of this spell is in danger. Distance is not a factor and the spell even works across multiple planes and dimensions. You are aware when they take damage, and as a bonus action can discern how much health they have left.

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#### SACRIFICIAL STRIKE

LEVEL 8

*Divine, Xander*

**Cast:** 1 bonus action, verbal

**Range:** Self

**Duration:** 1 minute

The next time you hit a creature with an attack during the spell's duration, you may choose any number of d8 dice up to your Cleric level. Roll them, and you take that much force damage. In return, take double that number of dice and roll them - the target creatures takes that much radiant damage in addition to your attack. Additionally, If the damage you take drops you to 0 hit points or lower; your attack is considered a critical hit. Double the damage of your attack as well as the radiant damage from this spell.

### SAFE HAVEN\*

LEVEL 1

*Divine, Qualok, Ritual*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 10 miles

**Duration:** 1 hour

You sense locations that have been used as places of worship. You can discern between a place in which a single individual prays and an established city temple. You are aware of the direction, distance, and general frequency and strength of the worship that occurs there.

**Augmented (5th):** range increases to 15 miles

**Augmented (11th):** range increases to 20 miles

**Augmented (17th):** range increases to 30 miles

### SANCTIFIED GROUND\*

LEVEL 3

*Divine, Material, Ritual*

**Cast:** 1 minute, verbal, somatic, material (a flask of holy water)

**Range:** 30-foot radius centered on you

**Duration:** 24 Hours

You sanctify the area, sprinkling it with holy water and warding it against your foes. Choose aberrations, celestials, dragons, fiends, or

undead. All creatures in the area gain a +1 bonus to AC, attack rolls, damage rolls, and saving throws against the chosen creatures. This bonus does not stack with additional casting of this spell.

### SANCTUARY

LEVEL 1

*Divine*

**Cast:** 1 bonus action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** 1 minute

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a *Fireball*. If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

### SEAL OF SANCTUARY\*

LEVEL 7

*Divine, Ritual*

**Cast:** 1 minute, verbal, somatic, material (incense and special inks worth 25 gp, which the spell consumes)

**Range:** Touch

**Duration:** 24 Hours

You inscribe an angelic seal on the ground, the floor, or other solid surface of a structure. The seal creates a spherical sanctuary within a radius of 50 feet, centered on the seal. For the duration, aberrations, elementals, fey, fiends, and undead that approach to within 5 feet of the boundary know they are about to come into contact with a deadly barrier. If such a creature moves so as to touch the boundary, or tries to cross the boundary by any means, including teleportation and extra dimensional travel, it must make a Charisma saving throw. On a failed save, it takes

10d8 radiant damage, is repelled to 5 feet outside the boundary, and can't target anything inside the boundary with attacks, spells, or abilities until the spell ends. On a successful save, the creature takes half as much radiant damage and can cross the boundary. If the creature is a fiend that isn't on its home plane, it is immediately destroyed (no saving throw) instead of taking damage.

Aberrations, elementals, fey and undead that are within 50 feet of the seal (inside the boundary) have disadvantage on ability checks, attack rolls, and saving throws, and each such creature takes 2d8 radiant damage at the start of its turn.

Creatures other than aberrations, elementals, fey, fiends, and undead can't be charmed or frightened while within 50 feet of the seal.

The seal has AC 18, 50 hit points, resistance to bludgeoning, piercing, and slashing damage, and immunity to psychic and poison damage.

Ranged attacks against the seal are made with disadvantage. If it is scribed on the surface of an object that is later destroyed (such as a wooden door), the seal is not damaged and remains in place, perhaps suspended in midair. The spell ends only if the seal is reduced to 0 hit points.

**Material:** incense and special inks worth 25gp, which the spell consumes

**Heightened (9th):** When cast using a spell slot of 9th level, the radius of the seal increases to 100 feet, and the damage creatures take increases to 15d8.

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### SEARING LIGHT LEVEL 3

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*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** Instantaneous

You shoot a blazing ray of light tinged with holy energy. Make a ranged spell attack. The ray deals 5d6 fire damage. If the target is a fiend or undead, you deal an extra 5d6 radiant damage.

If the ray passes through an area of magical darkness, that darkness is dispelled.

**Heightened (+):** Both fire and radiant damage are increased by 1d6 for each additional spell slot used to cast this spell.

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### SECOND CHANCE LEVEL 1

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*Divine, Qualok*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

The subject can attempt a new saving throw to shrug off one unwanted ongoing condition effect that is affecting them. If the effect doesn't allow a save, or if it has a duration of Instantaneous, then this spell fails.

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### SHARED SACRIFICE LEVEL 2

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*Divine*

**Cast:** 1 minute, verbal, somatic

**Range:** 60 feet

**Duration:** 1 hour

You and up to five of your allies within range contribute part of your life force to create a pool that can be used for healing. Each target takes 5 necrotic damage (which can't be reduced but can be healed normally), and those donated hit points are channeled into a reservoir of life essence. As an action, any creature who contributed to the pool of hit points can heal another creature by touching it and drawing hit points from the pool into the injured creature. The injured creature heals a number of hit points equal to your spell casting ability modifier, and the hit points in the pool decrease by the same amount. This process can be repeated until the pool is exhausted or the spell's duration expires.

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### SHELTERED VITALITY LEVEL 4

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*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 4 hours

You grant a target immunity to fatigue, exhaustion, and ability damage or ability drain (regardless of the source).

**Heightened (+):** for each spell slot over 4th, you may target one additional creature.

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**SHIELD OF DISENCHANTMENT**      **LEVEL 3**

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*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 5 rounds

A faint translucent aura surrounds you. When you are struck by a magical attack such as a weapon wielded by a creature, this spell counters any magic that provides the attack with a bonus to hit or to damage. For example, a +1 weapon would still be considered magical, but would get neither +1 to hit nor +1 to damage on any attack against you.

The spell also suppresses other magical properties of the attack. Examples include enchantments that cause bleeding or fire damage. If the attack was a spell, and it is of 3rd level or lower, the spell has no effect. If it is a spell of 4th level or higher, make an ability check using your spell casting ability. The DC equals 10 + the spell's level. On a success, the spell has no effect.

**Heightened (+):** When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

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**SHIELD OF FAITH**      **LEVEL 1**

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*Divine, Cantrip*

**Cast:** 1 bonus action, verbal, somatic, focus

**Range:** 60 feet

**Duration:** Concentration, up to 10 minutes

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

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**SHIELD OF LAW**      **LEVEL 8**

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*Divine, Xander*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 20 feet

**Duration:** 1 Minute

You cause a dim, blue glow to surround a number of subjects equal to 1 creature / Cleric level. This glow protects the from attacks, granting them resistance to radiant damage and 25 temporary hit points. While those hit points remain, each individual creature is granted the following effects:

**Protection From Harm.** The creature is granted a +2 AC bonus.

**Protection From Possession.** The creature is immune to mental influence, charm and possession.

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**SHIELD OF STARLIGHT**      **LEVEL 3**

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*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 10 Minutes

You wrap yourself in a protective shroud of starlight made from swirling shadows and punctuated by twinkling motes of light. The shroud grants you resistance against either radiant or necrotic damage (your choice when the spell is cast). You also shed dim light in a 10-foot radius. You can end the spell early by using an action to dismiss it.

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**SHIELD OTHER**      **LEVEL 2**

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*Divine, Xander*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 10 Minutes

You forge a temporary link between a target's life essence and your own. The target takes half damage from all effects that deal Hit Point damage, and you take the remainder of the damage. When you take damage through this link, you don't apply any resistances, weaknesses, or other abilities you have to that damage; you simply take that amount of damage. The spell ends if the target is ever more than 30 feet away from you. If either you or the target is reduced to 0 Hit Points, any damage from this spell is resolved and then the spell ends.

#### SHIELDBEARER

LEVEL 1

*Divine, Material, Xander*

**Cast:** 1 action, verbal, focus, material (a shield)

**Range:** Touch (20 feet)

**Duration:** Concentration, 1 round / level

You imbue one shield so that it hovers near and attempts to guard and protect one creature of your choice within 20 feet. The spell's recipient is chosen at the time of casting and cannot be changed. The shield remains within 1 foot of the creature for the duration of the spell. The shield's subject is then granted a shield bonus to AC as if they were wielding the shield. The spell permits the shield's subject to use both hands and still benefit from the shield's effect.

Shield bonuses from multiple sources, including multiple castings of this spell, do not stack.

**Material:** one shield

#### SOOTHING INCANDESCENCE

LEVEL 7

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic

**Range:** Self (30 foot radius)

**Duration:** Concentration, up to 1 hour

A soft, white radiance spreads out from a point just above your head, creating bright light in a 30 foot radius around your present location. If you move from your present location, the area of light remains fixed. A creature in the light (other than a fiend or undead) regains 1 hit point at the start of each of its turns. Each fiend or undead in the area takes 2d4 radiant damage at the start of each of its turns.

#### SOULSEEKER\*

LEVEL 4

*Divine, Ritual*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 hour

You describe or name a creature that is familiar to you, and has or once had a soul. Beasts, Dathairä, Aberations, Monsters, and Celestials do not have souls (GM's Discretion).

The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If the target knows you are casting this spell, they can fail it voluntarily if it wants to be observed.

On a successful save, the target isn't found and you can't use this spell against it again for 24 hours. On a failed save, you sense the direction of the creature's location; or gain an understanding of the Plane of Existence their soul is on. If the soul is within 1,000 feet of you it is illuminated in a white glowing outline that only you can observe. This outline is visible through walls and surfaces but blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Modifier	Knowledge
+10	<b>Secondhand.</b> You have only heard of the target.
0	<b>Firsthand.</b> You have met the target.

Modifier	Knowledge
-5	<b>Familiar.</b> You know the target well

Modifier	Connection
-2	Likeness or picture
-4	Possession or garment
-10	Body part, lock of hair, bit of nail, or the like

**Heightened (8th):** When you cast this spell using a spell slot of 8th level or higher, and are touching the skull or body of a creature that has passed away, you hear a whisper of the name of the location the soul currently resides. This informs you of the judgement it had received. If cast on the same plane on which the soul resides, the spell guides you along the shortest, most direct physical route to the soul.

### SPARE THE DYING

### CANTRIP

*Divine, Cantrip*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

### SPEAK WITH DEAD

### LEVEL 3

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 10 feet

**Duration:** 10 minutes

You grant the semblance of life and intelligence to a corpse of your choice within range, allowing it to answer the questions you pose. The corpse must still have a mouth and can't be undead. The

spell fails if the corpse was the target of this spell within the last 10 days.

Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

### SPEAR OF PURITY

### LEVEL 2

*Divine, Xander*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

You hurl a pure white or golden spear of light, affecting any one target within range as a ranged attack using your spell attack modifier.

An evil creature not of The Material Plane takes 1d6 points of radiant damage and is blinded for 1 round. A successful Wisdom savings throw reduces the damage to half and negates the blinding effect. The spell has no effect on other creatures.

**Heightened (+):** for each spell slot above 2nd, add 1d6 points of damage.

### SPELL IMMUNITY

### LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 10 minutes

Silvery motes of light begin to snow down as you complete the spell. They coalesce into a nimbus that contracts and holds to the subject as a silvery sheen.

The target is protected from a single 1st or 2nd level spell. The creature effectively has unbeatable spell resistance regarding this spell. This spell protects from other spells, spell-like effects, and innate spell-like abilities. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. A creature can only have one immunity active at a time.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, you may protect from spells of that level or lower.

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### SPINDRIFT SPRITZ LEVEL 2

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*Divine*

**Cast:** 1 reaction, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You cast this spell as a response to a target attempting a saving throw against an effect that would cause the blinded, deafened, paralyzed, poisoned, fatigued, sickened, or staggered conditions. The target can roll its saving throw twice and take the higher result.

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### SPIRIT GUARDIANS LEVEL 3

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*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self (15 feet)

**Duration:** 10 minutes

You call forth spirits to protect you. They protect you for a distance of 15 feet for the duration. When you cast the spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters

the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage. On a successful save, the creature takes half as much damage.

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### SPIRIT LINK LEVEL 1

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*Divine, Lucian*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 10 minutes

You form a spiritual link with another creature, allowing you to share in their pain. At the start of each of your turns, up to 2 hitpoints can be transferred to the target; if they are hurt and you have enough health to give.

While this spell is in effect, you gain no benefit from regeneration. The spell ends if the two of you are separated by 30 feet, you dismiss the spell as a bonus action, or you drop to 0 hitpoints.

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### STATUS LEVEL 2

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*Divine, Qualok*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 day

You target one willing creature. As long as you and the target are on the same plane of existence and both alive, you remain aware of its present state. You know the target's direction from you, distance from you, and any conditions affecting it.

**Heightened (4th):** The spell's range increases to 30 feet, and you can target up to 10 creatures.

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### STAVE OFF CORRUPTION LEVEL 2

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*Divine, Material*

**Cast:** 1 minute, verbal, somatic, focus, material (varies)

**Range:** Touch

**Duration:** 1 day

You ward the target to slow the advancement of its corruption. The target receives an advantage on saving throws against the advancement of its corruption. Multiple applications of this spell do not stack. Unwilling creatures resist with a Wisdom saving throw.

The material components for this spell vary with the type of corruption. For example, garlic is used for a vampirism corruption, a sprig of wolfsbane is used for a lycanthropy corruption, and so on. The GM determines the appropriate material components.

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## STIMULUS

## LEVEL 2

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*Divine*

**Cast:** 1 action, verbal, focus

**Range:** 30 feet

**Duration:** Instantaneous

You attempt to therapeutically suppress strong emotions in a group of people. Each creature in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw you may suppress any effect causing charm or fear, or you may soothe their anger or barbarian rage. This instills a sense of tranquil and calm within the target. Creatures in combat cease, but will re-engage on the following round if they are attacked or witness hostility towards their companions.

Alternatively, you can force a single enemy to experience pangs of unrequited love and emotional distress. These feelings manifest with such intensity that the creature takes 5d6 psychic damage on a failed Charisma saving throw, or half the damage on a successful save.

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## STONE FIRE

## LEVEL 1

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*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** 1 minute

You cause 5 feet cube of stone to erupt into flame, causing structural damage. The stone takes 4d8 damage over the course of the full duration. Any creature standing in the flame takes must make a Dexterity saving throw or take 1d8 damage and be set on fire.

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## STRICKEN HEART

## LEVEL 2

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*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

This spell covers your hand with a writhing black aura. As part of casting the spell, you can make a melee spell touch attack that deals 2d6 points of necrotic energy damage and causes the target to be staggered for 1 round (they may take 1 standard action, or move; but not both).

**Heightened (+):** when you cast this spell using a spell slot of 3rd level or higher, the damage increases by an additional 1d6 for each additional spell slot.

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## SUMMON AGENT OF QUAJOK

## LEVEL 8

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*Divine, Qualok*

**Cast:** 1 action, verbal, somatic, focus, material (a feather from a sphinx)

**Range:** 90 feet

**Duration:** 3 rounds

You summon a friendly agent of Qualok from the heavens to do your bidding. It appears in an unoccupied space you can see within range and takes the form of a glowing humanoid with long white hair. All creatures other than you who view

the agent must make a successful Wisdom saving throw or be charmed for the duration of the spell. A creature charmed in this way can repeat the Wisdom saving throw at the end of each of its turns. On a success, the creature is no longer charmed and is immune to the effect of this casting of the spell. In all other ways, the start is equivalent to a Deva. It understands and obeys verbal commands you give it. If you do not give the agent commands, it defends itself and attacks the last creature that attacked it. The agent disappears when it drops to 0 hit points or when the spell ends.

**Material:** a feather from a sphinx

#### SUPERNOVA

#### LEVEL 7

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** 3 rounds

You target a creature who is at 0 hitpoints or has died within the last minute in a method other than old age. Their body raises off the ground at a speed of 5 feet per round.

**Round 1 & 2.** The target's body is impervious to damage and is obscured by an unstable swarm of dark solar energy that pulls living creatures towards itself. Any creature (including yourself) within 60 feet of this black hole must succeed a Strength saving throw. On a failure, the creature is pulled 20 feet towards the center and their speed is reduced to 0. They may retry the saving throw at the start of their turn in order to regain their movement. The area is considered difficult terrain and creatures may only move at 1/2 speed. Divine creatures are immune to these effects. On the second round, severed body parts are reunited; however this spell does not restore missing parts.

**Round 3.** The target's body (now floating 15 feet in the air) rights itself and returns to life with 1 hit point. They glow with a powerful radiance, and are given a temporary pool of hit dice that match their hit dice total. They may instantly use any

combination of these hit dice to heal themselves or cause a massive explosion of radiant starlight that erupts from their body and damages creatures within a 60 foot sphere centered on them using the same dice. Example: A level 6 cleric who is targeted is given 6d8 hit dice where they could use 4d8 to heal and 2d8 to damage. The target lands gently on their feet, and creatures within 60 feet of them are thrown 20 feet away in a straight line.

#### SURPRISE BLESSING

#### LEVEL 5

*Divine, Kombar*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 10 minutes

You touch a willing creature and choose one of the conditions listed below that the creature is currently subjected to. The condition's normal effects on the target is suspended, and the indicated effect applies instead. This spell's effect on the target lasts for the duration of the original condition or until the spell ends. If this spell ends before the original condition's duration expires, you become affected by the condition for as long as it lasts, even if you were not the original recipient of the condition.

\* **Blinded:** the target gains true sight out to a range of 10 feet and can see 10 feet into the Ethereal Plane.

\* **Charmed:** the target's Charisma score becomes 19, unless it is already higher than 19, and it gains immunity to charm effects.

\* **Frightened:** the target emits a 10-foot-radius of dread. Each creature the target designates that starts its turn in the aura must make a successful Wisdom saving throw or be frightened of the target. A creature frightened in this way that starts its turn outside the aura repeats the saving throw, ending the condition on itself on a success.

\* **Paralyzed:** the target can use one extra bonus action or reaction per round.

- \* **Petrified:** the target gains a +2 bonus to Armor Class.
- \* **Poisoned:** the target heals 2d6 hit points at the start of its next turn, and it gains immunity to poison damage and the poisoned condition.
- \* **Stunned:** the target has advantage on Intelligence, Wisdom, and Charisma saving throws.

## TEARS TO WINE

LEVEL 2

*Divine, Qualok*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 10 feet

**Duration:** Permanent / 10 minutes

You imbue a non-magic liquid into mead or wine of average quality. This could include spoiled, rotten, diseased, poisonous, or otherwise contaminated drinks, tears, seawater, or similar fluids. The transformation is permanent, but does not prevent subsequent decay or spoilage. The spell has no effect on Unholy water, potions, or creatures of any type.

For 10 minutes after casting, creatures that drink the mead or wine become sharp-witted and clear-minded, gaining +2 to Intelligence and Wisdom based skill checks.

**Augmented (9th):** bonus increases to +5

**Augmented (15th):** bonus increases to +10

## TEMPLE OF THE GODS

LEVEL 7

*Divine*

**Cast:** 1 hour, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 24 hours

You cause a temple to shimmer into existence on ground you can see within range. The temple must fit within an unoccupied cube of space, up to 120 feet on each side. The temple remains until the spell ends. It is dedicated to whatever

god, pantheon, or philosophy is represented by the holy symbol used in the casting.

You make all decisions about the temple's appearance. The interior is enclosed by a floor, walls, and a roof, with one door granting access to the interior and as many windows as you wish. Only you and any creatures you designate when you cast the spell can open or close the door. The temple's interior is an open space with an idol or altar at one end. You decide whether the temple is illuminated and whether that illumination is bright light or dim light. The smell of burning incense fills the air within, and the temperature is mild.

The temple opposes types of creatures you choose when you cast this spell. Choose one or more of the following: celestials, elementals, fey, fiends, or undead. If a creature of the chosen type attempts to enter the temple, that creature must make a Charisma saving throw. On a failed save, it can't enter the temple for 24 hours. Even if the creature can enter the temple, the magic there hinders it; whenever it makes an attack roll, an ability check, or a saving throw inside the temple, it must roll a d4 and subtract the number rolled from the d20 roll.

In addition, the sensors created by divination spells can't appear inside the temple, and creatures within can't be targeted by divination spells.

Finally, whenever any creature in the temple regains hit points from a spell of 1st level or higher, the creature regains additional hit points equal to your Wisdom modifier (minimum 1 hit point).

The temple is made from opaque magical force that extends into the Ethereal Plane, thus blocking ethereal travel into the temple's interior. Nothing can physically pass through the temple's exterior. It can't be dispelled by dispel magic, and antimagic field has no effect on it. A disintegrate spell destroys the temple instantly.

Casting this spell on the same spot every day for a year makes this effect permanent.

TERRIBLE REMORSE	LEVEL 4	TOUCH OF MERCY	LEVEL 2
<i>Divine, Qualok</i>		<i>Divine</i>	
<b>Cast:</b> 1 action, verbal, somatic		<b>Cast:</b> 1 action, verbal, somatic, focus	
<b>Range:</b> 30 feet		<b>Range:</b> Touch	
<b>Duration:</b> 5 rounds		<b>Duration:</b> 1 round	
You fill a target with such profound remorse that it begins to harm itself. Each round, the target must succeed on a Wisdom saving throw or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it takes a -2 penalty to Armor Class for 1 round, after which the spell ends.		The target creature deals only nonlethal damage with all of its attacks.	
THUNDERLANCE	LEVEL 4	THAUMATURGY	CANTRIP
<i>Divine</i>		<i>Divine, Cantrip</i>	
<b>Cast:</b> 1 action, verbal, somatic, focus		<b>Cast:</b> 1 action, verbal	
<b>Range:</b> 20 feet		<b>Range:</b> 30 feet	
<b>Duration:</b> Concentration, up to 1 minute		<b>Duration:</b> Up to 1 minute	
You create a deadly lance of force. You can cause it to grow or retract from 1 to 20 feet as a bonus action.  You can wield a thunderlance in either one or two hands, dealing a base 3d6 points of thunder damage. A critical hit causes a thunderous boom that can be heard from 1 mile away and deals 3x dice damage instead of the traditional 2x.  Instead of using your Strength modifier, you can choose to use your Wisdom modifier as a bonus on attack and damage rolls.  If you successfully strike a target protected by any force effect of 3rd level or lower, such as the <i>shield</i> or <i>mage armor</i> spells, the thunderlance might dispel the force effect in addition to damaging the target. Make a contested spell check against the caster who created the effect. If you succeed, the barrier is dispelled. The thunderlance remains whether you succeed or fail on this check.		You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range: <ol style="list-style-type: none"><li>1) your voice booms up to three times as loud as normal for up to 1 minute</li><li>2) you cause flames to flicker, brighten, dim or change color for up to 1 minute</li><li>3) you cause harmless tremors in the ground for up to 1 minute</li><li>4) you create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers</li><li>5) you instantaneously cause an unlocked door or window to fly open or slam shut</li><li>6) you alter the appearance of your eyes for 1 minute</li></ol> If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.	
TOLLING DOOM	LEVEL 6		
<i>Divine, Qualok</i>			
<b>Cast:</b> 1 action, verbal, somatic, focus			

**Range:** 150 feet

**Duration:** Concentration, up to 1 minute

A deep, tolling bell seems to ring from somewhere above and beyond, judging your enemies and foretelling their impending doom. Up to eight creatures that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or saving throw before the spell ends, the target must roll a d4 and subtract the result from the attack roll or saving throw. You gain advantage on any attack against a target that has failed its saving throw against this spell. This spell has no effect on a target that has an Intelligence score lower than 3.

**Heightened (+):** When you cast this spell using a spell slot of 7th level or higher, you can affect one additional target for each slot level above 6th.

#### TRUE LIGHT OF REVELATION

LEVEL 4

*Divine, Qualok*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

A golden radiance spreads out from you, providing bright light up to 30 feet away, and dim light for an additional 30 feet. Any creatures or objects in the area of bright light that are invisible become visible while they are within 30 feet of you. Likewise, any magical disguises or illusions within 30 feet of you become feeble and transparent, their illusory nature obvious. These magical effects turn to full potency if they move more than 30 feet away from you, or vice versa. When a creature that has taken a different form through spells such as *polymorph* or *shapechange*, or from inborn abilities, such as a druid's wild shape feature - enter the bright light, it must succeed a Constitution saving throw or be forced to return to its original form. Likewise, a creature attempting to change shape within the

light must succeed a Constitution saving throw in order to do so.

#### UNBEARABLE BRIGHTNESS

LEVEL 4

*Divine, Lucian*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self / 30 feet

**Duration:** 4 rounds

Your body glows with a terrible light. Creatures within 30 feet of you that can see you are dazzled (no saving throw). Dazzled creatures are unable to see well due to over stimulation of their eyes. They are at disadvantage on perception checks and attack rolls. Creatures with light sensitivity must succeed a Dexterity saving throw or be blinded.

This light counts as daylight for the purpose of affecting darkness effects (and vice versa). If the emanation enters an area under the effect of magical darkness (or vice versa), both effects are temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Dazzled and blinded creatures from your light end when the spell ends or when the creature is out of line of sight.

#### UNTIRING FORM

LEVEL 3

*Divine*

**Cast:** 1 minute, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 day / every 4 Cleric levels

You confer immunity to fatigue and exhaustion, and even remove the need to sleep altogether. Furthermore, all affected creatures gain advantage to saving throws to resist sleep effects. If a creature desires to go to sleep, it may do so, thus ending the effects of this spell. Spellcasters are able to prepare spells and spell slots normally using a 4 hour long rest.

**Heightened (+):** for each additional spell slot, you may target an additional creature

### VALIANT FURY

LEVEL 5

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You target a creature, which gains advantage on Strength, Dexterity, and Constitution saving throws. In addition, the target gains a +1 to hit with weapon based attacks.

### VIGILANT REST

LEVEL 4

*Divine*

**Cast:** 1 action, verbal, focus

**Range:** Touch

**Duration:** 8 Hours

You select a target and petition a benevolent spirit to watch over their sleep. At the sign of a threat or unexplained noise, the spirit arouses the target from sleep. This happens instantaneously and the target may immediately stand from their sleeping position as a free action, fully alert. If roused from sleep in this fashion, the target may fall asleep immediately without it being considered as having sleep interrupted; even if they engaged in combat.

### VIGOR

LEVEL 3

*Divine*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 10 rounds

You touch a creature, granting it an increased natural healing factor. The creature gains 2 hit points each round.

This can not restore health lost due to starvation, thirst, or suffocation, nor does it allow a creature

to regrow or attach lost body parts. The effect of multiple vigor spells do not stack; only the highest-level effect applies.

**Heightened (5th):** When you cast this spell with a 5th level spell slot, the target gains 4 hit points each turn.

**Heightened (8th):** When you cast this spell with a 8th level spell slot, the target gains 8 hit points each turn.

### VISION OF GLORY

CANTRIP

*Divine, Cantrip*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You give the subject creature a brief vision of a divine entity that is giving it support and inspiring it to continue. The target gains a d4 that can roll and add to a single saving throw of their choosing. Using this ability discharges the spell.

**Heightened (1st):** when you cast this spell using a slot of 1st level, the increase to the saving throw is 1d6

### WORD OF RADIANCE

CANTRIP

*Divine, Cantrip*

**Cast:** 1 action, verbal, focus

**Range:** Self (5 feet radius)

**Duration:** Instantaneous

You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within 5 feet of you must succeed on a Constitution saving throw or take 1d6 radiant damage.

**Augmented (5th):** damage increases to 2d6

**Augmented (11th):** damage increases to 3d6

**Augmented (17th):** damage increases to 4d6

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WRATH OF THE FAITHFUL                    LEVEL 5

*Divine, Xander*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Concentration, up to 1 minute

You grant up to 5 of your allies one additional melee attack each round. This additional attack is not cumulative with other effects that grant extra attacks, such as a *Haste* spell. Your allies also gain a 1d4 bonus on melee attack and damage rolls. This bonus also does not stack with *Haste*.

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ZONE OF TRUTH                            LEVEL 2

*Divine*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** 10 minutes

You create a magical zone that guards against deception in a 15-foot radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

# Paladin Spells

## ABSOLUTION

## LEVEL 4

*Paladin*

**Cast:** 1 action, verbal, somatic, material (a vial of holy water)

**Range:** Touch

**Duration:** Instantaneous

You purge impure thoughts from the target's mind and fill them with exultant relief at the forgiveness of their sins. Absolution ends all magical glamour or compulsion effects affecting the target (including harmless or helpful compulsions, such as heroism). If the target was forced to perform any actions contrary to their alignment, vow, oath, or similar code of conduct by that glamour or compulsion effect, that action does not cause the target to lose access to class abilities, including divine spellcasting.

This spell can not absolve a soul of willing transgressions, or induce a creature to change its alignment. Absolution automatically works if the caster and the target share the same alignment or the same religious belief. If they don't, but their alignments are within one step of each other, absolution has a 5% chance of success per caster level. If neither of these is true, the spell automatically fails.

**Material:** a vial of holy water

**Heightened (5th):** when cast with a level 5 spell slot, the spell has the added effects: you may also absolve misdeeds committed willingly without magical persuasion if the creature is truly repentant and desirous of setting right their misdeeds.

## AGONIZING REBUKE

## LEVEL 3

*Paladin, Oath Of Redemption*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round / paladin level

With a word and a gesture, you require a target to succeed a Wisdom saving throw. On a failure, you instill such apprehension about attacking you causing it mental distress and pain. Each time the target makes an attack against you, targets you with a harmful spell, or otherwise takes an action that would harm you, it takes 2d6 points of non-lethal damage.

## ANCESTOR'S STRENGTH

## LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 8 hours

You touch a willing creature and their muscles bulge and they become invigorated with a surge of strength and endurance. For the duration, the target is considered one size category larger for determining its carrying capacity, and the maximum weight it can lift, push, or pull. It also has advantage on Strength checks.

**Heightened (+):** when you cast this spell using a spell slot of 2nd or higher, you may target one additional creature for each additional spell slot used.

## ANGELIC ASPECT

## LEVEL 2

*Paladin, Devotion*

**Cast:** 1 action, verbal, focus

**Range:** Self

**Duration:** 1 minute

You take on aspects of divine angelic creatures, including some of its physical characteristics. You gain low light vision, and ignore the first 5 points of damage each round from acid or cold. You also gain a +2 on saving throws against effects from Dathairä and Fiends.

## ARCHON'S AURA

LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Self / 20 foot radius

**Duration:** 1 minute / paladin level

You gain a powerful aura, causing any hostile creature within a 20-foot radius of you to succeed on a Wisdom save or be at disadvantage on attack rolls and saving throws and a -2 to Armor Class for the duration of this spell, or until it successfully hits you with an attack. A creature that has resisted or broken the effect cannot be affected again by this particular casting of *Archon's Aura*.

## AURA OF GLORY

LEVEL 2

*Paladin*

**Cast:** 1 action, verbal, focus

**Range:** Self

**Duration:** 10 minutes

You channel your divine power, radiating a presence of divine admiration and glory. You gain advantage on all checks for all checks to influence an NPC's attitude. If you are seen acting in a way that does not fit your oath, this effect ends.

This aura extends 10 feet, and grants your allies within this aura advantage on saving against fear. When you cast this spell, a number of allies within the aura at the time of casting heal 1 hit point. You mount counts as an ally.

## AURA OF INVOLATE OWNERSHIP\*

LEVEL 3

*Paladin, Oath Of Crown*

**Cast:** 1 bonus action, verbal, somatic, focus

**Range:** Self/ 30 feet

**Duration:** 1 hour

This aura extends 30 feet, and grants your allies within this aura protection from loss or theft. The DC of Sleight Of Hand checks to remove items

warded by the spell is increased by 20, and affected creatures gain advantage to resist disarm or steal maneuvers to retain control of their possessions. Creatures that leave the aura are no longer protected by the effect, but regain it once within 30 feet of you.

## BED OF IRON

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 8 hours

You cause a target to be able to sleep in Medium or Heavy armor without suffering the effects of fatigue the following day.

## BESTOW AURAS

LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute / paladin level

You transfer one or more of your Paladin auras to another creature. You retain the personal effect of that aura, but the target becomes the center of the aura effect instead of you. For example, if you transfer your aura of courage, you remain immune to fear, but the target becomes the center of the aura that grants bonuses to save against fear effects. If an aura functions only when you are conscious, the transferred aura functions only when the target is conscious. If an aura functions only when you extend uses of another ability, the aura functions only if the target has that other ability and expends uses to activate the aura. You cannot transfer an aura that affects only you.

## BESTOW GRACE OF THE

CHAMPION

LEVEL 4

*Paladin, Oath Of Crown*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute

You channel the power of good and law into the target, temporarily giving it powers similar to those of a Paladin. The target gains the ability to use detect evil at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can lay on hands (on itself only) once with a healing pool equal to half of yours; and can smite evil once adding a 1d6 radiant damage to one successful strike. It adds its Charisma bonus to all its saving throws. Any abilities not used by the time the spell expires are lost. This spell has no effect if cast on a Paladin

### BITTER SMITE

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon glows with a blue sheen. Your attack deals an extra 1d6 cold damage, and up to four other creatures of your choosing within 30 feet of the attack's target must each make a successful Constitution saving throw or take 1d6 cold damage.

### BLADE OF BRIGHT VICTORY

LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute / paladin level

You create a bond between your weapon and your deity. The weapon deals normal damage against incorporeal creatures, regardless of their

Resistance. As a bonus action, you may change the weapon's damage type between bludgeoning, piercing, or slashing. You gain advantage to resist attempts to drop or disarm your weapon. This spell ends when you start your turn not touching the weapon.

### BLADE OF LIGHT

LEVEL 4

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 round / paladin level

This spell infuses a weapon with pure sunlight (the weapon need not be a bladed weapon). A weapon enhanced by this spell sheds light in a 60 foot radius. This light is not considered sunlight for creatures who are effected by it. Each successful hit against an undead creature is considered a critical hit. For all other creatures, you receive a +5 to attack and damage rolls.

### BLADE SNARE

LEVEL 3

*Paladin, Oath Of Redemption*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 round / paladin level

This spell creates an invisible magic field that does not stop weapons (whether manufactured or natural) from moving toward you, but impedes their motion when they are retracted. When you are hit with a melee attack, the wielder must succeed on a Wisdom saving throw. If they fail, your opponent's attacking weapon or body part becomes caught in the field, as if magically affixed to your body. If they succeed, your opponent may retract its weapon. If your opponent's melee weapon becomes trapped in the field, the opponent may release the weapon and move away from you. If your opponent attacked with a part of its body

(such as a fist, a horn, a tail, etc.) or it attacked with a weapon but refuses to release it, your opponent gains the grappled condition. Because you are not using any part of your body to maintain control over your opponent, you do not gain the grappled condition.

Once an opponent's weapon is snared, you may attempt to maintain the grapple with a Strength or Dexterity contest as a standard action. On your opponent's turn, it may try to retract its weapon or limb by attempting a combat maneuver check or Escape Artist check, the DC of which is equal to the spell's saving throw. While blade snare is active, you may make melee attacks and cast spells as normal, though you may not make ranged weapon attacks; the magic field thwarts such attacks. You may not snare more than one limb or weapon in the field at a time. If you already have an opponent's weapon or limb stuck in the field and you are hit by a second melee attack, you must choose which weapon or limb to snare. The other limb or weapon is unaffected by the spell.

#### BLAZE OF GLORY

LEVEL 4

*Paladin*

**Cast:** 1 action or immediate action, verbal  
**Range:** 30 feet radius burst, centered on you  
**Duration:** Instantaneous

You fall unconscious but also unleash a spectacular wave of holy energy that heals your Allie's while leaving your opponents daunted and damaged. You can cast this spell either as a standard action on your turn, or as an immediate action when brought to below 0 hit points. If cast as a standard action, you are immediately reduced to -1 hit points, but stable, after casting the spell.

When you cast this spell, any ally in range is healed 1d6 points of damage for every 2 caster levels you possess. All enemies within range take that amount of radiant damage instead (half on a successful Wisdom saving throw).

#### BLESS WEAPON

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 1 minute

You make a melee weapon strike true against your foes. The melee weapon is treated as having a +1 enhancement bonus to attack and damage. The weapon is considered magical, ignores resistance to its damage type, and treats immunity as resistance (half damage).

#### BLESSED SHIELD

LEVEL 5

*Paladin*

**Cast:** 1 bonus action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous

You hurl a shield that you are wielding at a target you can see within range. They must make a Dexterity saving throw or take 4d6 points of radiant damage, before the shield returns to your arm.

When you cast this spell, you may opt to have the shield not return to you in exchange for causing the target to have disadvantage on the saving throw. As the shield does not return, you lose the armor class bonus the shield provides you. The shield drops to the ground near your target.

#### BRIGHTTEST LIGHT

LEVEL 4

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 24 hours

You bathe a 60 foot radius area in divine light in a point within range that you can see. The light is equivalent to daylight for the purposes of creatures that are damaged or destroyed by such light. This ray of light is considered daylight

within a 60 foot radius, but sheds light for a 120 feet radius, and dim light up to 180 feet. In addition, as a bonus action once during the spell's duration, you can will the light to try and end a magical darkness effect located within the 180 foot radius of light. To succeed, make a dispel check (1d20 + your Paladin level), with a DC equal to 11 + the caster level of the darkness effect. If you succeed, the darkness effect ends. Regardless of whether you are successful, the light from this spell dims and is reduced to the brightness of a torch (30 foot light with an additional 30 foot dim light), and no longer counts as daylight.

### BULLS RUSH

LEVEL 1

*Paladin*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** 1 round

A violent fury consumes you and you propel yourself in a single deadly charge. You must move at least 10 feet in a straight line before you attack, and may move up to double your speed directly towards the designated opponent. You must have a clear path and nothing can hinder your movement (such as difficult terrain or obstacles).

You gain a +2 bonus to your attack roll and damage, and a -2 penalty to your AC until the start of your next turn. Your first hit deals double damage on a successful hit.

### BURST OF GLORY

LEVEL 4

*Paladin, Devotion*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 10 feet

**Duration:** 1 minute

Allies within the area of this spell at the time of casting gain a +1 sacred bonus on attack rolls and saves against fear effects, plus 1 temporary

hit point per Paladin level (maximum 20). You shine with a white or golden radiance equal to a torch for the spell's duration, though you can dismiss the glow effect as a free action.

### CHALLENGE EVIL

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, focus

**Range:** 30 feet

**Duration:** 1 minute

You challenge an evil creature to bring the fight to you, or suffer the consequences. The target creature makes a Wisdom saving throw; on a failure, you gain a +2 bonus on all melee attacks against the subject of your spell. At the end of its turn, if the target has not made at least one attack on you, it becomes sickened and is at -2 to all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. If you move away from the target, the spell ends.

### CLARITY OF THE FAITH

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute / Paladin level

You touch a target, granting flashes of insight for understanding tenants of religious faith. They gain a +10 to Wisdom (Religion) checks. Even after the spell fades, the target remains familiar with your religion as if they had listened to a sermon. The target may attempt to resist with a Wisdom saving throw.

### CLEAR MIND

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 10 minutes

You gain advantage on saving throws made against mind-affecting spells and effects. You can feel your concerns and anxieties fade away.

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**DEADLY JUGGERNAUT****LEVEL 3**

*Paladin, Oath Of Vengeance*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute / paladin level

With every enemy life you takes you become increasingly dangerous and difficult to stop. During the duration of this spell, you gain a +1 bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength based skill checks (maximum +5). For every opponent you dispatch that has hitdice greater than or equal to yours also grant you +1 to your AC (maximum +5).

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**DEFT ESCAPE****LEVEL 3**

*Paladin, Oath Of Crown*

**Cast:** 1 bonus action, verbal, somatic, focus

**Range:** 30 feet

**Duration:** Instantaneous

You call upon the servants of your god to whisk a friend out of a grapple. The target loses the grappled or pined conditions and appears to others to be teleported 10 feet from their current position as you see them carried by angelic beings. If there is no available space for the target to land in, the spell fails.

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**DEVON'S PARRY****LEVEL 1**

*Paladin, Crown, Material*

**Cast:** 1 reaction, verbal, somatic, material (a one or two handed melee weapon)

**Range:** Self

**Duration:** 1 round

You are infused with divine spirit. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack as your reflexes snap into action guided by the divine.

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**DETECT THE FAITHFUL****LEVEL 1**

*Paladin, Devotion*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self / 60 foot cone

**Duration:** Concentration, up to 1 minute

You can detect other worshipers of your deity (mortal worshipers, outsider servants, and so on). The amount of information revealed depends on how long you focus on a particular area or subject. Targets make a Wisdom saving throw to resist.

**Round 1.** Presence or absence of the faithful.

**Round 2.** Number of individuals faithful in the area.

**Round 3.** The exact location of each worshiper. If a fellow worshiper is outside your line of sight, then you discern his direction but not his exact location.

Each round, you can rotate to detect worshipers in a new area. The spell can penetrate any barriers. A creature's personal interpretation of its beliefs determines whether or not it is of the same faith as you - hence heretics and splinter cultists of your deity still count as worshipers of that deity. Furthermore, the spell picks up a creature's current beliefs and feelings.

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**DIAMOND STEEL****LEVEL 3**

*Paladin, Material*

**Cast:** 1 action, verbal, somatic, material (a diamond or diamond dust worth 5gp)

**Range:** Touch

**Duration:** 1 round / Paladin level

You pass your hand over a suit of armor before touching it, enhancing its strength. For the

duration, the armor absorbs 4 points of damage from each attack.

**Material:** a diamond or diamond dust worth 5gp

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#### DIAMONDBLADE

LEVEL 5

*Paladin, Material*

**Cast:** 1 action, verbal, somatic, material (a diamond or diamond dust worth 5gp)

**Range:** Touch

**Duration:** 1d6 days

You cause an ordinary and mundane edged melee weapon to sharpen, granting the weapon a +1 bonus to damage and attack rolls for 1d6 days. The weapon is treated as magical during that time.

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#### DIVINE SACRIFICE

LEVEL 1

*Paladin*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** 1 round

You give up some of your life force to win the battle, empowering your next blow against your foe. Your first attack this round deals an extra 5d6 points of damage if it hits, and you take 10 points of damage whether or not the attack is successful.

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#### DIVINE TRANSFER

LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous + 1 round / paladin level

With a touch, you transfer some of your life essence to the subject, transferring your hit points and resolve. When you touch the subject, you can transfer up to a number of hit points equal to your Constitution score from you to the target. You cannot raise their hit point maximum

higher than its normal hit point total. Nor can you transfer more hit points than you have. This transfer is permanent, and your damage may be healed normally. In addition, the target gains a damage resistance equal to your charisma bonus. For the duration, the target ignores that amount of damage each round.

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#### ECHOES OF STEEL

LEVEL 4

*Paladin*

**Cast:** 1 bonus action

**Range:** 30 foot cone

**Duration:** Concentration, up to 1 minute

When you hit a creature with a melee weapon attack, you can use a bonus action to cast Echoes Of Steel. All creatures in a 30 foot cone, centered on your target take thunder damage equal to the damage from the melee attack, or half as much damage with a successful Constitution saving throw. The original target does not take this damage, although it is the center of the cone.

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#### EFFORTLESS ARMOR

LEVEL 2

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 10 minutes

The armor you wear no longer reduces your speed or counts as encumbrance. It does not cause disadvantage on stealth checks.

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#### EMPOWER HOLY WATER

LEVEL 1

*Paladin, Vengeance*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 10 minutes

You empower a vial of holy water to deal additional damage to undead creatures. When

thrown at an undead creature, the affected vial of holy water deals an amount of bonus damage equal to your Paladin level (maximum +10) on a direct hit, and half that amount of bonus damage (maximum +5) to creatures caught in the splash area. This additional damage is positive energy damage, and has no effect on living creatures

**Augmented (8th):** You can empower two vials

**Augmented (12th):** You can empower three vials

## EVEN ODDS

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round

You aid a weaker ally by allowing them to use your own base attack bonus or their own (whichever is higher) in combat. They may use your proficiency modifier, strength or dexterity modifier (as appropriate) and use those numbers to calculate their attack and damage. They would continue to use other bonuses they receive from feats or magical weapons.

## FAITH HEALING

LEVEL 1

*Paladin, Redemption*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You whisper a prayer and replenish a small portion of your ability to Lay On Hands. You regain healing power into your pool equal to 1 hit point per Paladin level. This can not cause your pool to extend beyond its maximum.

**Heightened (+):** for each additional spell slot used to cast this spell, you can regain an additional +1 hit point per level into your pool.

## FALLING SWORD

LEVEL 5

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** 60 feet

**Duration:** Instantaneous

You launch yourself into the heavens, crashing down upon a space 60 feet from you. You land on a bended knee and are considered in the prone position. Any creature within 15 foot radius centered on you must make a Constitution saving throw. On a failed save each creature takes 4d8 radiant damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

This spell cannot be cast indoors.

## FANATICISM

LEVEL 5

*Paladin, Oath Of Devotion*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** Concentration, up to 1 minute

You embrace all that is divine and renew yourself with holy fervor. You may cast any Paladin spell that is cast within 1 action in a single bonus action instead.

## FAVOR OF THE MARTYR

LEVEL 4

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** 120 feet

**Duration:** 10 minutes

You grant a subject immunity to harmful effects such as Charm, Fear, Dazed, Exhausted, Fatigued, Nauseated, Sickened, Poisoned, Staggered, or Stunned. Likewise, the subject

feels no pain, any while it takes damage will not suffer from the effects from harmful pain based abilities and spells (e.g. Constitution drain). They receive advantage when rolling saving throws to reduce damage from these pain based effects. Lastly, the subject remains conscious at -1 to -9 hit points and can take a single action each round while in that state, and does not lose hit points for acting. They are not required to roll death saving throws until reaching -10.

If any of the above conditions were in effect on the casting of the spell, they are suspended for the spell's duration. Thus, an unconscious subject becomes conscious and functional.

When the spell ends, any effects suspended by the spell that have not expired in the interim (such as the fatigued condition, which normally required 8 hours of rest to recover from) return. Effects that expired during the duration of this spell do not resume when it ends.

## FIND STEED

LEVEL 2

*Paladin*

**Cast:** 10 minutes, verbal, somatic

**Range:** Special

**Duration:** Special

You summon a beast with a strong and faithful spirit that matches your own. It is unusually intelligent, strong, and loyal to you - capable of forming a lasting bond. The steed has the form and attributes of a Warhorse, Pony, Elk, or Mastiff or another similar land creature chosen by the DM. Additionally, the steeds stats are modified such that it has an Intelligence of at least 6, and can understand 1 language that you speak. When used as a mount, you have an instinctive bond with it that allows you to cast spells with a range of Self to target your steed instead. You and the steed always know the general direction of the other - and your steed attempts to remain within 1 mile of you. When within this distance, you may communicate with it telepathically.

You can't have more than one steed bonded this way. You may as an action release your steed from its bond.

**Heightened (+):** When you cast this spell using a 3rd level slot or above, you may summon an additional mount per slot level above 2nd. The additional steeds are not bonded to you and leave you after 8 hours.

**Heightened (4th):** if you do not have a bonded steed, the summoned creature is in the form of a flying mount (a Griffon, Pegasus) or mighty land beast (a Rhinoceros, Elephant).

## FIRE OF JUDGEMENT

LEVEL 3

*Paladin, Oath Of Redemption*

**Cast:** 1 bonus action, verbal

**Range:** Self

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a melee weapon attack during the spells duration, it must succeed on a Wisdom saving throw or be engulfed in a righteous glow. At the start of its turn, it takes 1d6 points of radiant damage, and takes an additional 1d6 radiant damage each time it attacks a creature other than you. With a successful saving throw, the creature is affected for only one round.

**Heightened (4th):** When cast with a 4th level spell slot, the damage increases to 1d10

## FIST OF THE HEAVENS

LEVEL 5

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 round

You raise your fist and call down a bolt of lightning that crashed down in an area you can see within range. Make a ranged spell attack against a target. On a hit, the target takes 6d6

electricity damage, and the next attack roll made against this target before the end of your next turn has advantage.

The bolt explodes, causing any creature within 5 feet of the target to succeed on a Dexterity saving throw or take 1d6 points of thunder damage and be knocked prone.

#### GHOSTBANE AURA

LEVEL 4

*Paladin*

**Cast:** 1 action, verbal, somatic, divine focus

**Range:** Self / 10 feet radius

**Duration:** 1 minute

You channel your divine power, radiating a presence that incorporeal creatures cannot enter. Incorporeal creatures whose CR is 4 or lower cannot willingly move into your aura.

This aura can be used only defensively, not aggressively. By moving closer to an incorporeal creature, you can allow it into the aura without consequences. Incorporeal creatures that end their turn within the aura must succeed at a Constitution saving throw or take 1d4 radiant damage.

#### GUIDED WEAPON

LEVEL 2

*Paladin, Vengeance*

**Cast:** 1 action, verbal, focus

**Range:** Touch

**Duration:** 1 minute / Paladin level

You bestow a weapon with divine power, causing all that wield it to be treated as if they were proficient with that weapon type.

If the weapon is instead held by someone proficient with it, it guides the wielder during attacks such that it removes a level of disadvantage to an attack that may apply, and the attacker may re-roll natural 1's if rolled to hit.

#### HALT UNDEAD

LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 120 feet

**Duration:** 1 round / paladin level

This spell renders as many as three undead creatures immobile. A nonintelligent undead creature gets no saving throw; an intelligent undead creature does (Wisdom). If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

#### HEALING SURGE

LEVEL 4

*Paladin*

**Cast:** 1 action, verbal, somatic, divine focus

**Range:** 120 feet

**Duration:** Instantaneous and 1 minute

You call upon a recently dead creature to fight beyond death's reach. You select a creature who has died within the last 1 round, and they regain 1d8 hitpoints for every 2 Paladin levels you possess.

All allies of the target within 60 feet of it who can see it gain advantage on attack rolls and saving throws for 1 minute.

#### HEAVEN'S FURY

LEVEL 5

*Paladin*

**Cast:** 1 action, somatic, material (a melee weapon)

**Range:** 30 foot cone

**Duration:** Instantaneous

While wielding a melee weapon, you charge it with heaven's fury. Make a ranged spell attack against a target you can see within range. On a successful hit, your weapon arcs with electricity that shoots towards the target. They take 5d6 lightning damage. You may choose any number of secondary targets within the cone, who must

succeed a Dexterity saving throw or be hit with chain lightning that deals 2d6 points of lightning damage.

**Material:** a melee weapon

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#### HERO'S ARM

#### LEVEL 2

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Instantaneous

You are granted momentarily enhanced might, allowing you to throw a heavy or two handed weapon. As part of the casting, make a ranged spell attack using a heavy or two-handed weapon against one creature within 20 feet (long range of 60 feet). This hit deals an extra 2d8 force damage to the target. A Large or smaller creature must succeed on a Constitution saving throw or be knocked Prone.

**Heightened (4th):** damage increases to 2d8

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#### HERO'S DEFIANCE

#### LEVEL 1

*Paladin, Redemption*

**Cast:** 1 reaction (while falling unconscious), verbal

**Range:** Self

**Duration:** Instantaneous

The instant before you are reduced to 0 or fewer hit points, you can expend a use of your lay on hands ability to heal yourself as if you had used lay on hands, plus an additional 1d6 hit points. If this healing brings your hit point total above 0 hit points, you do not fall, and may continue to act. If you have no more uses of lay on hands this spell has no effect.

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#### HOLY WHISPER

#### LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** Instantaneous / 1 round per Paladin level

You whisper a single word that is anathema to the minions of evil and strengthens the resolve of good creatures. Creatures who have levels of corruption or that possess an evil alignment must make a Constitution saving throw or become sickened for the duration granting them disadvantage on attack rolls, saving throws, skill and ability checks. They may attempt another save at the start of their turn. Evil outsiders, evil aligned dragons and aberrations and undead inside the range additionally take 2d8 points of damage on a failed save. Anyone else in range gains advantage on attack rolls and saving throws for 1 round.

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#### ILLUMINATED WEAPON

#### LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** Concentration, up to 10 minutes

You make a weapon particularly useful against undead opponents by infusing it with magical light. The weapon sheds light equivalent to a torch and disrupts the undead. You inflict an additional 1d4 damage to undead. Incorporeal undead hit are also disrupted, causing them to be staggered and only be able to take an action or a move (not both) on their next turn.

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#### IMMORTAL MOUNT\*

#### LEVEL 5

*Paladin, Ritual*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute

You imbue a beast mount with holy energy, protecting it from harm. The mount's eyes glow with divine fury, its armor class is increased by 2

and it is granted a number of temporary hit points equal to your paladin level x 2. It likewise is resistant to slashing, bludgeoning, and piercing damage for the duration.

### INHERITOR'S SMITE

LEVEL 2

*Paladin*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self

**Duration:** 1 round

You channel the power of righteousness into your weapon arm, allowing you to strike with great force. Your next melee attack is made with a +5 bonus to hit. If it hits, your foe must make a Strength saving throw (at disadvantage). On a failure they are pushed backwards from you by 5 feet. You may choose to follow them forward, without provoking attacks of opportunity, or stand your ground.

### INNER FOCUS

LEVEL 2

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 10 minutes / Paladin level

You internalize your faith and resolve, granting you the ability ignore the requirement of a divine focus when casting spells. This allows you to cast spells without holding or revealing your holy symbol.

### INSTRUMENT OF AGONY

LEVEL 2

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch/Self

**Duration:** 1 minute / Paladin level

You cause a weapon you wield to exude a palpable aura of divine fury. While wielding this weapon, you gain advantage on Intimidation

checks. When an attack made with this weapon hits, you can spend a free action to discharge the effect (ending the spell) to inflict agony on a creature the weapon hit. The creature must make a Wisdom saving throw, or be nauseated for 1d4+1 rounds. Nauseated creatures experience stomach distress and are unable to do anything requiring attention (attack, cast spells, concentrate). The only action they may take is to move. This is a mind-affecting effect.

### INTERCEPT ATTACK

LEVEL 1

*Paladin, Redemption*

**Cast:** 1 reaction (when an adjacent creature takes damage), verbal

**Range:** Self

**Duration:** Instantaneous

If there is a creature adjacent to you that takes damage, you selflessly throw yourself in front of the attack and take the damage yourself. The ally takes no damage from this singular attack (including those dealt by special abilities) that deal hit point damage, ability damage, ability drain, level drain, or death effects. The amount of damage not taken by the ally is taken by you. Forms of harm that do not deal the types of damage above such as charm or compulsion are not affected.

### INVESTED CHAMPION\*

LEVEL 3

*Paladin, Material, Ritual, Oath Of Crown*

**Cast:** 1 action, verbal, somatic, material (a flask of holy water)

**Range:** Touch

**Duration:** Concentration, up to 1 hour

You touch one willing creature and choose either to become its champion, or for it to become yours. If you choose a creature to become your champion, it fights on your behalf. While this spell is in effect, you can cast any spell with a range of touch on your champion as if the spell had a

range of 60 feet. Your champion's attacks are considered magical, and you can use a bonus action on your turn to encourage your champion, granting it advantage on its next attack roll. If you become the champion of another creature, you gain advantage on all attack rolls against creatures that have attacked your charge within the last round. If you are wielding a shield, and a creature within 5 feet of you attacks your charge, you can use your reaction to impose disadvantage on the attack roll, as if you had the Protection fighting style. If you already have the Protection fighting style, then in addition to imposing disadvantage, you can also push an enemy 5 feet in any direction away from your charge when you take your reaction. You can use a bonus action on your turn to preroll the damage for any successful attack against a creature that is threatening your charge.

Whichever version of the spell is cast, if the distance between the champion and its designated ally increases to more than 60 feet, the spell ends.

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### KEEP WATCH

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LEVEL 1

*Paladin, Material*

**Cast:** 1 minute, verbal, focus, material (holy water)

**Range:** Touch

**Duration:** 8 hours

You anoint a creature with holy water, enabling them to stand watch or keep vigil throughout the night without any ill effects from lack of sleep. The subject suffers no fatigue and gain all the usual benefits of a full night's rest. The subjects gain hit points as though from resting. Wizards may prepare their spells as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would put them to sleep. Any vigorous activity, including fighting, immediately ends this spell, and the affected creatures must either have the spell cast on them again or sleep for the

remaining hours to avoid fatigue and gain the benefits of a full night's rest.

**Material:** a vial of holy water, consumed by the spell

**Heightened (+):** for each additional spell slot used, you may target one additional creature

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### LAWS OF HOPE

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LEVEL 5

*Paladin, Oath Of Crown*

**Cast:** 1 reaction, somatic

**Range:** Self / 15 foot radius

**Duration:** Instantaneous

You call upon your deity to shield your allies within a 15 foot radius of you. By expending points within your Lay On Hands ability, you may decrease the damage received from a single attack by the number of points you expend as a translucent barrier protects the target(s) from harm.

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### LINE IN THE SAND

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LEVEL 1

*Paladin, Oath Of Crown*

**Cast:** 1 action, verbal, somatic

**Range:** 5 feet

**Duration:** 1 minute

You gain a number of reactionary attacks of opportunity per round equal to your spellcasting ability modifier. This does not allow you to make more than one attack against a creature per action that provokes opportunity attack.

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### LIONHEART

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LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is

immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points from this spell.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## LITANY AGAINST PAIN LEVEL 5

## *Paladin, Oath Of Vengeance*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self  
**Duration:** Concentration, up to 1 minute

You repeat a mantra or phrase that allows you to push beyond pain. You become resistant to bludgeoning, piercing, and slashing damage. While casting this spell, you can't be the target for another spell that has the word "litany" in the title.

## LITANY OF ADMONITION LEVEL 3

Paladin

**Cast:** 1 action, verbal, somatic, focus  
**Range:** 30 feet  
**Duration:** 1 round

You point out your targets faults and failures. They must succeed on a Constitution saving throw or be staggered for 1 round. They may move or take a standard action, but not both.

## LITANY OF DEPENDABILITY LEVEL 3

Paladin

**Cast:** 1 bonus action, verbal, somatic, focus  
**Range:** 30 foot radius  
**Duration:** 1 round

You utter this litany, causing one creature of your choice within range to be able to choose the result of 10 rather than rolling a d20 for one roll. While casting this spell, you can't be the target for another spell that has the word "litany" in the title.

## LITANY OF DUTY LEVEL 1

## *Paladin*

**Cast:** 1 reaction (when being forced to act against your duty), verbal, focus

## Range: Self

**Duration:** Instantaneous

You repeat a mantra or phrase that reminds you of your duty. You can immediately reroll a failed saving throw against a spell that would force you to take an action against your will, and you gain a +2 bonus against Glamour & Charm effects for 1 round. You can use this spell to reroll only a saving throw that you failed within the past round. While subject to this spell, you cannot be the target of another spell that has the word “litany” in the title.

# LITANY OF SIGHT LEVEL 3

Paladin

**Cast:** 1 bonus action, verbal, somatic, focus  
**Range:** Self  
**Duration:** 1 round

The litany reveals the unseen to you. You can see invisible creatures and objects within 30 feet. While subject to this spell, the target cannot be the target of another spell that has the word "litany" in the title.

LITANY OF THE RED CRUSADER LEVEL 1

### *Paladin, Oath Of Vengeance*

**Cast:** 1 bonus action, verbal, somatic, focus  
**Range:** Self  
**Duration:** Concentration, up to 3 rounds

You repeat a mantra or phrase that causes creatures you hit with piercing or slashing damage to take an additional bleeding damage. They take an immediate 1d4 bleeding damage, and at the start of their turn must succeed a Constitution saving throw or take an additional 1d4 damage. This bleeding damage cannot stack with other castings of this spell. Once the creature succeeds on a Constitution saving throw, the spell ends. While subject to this spell, you cannot be the target of another spell that has the word "litany" in the title.

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#### LITANY OF TRUTH LEVEL 4

*Paladin*

**Cast:** 1 bonus action, verbal, somatic, focus  
**Range:** Self / 30 feet  
**Duration:** Concentration, up to 3 rounds

With a tirade against deceit, you strip a single target within 30 feet of you from any illusions cloaking it. To your eyes, any illusion spells or effects affecting the target are suppressed for the spell's duration. In addition, the target can't benefit from concealment from you. While the subject to this spell, you cannot be the target of another spell that has the word "litany" in the title.

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#### LITANY OF VENGEANCE LEVEL 1

*Paladin, Oath Of Vengeance*

**Cast:** 1 bonus action, verbal, somatic, focus  
**Range:** Self  
**Duration:** 1 round

You repeat a mantra or phrase that causes any creature that you damage this round to feel the pain of your blows more sharply. Anyone who hits those creature(s) with an attack until the start of your next turn deals an additional 1d6 to their attack damage. While subject to this spell, you cannot be the target of another spell that has the word "litany" in the title.

**Heightened (4th):** when cast with a level 4 spell slot, you may target creatures up to 30 feet away. Damage increases to 1d10.

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#### LITANY OF WARDING LEVEL 2

*Paladin, Crown*

**Cast:** 1 bonus action, verbal, somatic  
**Range:** Self  
**Duration:** 1 round

With this litany you become more aware of your opponents. You can make two additional attacks of opportunity this round. Furthermore, you gain +2 to your AC against attacks of opportunity. While subject to this spell, you cannot be the target of another spell that has the word "litany" in the title.

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#### MANTLE OF CALM LEVEL 3

*Paladin, Oath Of Redemption*

**Cast:** 1 action, verbal, somatic, focus  
**Range:** Self  
**Duration:** 1 round / paladin level

You surround yourself with a mantle of calm serenity. You are at disadvantage on attack rolls, and opponents gain advantage on saving throws against spells you cast. Any creature affected by a rage effect that strikes you with a melee attack must attempt a Wisdom save without the rage effect's bonus to Wisdom. Failure means the rage effect ends (as if the creature voluntarily ended it, or it was dispelled, as appropriate). You are immune to being affected by a rage while this spell is active.

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#### MANTLE OF GOOD LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic  
**Range:** Self  
**Duration:** 10 minutes / Paladin level

You grant yourself additional resistance to spells, effects, and abilities from outsiders not from The Material Plane. Gain a bonus equal to your spell attack modifier when making saving throws against effects from these creatures.

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**MARKS OF FORBIDDANCE**      **LEVEL 3**

*Paladin, Oath Of Redemption*

**Cast:** 1 action, verbal, somatic

**Range:** 30 feet

**Duration:** 1 round / paladin level

You choose two targets that you can see within range. Both targets become branded with a Sigil Of Forbiddance. Until the end of the spell, in order for the two targets to attack one another, even with targeted spells, each attacker must attempt a Wisdom saving throw. If the save succeeds, the that target can attack the other normally for that round. If the save fails, the target can't follow through with the attack and the action is lost.

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**MIGHTY STRENGTH**      **LEVEL 4**

*Paladin, Oath Of Vengeance*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 minute

Your strength increases to 25, granting you a Strength bonus of +7. This bonus replaces your strength modifier on saving throws, damage rolls, and any other rolls involving strength.

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**MOMENT OF CLARITY**      **LEVEL 1**

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** Instantaneous

You touch a creature who is under the influence of mind-affecting magic or abilities (including sleep, daze, or disorientation). They gain an immediate saving throw to resist the effects against the original DC. If the spell or ability did not originally permit a saving throw, the DC increases is 25.

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**NERVES OF STEEL**      **LEVEL 5**

*Paladin, Oath Of Crown*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 8 hours

You touch a creature and grant it a measure of protection against death and fear. The first time the target would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point and regains a number of hit points equal to  $2 \times$  your Paladin level and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantly without dealing damage, that effect is instead against the target, and the spell ends.

While the spell is in effect, the target is immune to fear and has advantage on skill checks to rally and inspire allies into battle who may be wavering.

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**OATH OF PEACE**      **LEVEL 4**

*Paladin, Oath Of Redemption*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 minute

You entreat your deity for aid, making a temporary oath of peace, granting you superior defenses. For as long as you are subject to this spell, you gain a +5 bonus to your armor class and saving throws, as well as ignore the first 10 points of damage that effects you each round. However if you make a direct or indirect attack or

show any hostility towards any creature, the spell immediately ends.

### POSITIVE PULSE

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self, 5 foot radius burst

**Duration:** 1 round

You cause a wave of positive energy to spread from you in a 10 foot radius burst, damaging the undead and bolstering living creatures. Each undead creature must succeed at a Wisdom save or take 1d6 points of radiant damage, plus 1 point for every 2 Paladin levels (maximum +5). Living creatures instead gain advantage on saving throws against death effects, energy drain, negative energy, and effects directly caused by haunts. This bonus lasts for 1 round.

**Heightened (4th):** when you cast this spell using a 4th level spell slot or greater, damage increases to 3d6, the bonus to +8, and the radius to 15 feet.

### PRAYER OF RESOLVE

LEVEL 2

*Paladin*

**Cast:** 1 minute, verbal

**Range:** 30 feet

**Duration:** 1 hour

You remind your allies of the perseverance that will be required of them, while issuing this prayer. Each of up to six creatures you can see within range gains temporary hit points equal to 1d10 + your spell casting ability modifier. This spell has no effect on undead or constructus. The temporary hit points last for 1 hour, and do not stack on top of other temporary hit points you have provided them.

**Heightened (+):** When you cast this spell using a spell slot of 3rd level or higher, the temporary hit

points gained by each creature increase by 1d10 for each slot level above 2nd.

### RALLY POINT

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 5 feet

**Duration:** 10 minutes

You create a spot that has the power to briefly hearten any good creature who comes into contact with it. A good creature who enters this square (even if simply as part of its normal move) gains a +2 morale bonus on attacks, saving throws, and 2 temporary hit points per caster level for 1 round. Nongood creatures gain no benefit from this spell. A creature cannot benefit more than once from the same casting of this spell.

### RESIST TEMPTATION

LEVEL 2

*Paladin, Devotion*

**Cast:** 1 bonus action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 hour

You harden your resolve, granting you +4 bonus to Wisdom saving throws to resist charms, glamours, spell like effects, as well as Diplomacy to control your mood, emotion, or actions.

**Heightened (3rd):** when cast as a 3rd level spell, you become immune to magical charm

### RETRIBUTION

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 24 hours / 1 round

You touch a creature, and if they fail a Wisdom saving throw - the next time they deal damage

(via physical or magical attacks any type to any creature), they suffer an equal amount of damage of the same type. This effect lasts for any attacks they make within 1 round or triggering this condition, then ends.

**Heightened (4th):** target suffers double damage

### RIGHTEOUS AURA

LEVEL 4

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 hour / paladin level

You are bathed in an unearthly glow for the duration of the spell, casting pure daylight for 60 feet, with dim light an additional 60 feet. You glow with the golden radiance of the sun, granting you a +4 bonus to Charisma. Creatures effected by daylight are effected by your glow. If you die, your body is converted into an explosive blast of energy in a 20-foot radius burst centered where you fell, dealing 2d6 points of damage per paladin level (maximum 20d6) to all evil creatures in the the burst's area. Good creatures in the area are healed by the same amount, and undead take double this damage. Spell resistance cannot prevent this damage, but a successful Dexterity saving throw reduces it by half. Your body is disintegrated, so you cannot be raised to life by magical means that requires an intact body.

### RIGHTEOUS FURY

LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Self

**Duration:** 1 minute / Paladin level

You summon divine power, gaining 5 temporary hitpoints per Paladin level (maximum 50) and a +4 to Strength.

### RIGHTEOUS VIGOR

LEVEL 2

*Paladin, Vengeance*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 round / Paladin level

You infuse the target with a surge of furious divine energy, enhancing the creature's ability to hit an opponent based on the number of times it successfully attacks. Each time the subject successfully strikes an opponent with a melee attack, the subject gains a cumulative +1 bonus on attack rolls (maximum +4) and 1 temporary hitpoints (maximum 20). If the attack misses, bonuses reset to +0 but temporary hitpoints accumulated remain. The temporary hitpoints disappear at the end of the spell's duration.

### RITE OF BODILY PURITY

LEVEL 1

*Paladin, Material*

**Cast:** 1 short rest, verbal, material (a vial of holy water)

**Range:** Self

**Duration:** 24 hours or until discharged

You energize your body's immune system, improving your ability to resist toxins and ailments. You gain advantage on saving throws to resist diseases, drugs, and poisons. Additionally, at any time during the spell's duration, whenever you fail a saving throw to resist a disease, drug, or poison, you can expend the spell's remaining duration (ending the spell effect) as an immediate action in order to automatically succeed that saving throw.

**Material:** a vial of holy water

### SACRIFICIAL OATH

LEVEL 4

*Paladin*

**Cast:** 1 action, verbal

**Range:** Touch

**Duration:** 1 minute / Paladin level

You create a powerful bond between yourself and a single creature. Until the end of the spell's duration, each time the target is hit with an attack or fails a saving throw, you can take the full damage of that attack and any other effects that creature suffers. If you choose not to take on the damage and the effects, you instead take a number of points of damage equal to your constitution score as backlash. Any resistances or immunities you have are applied normally, but you cannot otherwise reduce or negate the damage or effects of either the transfer or the backlash. If you or the subject of the spell move out of line of sight, the spell ends.

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#### SANCTIFY WEAPONS

LEVEL 3

*Paladin, Oath Of Devotion*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 30 feet / 20 foot radius

**Duration:** Concentration, up to 1 minute

You choose a point within range, creating an area with a 20 foot radius that allows weapons to ignore Resistance of an outsider type you specify at casting (Devils, Demons, or Aberrations). All manufactured weapons in the area of effect ignore resistance and vulnerability on that type of outsider.

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#### SEEK ETERNAL REST

LEVEL 3

*Paladin, Oath Of Devotion*

**Cast:** 1 action, verbal, focus

**Range:** Self

**Duration:** 1 hour

You improve your ability to turn undead using your Channel Divinity ability. For the purpose of turning or destroying undead, you are treated as a Cleric of your Paladin level.

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#### SERENITY

LEVEL 5

*Paladin, Oath Of Redemption*

**Cast:** 1 action, verbal, focus

**Range:** 120 feet

**Duration:** 1 round / Paladin level

You choose one creature per Paladin level within range, filling their minds with feelings of tranquility. They must succeed a Wisdom saving throw or be stricken with 3d6 points of nonlethal damage each round they attempt to harm another creature. If attacked, affected individuals can defend themselves and may participate in combat using combat expertise, fighting defensively, or taking the total defense action without triggering the spell's nonlethal damage.

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#### SHIELD OF THE DAWN FLOWER

LEVEL 4

*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Self

**Duration:** 1 minute

You create a disk of sunlight on one arm. If you do not already wield a shield, you gain an additional +2 Armor Class. Any creature that strikes you with a melee attack takes 1d6 points of fire damage +1 point of damage per Paladin Level. The shield provides illumination of pure sunlight in a 30 foot cone, and normal light for an additional 60 feet.

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#### SHIELD OF FORTIFICATION

LEVEL 2

*Paladin, Material*

**Cast:** 1 reaction (a critical hit within 5 feet of you), verbal, somatic, material (shield)

**Range:** 5 feet

**Duration:** Instantaneous

You position your shield to protect either your or a target's vital areas. When a target within 5 feet of you is struck by a critical hit or sneak attack (and before damage is determined), you may attempt to negate the critical and cause the attack damage to be rolled normally.

The attacker must succeed a Dexterity saving throw, or their attack is considered a regular hit.

**Material:** a shield that you are wielding

### SILVERLIGHT

LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic, material (1 silver piece)

**Range:** Touch

**Duration:** 1 minute / paladin level

You touch an object when you cast this spell, causing the object to shed bright light in a 20 foot radius. In addition to providing illumination, the area of bright light is painful to creatures that are susceptible to alchemical silver. A creature with vulnerability to silver that begins its turn within the light of this spell is automatically dazzled and becomes sickened unless it succeeds on a Constitution saving throw. They are at disadvantage on Perception checks, attack rolls, weapon damage rolls, saving throws, skill and ability checks. These effects disappear 1 round after the target leaves the light aura.

### SPECTRAL GUARDINAL

LEVEL 5

*Paladin, Oath Of Devotion*

**Cast:** 1 action, verbal, somatic, focus

**Range:** 25 feet

**Duration:** 1 hour

You create a oversized spectral canine with milky gray eyes. The hound can communicate with you telepathically, and see and attack ethereal and invisible creatures. It leaves no tracks when it walks

**GUARDINAL HOUND** (*Medium, Good*)

**AC:** 15

**Hit Points:** 30 (4d10 + 8)

**Speed:** 40 ft, fly 5 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Damage Resistances.** radiant.

**Condition Immunities:** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned.

**Senses:** Truesight 60 feet, Passive Perception 10

**Challenge 2 (450 XP)**

### ACTIONS

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit 1d8+4 piercing damage.

**Bay.** When the Guradinal howls, all undead creatures within a 300-foot area must succeed a Wisdom save (DC 13) or be frightened, even if immune to fear. (Usable 1 time)

### SPUR MOUNT

LEVEL 1

*Paladin*

**Cast:** 1 bonus action, verbal, somatic, focus

**Range:** Touch

**Duration:** 8 hours

You urge a beast mount to a surge of speed and endurance. Until the end of the spell, the mount gains 10 feet to its base speed, can Dash as a bonus action, and can Dash a number of minutes equal to double its Constitution modifier prior to gaining a point of exhaustion. This spell has no effect on creatures that are not being ridden.

**Heightened (+):** for each additional spell slot used, you may target one additional creature

### SOUL BEACON

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, focus

**Range:** Self

**Duration:** Concentration, up to 1 minute

You amplify all positive and good aspects of your soul, going you power to resist the attacks of

undead creatures. You gain a +2 bonus to AC and saves against undead attacks.  
Because your soul shines so brightly, undead and demonic/fiend creatures can see you as clearly as a campfire on a clear night, even in normal (but not magical) darkness.

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### SOULEATER LEVEL 5

*Paladin, Vengeance*

**Cast:** 1 bonus action **action, verbal, somatic**  
**Range:** Touch  
**Duration:** Concentration, up to 1 hour

You instill a hunger for the life force of others into a weapon you touch. Until the spell ends, the weapon emits dim light in a 30 foot radius. In addition, weapon attacks made with it deal an extra 2d8 necrotic damage on a hit. If the weapon isn't already magical, it becomes a magic weapon with a +1 bonus to attack and damage rolls.

As a bonus action, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, the creature takes 2d8 necrotic damage and you regain half that many points in your Lay On Hands feature pool. On a successful save, the creature takes half as much damage and you do not regain Lay On Hands points.

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### STAND YOUR GROUND LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic, focus  
**Range:** Self  
**Duration:** 1 minute / paladin level

You ignore the effects of blown away, confused, cowering, dazed, frightened, knocked down, panicked, prone and slowed conditions for the duration as long as you do not move from your location.

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### STAY THE HAND LEVEL 4

*Paladin, Redemption*

**Cast:** 1 reaction, verbal, somatic, divine focus  
**Range:** 120 feet  
**Duration:** 1 round

You cause a creature's arm to waver and prevent it from striking another creature. If it fails a Charisma saving throw, the creature does not follow through with its attack and its entire action is wasted for the round. On a successful saving throw, the target may continue its attack but takes a 1d4 penalty to the strike and damage as it fights the compulsion.

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### TACTICAL ACUMEN LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic, focus  
**Range:** Self, 5 feet radius  
**Duration:** Concentration, up to 1 minute

A surge of tactical acumen grants you and your allies within 5 feet of you a mastery of battlefield tactics and insight. Whenever you would gain an advantage or a bonus to attack rolls, you gain an additional +1 bonus. You also gain advantage on Initiative checks.

**Augmented (5th):** gain +2 bonus  
**Augmented (11th):** gain +3 bonus  
**Augmented (17th):** gain +4 bonus

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### TACTICAL FORMATION\* LEVEL 4

*Paladin, Ritual*

**Cast:** 1 action, verbal  
**Range:** 30 feet radius  
**Duration:** 1 hour

You can target 1 creature per Paladin level within range, effecting their effectiveness in holding a battle line. When cast, all creatures selected must be adjacent to one another, forming an unbroken chain of squares (which may include

creatures sharing the same square). This chain does not need to be a straight line. Each target in the chain receives a +2 deflection bonus to Armor Class as long as they stay adjacent to at least one other creature affected by this spell. Moving more than 5 feet from another target ends the spell with respect to that creature only.

---

THUNDEROUS CHARGE LEVEL 1

*Paladin*

**Cast:** 1 bonus action, verbal  
**Range:** Self  
**Duration:** Instantaneous

With a thunderous battle cry, you must move up to 10 feet in a straight line and make a melee weapon attack. You must have a clear path and nothing can hinder your movement (such as difficult terrain or obstacles). If it hits, you can choose to either deal an additional +5 thunder damage or shove all creatures in a 5 foot cube originating from you. Each creature within a 5 foot cube must succeed on a Strength saving throw or be pushed 5 feet away from you.

**Heightened (+):** When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d6 thunder damage and increase the shove to a 15 foot cube and a push of 10 feet away.

---

UNDEAD BANE WEAPON LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic, focus  
**Range:** Touch  
**Duration:** 1 hour

You bless a weapon, giving it the ability to have a +2 to attack and damage to undead, as well as deal an additional 2d6 damage to undead. The weapon glows with a serene grey radiance that sheds light as a candle.

---

UNTOLD WONDER

LEVEL 3

*Paladin*

**Cast:** 1 action, verbal, somatic  
**Range:** Touch  
**Duration:** 10 minutes / paladin level

You fill the target's mind with childlike wonder, allowing that creature to marvel at things that would be debilitating to others. Penalties that the target would take as a result of an emotional effect are instead treated as bonuses equal to half the penalty's value. Furthermore, emotional bonuses the target gains from other sources are increased by +1.

---

UTTER DETERMINATION LEVEL 1

*Paladin*

**Cast:** 1 reaction (upon being dropped to 0 hitpoints), verbal, somatic, focus  
**Range:** Self  
**Duration:** 5 rounds

Upon being dropped to 0 hit points or below, you make one final plea to the Gods. You ignore the dead, disabled, staggered and/or unconscious conditions. You continue to roll death saving throws as normal, but suffer none of the effects (positive or negative). You also ignore all effects from healing (even temporary hitpoints), or increases to your Constitution score.

At the end of the spells duration, you suffer all of the effects of all of the conditions you were ignoring, collapsing to the ground. If you failed death saving throws, you are dead.

---

VEIL OF HEAVEN

LEVEL 1

*Paladin*

**Cast:** 1 action, verbal, somatic, focus  
**Range:** Self / 5 feet radius  
**Duration:** Concentration, up to 10 minutes

You surround yourself with a veil of positive energy, making it harder for evil outsiders not of

The Material Plane to harm you. For the duration of this spell, you gain a +2 bonus to AC and on all saves. Both of these bonuses apply only against attacks or effects created by outsiders with the evil subtype. You can dismiss this spell as a swift action to deal 1d8 points of damage + 1 point per paladin level to all such outsiders within 5 feet. A Wisdom save halves this damage.

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VIRTUE LEVEL 1

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*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 minute

With a touch, you infuse a creature with a small surge of life, granting the subject 1 temporary hit point.

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VORPAL WEAPON LEVEL 1

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*Paladin*

**Cast:** 1 action, verbal, somatic

**Range:** Touch

**Duration:** 1 minute

You designate a specific foe and imbue a weapon you touch with the power to deal additional damage to that foe. The weapon gains advantage to attack that foe, and deals an additional 1d6 damage when it hits.

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WAR CRY LEVEL 2

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*Paladin*

**Cast:** 1 bonus action, verbal, somatic

**Range:** Self / 30 feet radius

**Duration:** 1 round

You thrust your weapon in the air as if in triumph, letting out a cry of victory and battle before you move at least 20 feet and make your attack. You gain an advantage on the attack roll, and if you deal damage the foe must succeed on a Wisdom

saving throw or become afraid of you for one round, having to back up to 30 feet away from you on its turn.

Allies within 30 feet of your cry gain advantage on initiative rolls, and a +1 to hit the foe you charge.

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WARRTRAIN MOUNT LEVEL 1

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*Paladin*

**Cast:** 1 action, verbal, somatic, focus

**Range:** Touch

**Duration:** 1 hour

You temporarily instill a target beast with combat training. It obeys the following commands that you can issue it verbally:

**Attack.** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able.

**Come.** The animal comes to you, even if it normally would not do so.

**Defend.** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

**Down.** The animal breaks off from combat or otherwise backs down.

**Guard.** The animal stays in place and prevents others from approaching.

# Blood Magic Spells

## ARDENT MINION

*The Dhol Chants*

**Casting Time:** 5 days (5 phases of 30 minutes)

**Ability Checks:** Wisdom (Medicine) DC 18, Intelligence (Occult) DC 18 diagram, Intelligence (Arcana) DC 18

**Range:** touch

**Components:** an amphibian, flesh from an aberration, blood from a sentient creature

**Backlash:** 1 level of Corruption

**Failure:** 1 level of exhaustion and fear of reptiles/amphibians for 1 week (or 3 levels of dread DC 18)

**Duration:** 24 hours

*"It makes no word, is never heard, in darkness creep, into shadows deep, in a voiceless night, when stars are right, upon the bleak and moonless blight, I call my minion rise."*

### Ritual:

Phase/Day 1: You prepare the components and perform the required incantations, creating the appropriate symbols, glyphs and runes.

Intelligence (Occult) DC 18 diagram

Phase/Day 2: You marinate the flesh from an aberration within the blood of a sentient creature for 24 hours. *Wisdom (Medicine) DC 18*

Phase/Day 3: This rotting concoction is then fed to an amphibian, on a moonless night. *Wisdom (Medicine) DC 18*

Phase/Day 4: you perform an incantation to summon spirits from another Plane Of Existence to inhabit the animal. *Intelligence (Occult) DC 18*

Phase/Day 5: You give the grown Banderhobb its orders and target. *Intelligence (Arcana) DC 18.* You roll this with advantage if you have a personal belonging connected to the target.

Over the course of 5 days, you transform a mundane amphibian into a Banderhobb by summoning spirits from another Plane Of

## BRUJERIA

Existence. The Banderhobb is a bipedal amphibian that exists to serve its creator. During its brief existence, a Banderhobb attempts to carry out your bidding. It accomplishes its mission with no concern for the harm it suffers or creates. Its only desire is to serve and succeed. A Banderhobb that is assigned to track down a target is particularly dangerous when it is provided with a lock of hair, a personal belonging, or other object connected to the target. Possession of such an item will allow it to sense the creature's location from as far as a mile away. It fulfills its duties until its existence ends. When it expires it leaves behind only a black goo and wisps of shadow.

## CANOPIC CONVERSION

## NECROMANCY

*The Pnakotic Manuscripts*

**Casting Time:** 1 days (5 phases of 4 hours)

**Ability Checks:** Wisdom (Medicine) DC 12, Intelligence (Occult) DC 18 diagram, Intelligence (Arcana) DC 18

**Range:** touch

**Components:** a black onyx worth 10gp per hit die of the corpse, clay canopic jars worth 10gp each, special inks, embalming fluids, and linen wraps worth 100gp

**Backlash:** 1 level of Corruption, and the corpse is unable to be raised as an undead

**Failure:** 1 level of exhaustion

**Duration:** Permanent

### Ritual:

Phase 1: You prepare the body, embalming the creature's organs and placing them in special canopic jars. *Wisdom (Medicine) DC 12*

Phase 2: You remove and prepare the heart, which binds the life force of the creature to the jars. *Wisdom (Medicine) DC 18*

Phase 3: You wrap the body with linen wrappings, inscribing them with necromantic markings. *Intelligence (Occult) DC 18 diagram*

Phase 4: You perform a ritual, calling the spirit back as an undead mummy. This body is preserved from rot within its wrappings, and is

bound to the mortal world through a base emotion such as greed or wrath/vengeance. *Intelligence (Arcana) DC 18*. You roll with advantage if the source of this base emotion is present (e.g. a stolen item returned, their murderer)

Phase 5: You perform the final rites, causing the body to rise as a mummy of equal hit dice as it had in life. *Intelligence (Occult) DC 18*.

Over the course of a 24 hour ritual, you eviscerate the target, drawing forth its life essence as well as its internal organs. You place each of these organs within 4 canopic jars and seal them. A successful ritual resurrects the target as a mummy; a half-dead creature resembling a walking corpse wrapped in tight linen.

The mummy is not under your control, but the canopic jars give the bearer certain powers over it. Anyone holding one of the jars can communicate with the mummy as if the two shared a common language.

## DOPPELGÄNGER

## NECROMANCY

*Liber Iyonis*

**Casting Time:** 6 weeks (6 phases of 1 week)

**Ability Checks:** Wisdom (Medicine) DC 18, Intelligence (Occult) DC 18 diagram, Intelligence (Arcana) DC 18

**Range:** touch

**Components:** a cherished personal possession of the target, a portion of the target (a lock of hair, a piece of flesh, a vial of blood), 4 fresh corpses

**Backlash:** 1 level of Corruption, and 2 levels of Exhaustion

**Failure:** 1 level of exhaustion, loss of materials

**Duration:** Permanent

### Ritual:

Phase 1: You prepare the personal item.

*Intelligence (Arcana) DC 18*

Phase 2: You prepare one of the corpses, wrapping it with linen wrappings; preparing the

others for desanguination. *Wisdom (Medicine) DC 18*

Phase 3: You inscribe the bodies with necromantic markings. *Intelligence (Occult) DC 18 diagram*

Phase 4: You drain the blood from three of the corpses. *Wisdom (Medicine) DC 18*

Phase 5: You infuse the cherished personal possession with a portion of the target.

*Intelligence (Occult) DC 18*. You roll with advantage if you have a strong emotional connection to the target.

Phase 6: You perform the final rites, causing one of the bodies to slowly assume the form of the target. *Intelligence (Occult) DC 18*.

A Doppelganger is a duplicate of a person, fabricated through powerful magic. The doppelganger must be prepared for a specific target; both a sample of the target's body (hair, blood, etc) and a cherished personal possession of the target are required.

The caster spends 6 weeks constructing a duplicate made from shaping flesh and bone of fresh corpses. The cherished item is placed inside of the construction - allowing the doppelganger to retain any memory of events that occurred while the target was nearby the item. The caster rolls a d20 at advantage, the rolled number being the DC for others to detect the deception of the duplicate. The DM can rule a modifier to the roll of up to -10/+10 depending on the connection the target has to the possession. The doppelganger acts as the original would have, enslaved by the caster. Spells that affect curses have the ability to paralyze or destroy the doppelganger. If the doppelganger is destroyed, the flesh quickly rots into a puddle and the personal possession is left intact.

It can be very difficult to detect the trickery.

## FLESH ARMOR

## HEMOMANCY

*Polygraphia*

**Casting Time:** Short Rest (3 phases)

**Ability Checks:** Intelligence (Occult) DC 12 diagram, Wisdom (Medicine) DC equal to the CR of the creature, Wisdom (Survival) DC 12

**Range:** touch

**Components:** the complete skin of a slain creature

**Backlash:** Psychic damage equal to the creature's CR

**Failure:** damage equal to the creature's CR x 2, become frightened of creatures of skin's type for a number of days equal to the creature's CR

**Duration:** Until your next Long Rest, or a number of hours equal to the slain creature's CR (whichever is shortest)

**Ritual:**

Phase 1: You prepare the creature's corpse, drawing or carving diagrams upon its skin. *Intelligence (Occult) DC 12 diagram*

Phase 2: You chant over the corpse, preparing it for your ritual, removing the skin from the corpse with a knife or sharp implement. *Wisdom (Medicine) DC equal to the CR of the creature*

Phase 3: You graft the skin onto another creature, imbuing it with the power of the corpse's skin. *Wisdom (Survival) DC 12*

During the casting of this spell, the caster harvests the skin of another creature. The caster takes the flayed skin and lays it upon the flesh of another willing creature, where it is absorbed and fused with their own skin. Once the caster successfully finishes this ritual, the target takes on the defense properties the creature once had. Their natural resistances and immunities, their armor class, and potentially one of its abilities (such as language, senses, skills, or saving throws). Once the flesh armor has taken 5 x the challenge rating of the creature in damage, it quickly rots away, shedding in patches like the skin of a molting snake.

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## FORBIDDEN SPEECH

*Occultus*

## HEXES & CURSES

**Casting Time:** 30 minutes (3 phases of 10 minutes)

**Ability Checks:** Wisdom (Medicine) DC 15, Intelligence (Occult) DC 15 diagram, Intelligence (Arcana) DC 15-25

**Range:** touch

**Components:** the tongue of a creature who could once speak

**Backlash:** 2 levels of Exhaustion, and 3d6 points of necrotic damage

**Failure:** 1 level of exhaustion, loss of materials and 1d6 point of necrotic damage

**Duration:** Permanent

**Ritual:**

Phase 1: You prepare the tongue of a creature who could once speak *Wisdom (Medicine) DC 15*

Phase 2: You inscribe the symbols of the diagram. *Intelligence (Occult) DC 15 diagram*

Phase 3: You describe the topic that becomes taboo while consuming the tongue. *Intelligence (Arcana) DC 15 - 25 depending on how narrow the scope*

While casting this spell, you consume the tongue of a creature who once could speak and the target makes a DC 15 Wisdom save. On a failure, it is impossible for that creature to speak about a single topic you have declared. The topic should be as narrow as possible for the spell to work properly. An appropriate topic might be events that occurred while the creature was in captivity, the whereabouts and names of tormentors, the secret location of a hidden treasure, the password into a guarded compound, the command word for a magic item, or the explanation behind some major occurrences. Invalid topics include verbal components of spells, a creature's whole life history, or anything too broad for a reasonable definition of a single topic. Whether a topic is too broad is up to the DM, who can double the damage if a caster persists in attempting an invalid topic. The affected creature cannot communicate regarding the topic in any way. Speech becomes gibberish, writing is reduced to an indecipherable

scrawl, gestures are impossible, and even telepathy (including detect thoughts) is scrambled. The creature has not forgotten the information, however, and it can be a maddening occurrence for the creature to be unable to communicate information that might be of life and death importance to friends and allies.

## HAGSTONE

*The Book Of Cinders*

**Casting Time:** 5 weeks (5 phases of 1 hour)

**Ability Checks:** Wisdom (Medicine) DC 19, Intelligence (Occult) DC 19 diagram, Intelligence (Arcana) DC 19

**Range:** touch

**Components:** a fist-sized gem, the blood of a Celestial, the eyes of a seer, the bile of a dragon, and the heart of a warrior

**Backlash:** 1 level of Corruption and 1 level of Exhaustion

**Failure:** another level of exhaustion and potential loss of materials (roll d20 for each material - they are lost if you roll  $\leq 10$ )

**Duration:** Permanent

### Ritual:

*Phase/Week 1:* You prepare a fist-sized gem with the appropriate symbols, glyphs, and runes.

*Intelligence (Occult) DC 19 diagram*

*Phase/Week 2:* You infuse the blood of a Celestial into the gem, turning it dark red. *Wisdom (Medicine) DC 19*

*Phase/Week 3:* You infuse the eyes of a Seer into the gem. *Intelligence (Arcana) DC 19*

*Phase/Week 4:* You infuse the bile of a dragon into the gem. *Intelligence (Arcana) DC 19*

*Phase/Week 5:* Finally, you infuse the heart of a warrior into the gem, turning it black. *Intelligence (Occult) DC 19*

Hagstones are created by Night Hags, black gems that grant magnificent power. The stone has 10 charges, and gains 1d4 charges each day. While attuned to this item, you may spend 1

charge (using an action) to enter The Ethereal Plane for 1 hour.

You may spend 5 charges (using an action) to touch a creature and cure one of its diseases.

## LIQUID PAIN

## HEMOMANCY

*The Black Rites*

**Casting Time:** Long Rest (3 phases of 10 minutes)

**Ability Checks:** Wisdom (Medicine) DC 15, Intelligence (Occult) DC 15 diagram, Intelligence (Arcana) DC 15

**Range:** touch

**Components:** a glass vial, Alchemist Supplies, a subject wracked with pain (disease, victim of torture, dying of a wound)

**Backlash:** 1 level of Exhaustion, 1d8 points of necrotic damage

**Failure:** another level of exhaustion

**Duration:** Permanent

### Ritual:

*Phase/Hour 1:* You prepare the body of the creature, drawing symbols on the skin.

*Intelligence (Occult) DC 15 diagram.*

*Phase/Hour 2:* You focus the pain of the creature. *Intelligence (Arcana) DC 15.*

*Phase/Hour 3:* You drain the pain from the creature into liquid form. *Wisdom (Medicine) DC 15.*

Over the course of a long rest, you take a subject already in great pain (wracked with disease, the victim of torture, or dying of a wound) and captures its pain in liquid form into a jar or vial. The physical manifestation of their agony can be used as a material component in other rituals.

## NETHER TRAIL

## BOONS & CHARMS

*The Zhou Texts*

**Casting Time:** Long Rest (3 phases of 12 minutes)

**Ability Checks:** Intelligence with alchemist's supplies or poisoner's kit DC 14, Wisdom (Religion) DC 14, Intelligence (Occult) DC 15 diagram

**Range:** touch

**Components:** rare herbs and oils, urine, one blessed holy symbol

**Backlash:** 1 level of Corruption, and 1d10 necrotic damage

**Failure:** 3d10 necrotic damage

**Duration:** Permanent

**Ritual:**

Phase 1: You prepare the holy symbol, carving or drawing glyphs on it. *Intelligence (Occult) DC 15 diagram*

Phase 2: You despoil the holy symbol.

*Intelligence (Alchemist's supplies or poisoner's kit) DC 15*

Phase 3: You curse the god that is symbolized by the holy symbol. *Wisdom (Religion) DC 15.*

This ritual corrupts a Holy Symbol by soaking it with urine and imbuing it with demonic energy. At the conclusion of the ritual, the Holy Symbol is a magical object that when desired can be activated by crumbling it into a powder. When used, the powder can be sprinkled on the ground creating an invisible 20ft x level long trail that attracts Fiends, Devil, and Undead. Any of these creatures that come within 10ft of the trail must make a Wisdom save of DC 15 or be compelled to follow the trail to the end as if affected by a compulsion effect.

Compelled creatures will follow a nether trail even into danger. For example, the trail could lead to a trap, a holy spell effect, or even a prison cell. If the danger is obvious, such as a blade barrier, the compelled creatures get another saving throw to resist.

A compelled creature only follows the trail to its end. So if the trail leads to the edge of a cliff, the creature goes to the edge of the cliff and no farther.

If a creature encounters the trail in the middle, it instinctively senses which direction is forward

and which is backward. When the creature reaches the end of the trail, the compulsion effect ends, and the creature cannot be affected by this particular nether trail again.

The trail can be obscured and destroyed by anyone who can see invisible objects. It takes a standard action to destroy 10 feet of trail but a creature must make its saving throw first.

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REFUGE

BOONS & CHARMS

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*Cryptomenysis Patefacta*

**Casting Time:** 10 minutes (2 phases of 10 minutes)

**Ability Checks:** Intelligence (Occult) DC 18 diagram, Intelligence (Arcana) DC 18

**Range:** touch

**Components:** a vial of liquid pain, a bundle of thin sticks

**Backlash:** 1 level of Corruption

**Failure:** 1 level of exhaustion

**Duration:** 1 week

**Ritual:**

Phase 1: You prepare the components and perform the required incantations, creating the appropriate symbols, glyphs and runes.

*Intelligence (Occult) DC 18 diagram*

Phase 2: You perform the necessary ritual to soak the object (often a bundle of sticks) in the liquid pain, to lock the object to the current location.

*Intelligence (Arcana) DC 18*

Cast on any one item (often a bundle of sticks) which is soaked in a vial of liquid pain. That item is now imbued with power such that when it is broken the one holding it and everything they carry is transported back to the location the ritual was performed. This occurs instantly, regardless of the distance.

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REMORTIFICATION

NECROMANCY

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*The Zantu Tablets*

**Casting Time:** 1 long rest (5 phases of 1 hour)

**Ability Checks:** Wisdom (Medicine) DC 10, Intelligence (Occult) DC 15 diagram, Charisma (Persuasion) DC 15, Intelligence (Nature or Religion) DC 15

**Range:** touch

**Components:** blood from at least four creatures of the target's size, a corpse that has been dead for less than 24 hours,

**Backlash:** 1 level of Exhaustion

**Failure:** You suffer as if from the Feeblemind Wizard spell

**Duration:** Permanent

**Ritual:**

Phase/Hour 1: You prepare a corpse, which must be on the first nightfall of its death. This ritual must be correctly timed with the first setting of the sun after the target's death. Intelligence (Medicine) DC 10

Phase/Hour 2: You must gather blood in the form of hit points equal to the hit points the corpse had in life. You use this blood to draw occult diagrams upon the target corpse; in an attempt to draw the soul back to the body. *Intelligence (Occult) DC 15 diagram*

Phase/Hour 3: You make an appeal and plea to forces greater than you. You roll a d100, on a roll of 2 or lower, your plea is ignored, on a roll of 3-79 your plea is heard by dark entities, on a roll of 80-99 your plea is heard by neutral entities, on a roll of 99-100 your plea is heard by good entities. *Intelligence (Occult) DC 15*

Phase/Hour 4: Evil: you must prepare yourself for the arrival of Daithairä who will abscond with the corpse to Baator. **Neutral:** neutral entities are simply curious of your bizarre request, and must be persuaded. You must offer a gift worthy of their need to intervene; a gift they consider equal to the weight of the task they will perform. **Good:** good entities will only help if it is clear their action will create a net increase in justice and good in the world. *Charisma (Persuasion) 15 and Intelligence (Nature or Religion) DC 15*

Phase/Hour 5: Neutral/Good: the corpse awakens to life, **Evil:** A number of Shadow Demons equal to the level the corpse had in life

arrive to take the corpse and soul to Baator. You must protect the corpse from being taken for 1 hour, by either defeating the demons or preventing them from leaving. If after the hour you are successful, the corpse awakens to life.

You cause a corpse, on the first night of its death, to return to life. It awakens with a number of hit points equal to your character level.

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**SPIDER HAND**

**BOONS & CHARMS**

*Revelations of Gla'aki*

**Casting Time:** 1 hour (5 phases of 12 minutes)

**Ability Checks:** Intelligence with alchemist's supplies or poisoner's kit DC 14, Wisdom (Medicine) DC 14, Intelligence (Occult) DC 15 diagram, Wisdom (Medicine) DC 14 with Healer's Kit

**Range:** touch

**Components:** rare herbs and oils, one dead spider the size of the target's hand, and the heart of a sentient creature

**Backlash:** 1 level of Corruption, and 1d10 necrotic damage

**Failure:** 3d10 necrotic damage, and permanent loss of 1 hit dice

**Duration:** Permanent

**Ritual:**

Phase 1: You prepare your hand for the ritual, cutting runes and glyphs into your skin.

*Intelligence (Occult) DC 15 diagram*

Phase 2: You prepare the spider with rare oils, placing it into a diagram you draw on a surface.

*Intelligence (Occult) DC 15 diagram*

Phase 3: You light the incense and infuse the spider with necromantic energy, it begins to transform into a black hand. *Intelligence with alchemist's supplies or poisoner's kit DC 14*

Phase 4: You remove hand. *Wisdom (Medicine) DC 14 with Healer's Kit*

Phase 5: You attach the new hand. *Wisdom (Medicine) DC 14*

You permanently sever your hand from your body, replacing it with a blackened hand made from a dead spider. The new hand can be detached as an action and controlled. It functions as a spider, traveling up to 20 feet per level away from you. As a bonus action, you can choose to see through its eyes - at which time you are unable to see through your own. If the hand is killed or prevented from returning to the owner, the hand is lost.

## WOEFUL AGONY OF THE WRETCHED HEXES & CURSES

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*The Book Of Azathoth*

**Casting Time:** 3 turns (3 phases of 6 seconds)

**Ability Checks:** Intelligence (Occult) DC 12, Wisdom (Medicine) DC 12, Intelligence (Occult) DC 12

**Range:** 30 feet

**Components:** the finger bone from a Wight or undead of CR 3 or higher,

**Backlash:** 5 Corruption points (Soul), 1d10 necrotic damage

**Failure:** 3d10 necrotic damage, and effect of the curse transfers to you

**Duration:** 1 minute

### Ritual:

Phase 1: You target the creature who is the subject of the curse. *Intelligence (Occult) DC 12*

Phase 2: You choose the attribute you are seeking to curse. *Wisdom (Medicine) DC 12*

Phase 3: You inflict the curse upon the target *Intelligence (Occult) DC 12*

You invoke a powerful and malevolent curse upon a target. The target becomes cursed with a crippling affliction tied to an ability score of your choice. While cursed, the target has disadvantage on all ability checks and saving throws made with an ability score of your choosing. The effects are immediately apparent, as the target's body or mind falters under the strain of the curse.

# Appendix A: Runic Magic

- Rune of Fortification - strengthen a wall or structure (l3 strengthen)

## Cantrip

- **Igni Rune\* (Rune):** cause a fire to automatically ignite inside of a rune ash
- **Rune of Light\* (Rune):** rune glows like a torch in a 20 foot radius 1cp of phosphorous
- **Sigil\* (Rune):** leave a visible or invisible magical mark on a surface None

## Level 1

- **Crushing Brand\* (Rune):** imbue a bludgeoning weapon with arcane power Crushed Stone
- **Rune of Bonding (Rune):** create an intimate and enduring bond with another creature powdered cobalt and copper ink 100gp
- **Rune of Restraint\* (Rune):** place symbols upon an arcane caster to prevent spell use henna dye
- **Rune Trace\* (Rune):** learn information about a magical rune without triggering it

## Level 2

- **Book Ward\* (Rune):** protect books or parchments from fire, liquid, or acid damage iron filings worth 1sp
- **Ghoul Glyph\* (Rune):** paralyze creatures that pass within five feet of the rune Earth From a Ghoul's Lair
- **Hidden Knowledge\* (Rune):** remove and store a memory in a magical tattoo ink made from copper worth 1cp
- **Hypnotic Missive (Rune):** cause a creature that reads the rune to be compelled to reread it ink made from powdered amber worth 5gp
- **Rune of Rule (Rune):** bestow a temporary mark of power that grants abilities ochre paint
- **Sign Of Sealing\* (Rune):** seal a door, chest or similar closure with a prominent magical sigil 50gp of crushed emerald
- **Supirre Rune (Rune):** gain ability to listen in to conversations up to 30 feet away a piece of charcoal
- **Track Ship (Divination):** use a piece of a vehicle to track it on a map 1 gp of ink

## Level 3

- **Glyph Of Warding\* (Rune):** store a spell or magic energy in a rune with conditional triggers oil infused with diamond dust worth 20 gp
- **Magic Circle\* (Rune):** create a barrier that planar creatures can not willingly pass powdered silver and iron worth 10sp

- **Rune Of Durability\* (Rune):** inscribe a surface of an inanimate object to double its hitpoints  
iron filings
- **Sepia Snake Sigil\* (Rune):** protect a book with a serpent made from ink  
powdered amber ink 50gp
- **Symbol of Laughter\* (Rune):** make nearby creatures lose actions from laughter  
ink from mercury and phosphorus worth 10 gp
- **Suppress Glyph (Rune):** suppress and attempt to dispel an active rune

#### Level 4

- **Glyph Of Obstruction\* (Rune):** bar creatures from a location,  
chalk infused with powdered emerald worth 50gp
- **Mnemonic Siphon\* (Rune):** steal the spells of a creature carrying the affected object  
ink made from a leech who has drank from you
- **Private Sanctum\* (Rune):** protect an area from sensing, scrying, and/or viewing  
powdered chrysolite
- **Rune of Restriction\* (Rune)** - secure an area from teleportation and planar travel  
chalk infused with gem dust worth 5gp
- **Rune of Transcription\* (Rune):** record the happenings within an area and replay them  
powdered copper worth 5cp
- **Rune of True Form\* (Rune):** identify creatures under invisibility, illusion, or polymorph  
mercury, phosphorus, and powdered opal worth 100gp

#### Level 5

- **Fey Gateway\* (Rune):** open a gate between The Material Plane and The Feywild  
a piece of green chalk
- **Shadow Gateway\* (Rune):** open a gate between The Material Plane and Shadowfell  
a piece of black chalk
- **Symbol of Spell Loss\* (Rune):** attack the minds of arcane spell casters  
Crushed Opal
- **Teleportation Circle\* (Rune):** transport you and willing creatures to a magical anchor point  
chalk infused with gem dust worth 5gp

#### Level 6

- **Dust Ward (Rune):** disintegrate an item if others try to learn its purpose or use it  
a pinch of pumice
- **Getaway (Rune/Traveling):** teleport you and select creatures to a predetermined location  
chalk infused with gem dust worth 5gp
- **Instant Summons\* (Rune):** cause a physical item you inscribe to return to you at will
- **Runic Barrier\* (Rune):** you create a physical barrier of force that prevents movement  
Crushed ruby 50gp
- **Transcribe Rune (Rune):** remove the power of a rune and store it in your focus

#### Level 7

- **Symbol (Rune):** a harmful glyph that can cause death, insanity, pain, or fear  
powdered diamond worth 100 gp

## Level 8

- **Rune of the Arcanum\*** (**Rune**): prevent arcane spell casting and magic within an area  
ink made from lead dust worth 50 gp
- **Symbol Of Insanity (Rune)**: triggered rune renders nearby creatures insane  
powdered black opal worth 500 gp

## Level 9

- **Symbol of Death** (3.5E) <https://www.d20pfsrd.com/magic/all-spells/s/symbol-of-death>
- **Symbol Of Strife** <PATH ONLINE>
- **Symbol Of Vulnerability** <PATH ONLINE>
- **Yellow Sign** <PATH ONLINE>

Accessing the magic inherent within runes requires the **Rune Knowledge** feat. This knowledge was established by the *First Men of Kellos*, with a combination of **Primal** and **Arcane** magic.

### Rune Knowledge

Prerequisite: Wisdom 12 or higher

You are wise in the lore of two runes of your choice. You always have access to their rune bonuses. In addition, every day you can invoke one rune of power for each rune you've learned, provided you meet any other requirement such as a minimum level.

You can select this feat multiple times. Each time you do, you gain the bonus and powers of two additional runes of your choice.

*Detect Magic allows identification of a glyph with a successful DC 13 Arcana check, if it is noticed before it is activated. Identify will determine the effect outright. A rogue can use a search skill to find a glyph and disable device to thwart it. The DC in each case is 27.*

# Appendix B: Dream Magic

Breach The Veil Of Dreams <PATH ONLINE OCCULT RITUALS>

Level 1

- **Dream Feast (Dusk):** cause a creature to enjoy the effects of a rich feast in their dreams
- **Haze of Dreams (Dusk):** fill a subjects head with waking dreams, slowing it down

Level 2

- **Dream Control (Dusk):** during a long rest, you consciously enter the dream world
- **Dream Shield (Stars):** ward a creatures mind to protect them while unconscious

Level 3

- **Dream Message (Dusk):** send a message that arrives in a dream
- **Sleep Of The Deep (Dusk):** haunt the dreams of others, causing exhaustion

Level 4

- **Dream Projection\* (Stars):** create a sensor that you can watch through while you sleep
- **Forgetful Slumber (Dusk):** cause a creature to fall asleep and lose 5 minutes of memories
- **Sleepwalk (Dusk):** compel a sleeping or unconscious creature to move

Level 5

- **Dream Council (Dusk):** communicate with multiple sleeping creatures
- **Dreaming Potential (Dusk):** draw the target in a lucid dream where it can retrain a skill
- **Touch Of Slumber (Dusk):** a touched non-hostile creature falls asleep

Level 6

- **Dream Assembly (Dusk):** communicate over great distances with multiple creatures
- **Dream Travel (Dusk):** open a portal to a place where you recently completed a long rest

7th

- **Dream Potential (Dusk):** put a target in a lucid dream that grants them proficiency on skills
- Grim Stalker <PATH ONLINE>

8th

Dream Voyage [PATH]

## Appendix C: Elder Magic

Text

- [Mythic Severance path online](#)

## **Appendix D: Enchantment**

Text

# Notes and Todos

PATH ONLINE = [aonprd.com](http://aonprd.com)

SCAN HERE TOO: <https://www.d20pfsrd.com/magic/spells-by-class-3rd-party/>

“The Great Net Spellbook”

<https://www.d20pfsrd.com/magic/spells-by-class-3rd-party/>

3.5 psion [d20srd.org/indexes/psionicPowers.htm](http://d20srd.org/indexes/psionicPowers.htm)

Star Wars = [https://starwars.fandom.com/wiki/Force\\_power/Legends](https://starwars.fandom.com/wiki/Force_power/Legends)

<3.5 COMP> = <https://dtdnd.neocities.org/books/player/Spell%20Compendium.pdf>

[https://starwars.fandom.com/wiki/Force\\_power/Legends#Alter](https://starwars.fandom.com/wiki/Force_power/Legends#Alter)

D&D spells to Star Wars here:

<https://sw5e.com/characters/forcePowers>

Second wind

Shadow well

Suppress glyph

Undermaster

Vigor, Mass Lesser

## TBD Divine

Miracles / Dark Souls / requires belief

## L3 Favorable Sacrifice <3.5 COMP>

- L4Ban Corruption path online

## TBD Wizard:

Will tether - Witcher - block certain intentions or thoughts entering ones mind eg suicide, fighting.

Passive puppet capable of taking care of own needs and answering simple questions. Harder: block specific thoughts and intentions eg suicide

Gasball: cloud of chlorine gas, explosive 10 meters

L2: Summon Elemental (Conjuration): conjure an elemental to fight on your behalf PATH? PRIMAL?

L5 Instant Fortification (Enchantment): transform a miniature statuette of a keep or tower <DEEP> - make a longer casting time?

- Fey Hound L5 <DEEP>

- Spectral Herd L4 <DEEP>
- L1 Alchemical Tinkering <Path Online>
- L1 Summon Monster (Summoning) I Path online
- L3 Deft Digits Path Online
- L3 Frosthammer Path Online
- L3 Full Pouch path online
- L3 Rain of frogs Path online
- L3 Resilient Reservoir path online
- L2 Switch - 30 feet - switch places, Wisdom save your size or smaller <TSOOFE SPELL>
- L3 Dongun Shaper's Touch path online
- L4 Instant Siege Weapon <DEEP>
- L4 **Contingent Scroll (Meta)**: transfer a scrolls power to a target, with contingency path online <PATH ONLINE>
- L4 **Control Summoned (Summoning)**: control a summoned creature as if you summoned it Creature path online <PATH ONLINE> - I like this spell, and want to add it. However we need to distinguish between creations given agency <what Wizards do> vs summoning <what other classes like Warlocks and Druids do>
- L4 **Mindwipe (Glamour)**: erase a portion of the targets mind and experiences path online
- L4 Galders speedy courier
- L4 **Summoner Conduit (Cygimancy)**: target takes damage when summoned creature does path online
- L5 - upcast Bigby's hand to make two hands, like Doctor Strange
- L5 Hammer of Mending PATH ONLINE
- L5 Renovation <PATH ONLINE>
- L5 Deceptive Redundancy (Meta): protect your magic from attempts to dispel it <PATH ONLINE>
- L5 Duplicate Familiar (Cygimancy): make this duplicate any 4th level Cygin or lower? <PATH ONLINE>
- L5 **Augmenting Wall (Transmutation)**: create a shimmering wall that boosts ranged attacks <PATH ONLINE>
- L6 **Banshee Blast (Evocation)**: cone of energy deals damage and panics creatures path online
- L6 **Conjure Black Pudding <PATH ONLINE>**
- L1 **Chime (Enchantment)**: cause an audible chime to sound when a triggering event occurs. NET SPELLBOOK

Elven High Magic: <https://www.angelfire.com/rpg2/vortexshadow/magic/highmagic.html>

Rituals Of Solitude:

- \* Adoessuor / The Reverie Of Ages - deep slumber
- \* Akh'Faen'Tel'Quess "Life of Duty, Form of the People's Need" - converts elf to another race
- \* Daoin'Tegue'Feer "Starshine Upon the people" - under a clear night sky, summons stardust to make warriors glow (restoration & blessing) - must join in song and dance with caster (8th level?)
- \* Evaliir'Enevahr "The Song Of Enevahr" - inspire allied troops. Used in combat. Immune to fear, infuse enemies in fear.
- \* Kai'Soeh'Takal "Skin and Breath of the Wyrm" - wrap one in the spirit of a dragon. Can transform into a dragon
- \* Ol'iirtal Eithun "Flights of True Mark, Arrows of Art" - enchant arrows,
- \* Saloh'Cint'Nias "Gift of Alliance" - aid in the defense of a forest/domain. Summon from Feywild? Forest spirit?

- \* Theur'Foqal "Summoned Shield, Conjured Screen" - windows of magical energy strong as glass, allows air to pass through
- \* U'Aestar'Kess - "One Heart, One Mind, One Breath" - mental link, often used for marriage, can be made with a beast/mount. Can not be dispelled
- \* Vuorl'Kyshuf "A Message on Birds Wings to Silver" - mentally communicate with other mages, crystal ball / palantir? mirror?

### **TBD: Sorcery**

Obstruction - witched abjuration - barrier of force

L1

- **Drain\***: permanently ingest charges or levels from magic items or scrolls
- L3
- Compelled Movement <DEEP> keep the fusing?
- Laeral's Dancing Dweomer <3E ADV>

L2 Fire Sneeze (Elemental): sneeze flame to set your enemies on fire and knock them prone path online

L2 Glide (Elemental): take no falling damage and move horizontally while falling Path online

L3 Aqueous Orb (Elemental): create a rolling sphere of water - path online

L3 Disable Construct (Alter): touch attack makes a construct helpless - path online

L3 Hostile Levitation (Alter): levitates the targeted creature up off the ground - path online

○ L3 Force Anchor (Alter): skewer and anchor incorporeal targets - path online

○ L3 Ash Storm (Elemental): hamper vision and movement with burning ash - path online

○ L4 trade items path online - lower form of teleport

○ L4 Telekinetic Charge (Alter): launches an ally through the air to attack <PATH ONLINE>

○ L4 Energy Hack: change the energy of your spells to match an energy you were attacked with <PATH ONLINE> - CONVERT TO METAMAGIC FEATURE

○ L4 Resilient Reservoir (Control): store hit point damage as magical energy <PATH ONLINE> - TOO COMPLEX

○ L4 Seeds Of Influence (Sense): weaken a creature to your divinations and enchantments <PATH ONLINE>

○ L4 Lava Stone (Transmutation): <DEEP>

○ L4 Scry Ambush: rename 'Preternatural Sense' or Sixth Sense? <DEEP 260>

○ L4 Cloak Of Colors (Elemental): a dazzling light surrounds you dazzling creatures with flashes of light <PATH>

○ L4 Probe History - path online - change the name as there is a "probe history" in bard L4 that does something different

○ L4 Suppressing Stone (Enchantment): infuse arcane power into a stone to protect you from mental attacks <PATH ONLINE>

○ L4 Third eye - see into future or past. Focused on events with heavy emotion or mana involved. Needs short rest. <LIKE LOCATE CREATURE, LIKE HISTORY L1 WIZ, LIKE SCR> MISC

○ L4 Melt Metal <3.5 COMP> is there already a bend metal?

○ L4 Gravel Vortex <PATH ONLINE>

○ L4 Geyser (Elemental): create a geyser of boiling water path online

○ L4 Sudden stalagmite 3.5 comp

○ L4 Energy Spheres <3.5 COMP> float and attack /defend against elemental dmg

○ L4 Hurricane Blast (Dawn): create a severe blast of air bursting out from you <PATH ONLINE>

- L4 Rock Fall: as a reaction take no fall damage and cause a crater that damages those nearby: radius of quake is equal to 1/2 height you fell. Dex save or 1d6 per 10 ft in radius & prone - better yet, they take 1/2 your fall damage MISC
- L5 Battle Mind <DEEP> too many with Battle in the title? Similar to Battlement Link? Or other?
- L5 Spellwrack: cause a creature to be harmed when a spell is cast on it and lower the duration of its spells <MISC PATH>
- L5 Prismatic Ray <DEEP> too much like Prismatic Spray L7
- L5 Fire Stride <3.5 COMP> Druids have something similar
- L5 Refusal <3.5 COMP>
- L6 Chains Of Fire <PATH ONLINE> Demonic
- L6 Borrowed Time <PATH ONLINE> Bad version of haste
- L6 Temporal Acceleration (Elemental): perform 3.5 psion move fast and freeze others in place
- L7 Walk Through Space <PATH ONLINE> = dupe with Dimensional Bounce
- L7 Aspect Of The Dragon <DEEP DRAGON 198> - isn't this just teleport/shapeshift?
- L7 Expend <PATH ONLINE> - too much like "Strangle The Flow"
- L7 Rampart <PATH ONLINE> - too much like wall of stone
- L7 Retrocognition <PATH ONLINE> similar to other spells
- L7 Elemental Body <3.5 COMP> - too much like investiture
- L7 Matter Surfing GURPS - COOL IDEA, Not sure how to implement it
- L7 Scouring Winds <PATH ONLINE> - similar to whirlwind
- Crush? Crush someone into the ground MISC This might work, like a restraining spell, but likely exists already
- L8 Repel metal or stone path online - has promise, game logistics seem a bit wonky
- L8 Spell Engine 3E ADV - cool idea, and cool visual, but difficult to see how it would work via mechanics, would need to change the benefits / duration / purpose and use the wheel/engine as flavor
- L8 Telekinetic Sphere (Control): <PATH ONLINE> - could be a good spell, I don't like how wizardry this feels. Maybe something more like Magento, creating an invulnerability sphere around yourself
- L9 Block Hole L9 <DEEP APPOC 309> - too much like Dark Star L8
- L9 Energy Drain <PATH ONLINE> - not sure I want negative levels accounted for
- L9 Ravenous Void: ??? <MISC critical role> - too much like sphere of annihilation
- Time regression: 3.5 psion MISC replay 1 round for level cost - similar to time in a bottle
- L9 Wish - WIZ, Equivalent?
- L9 Reality Maelstrom <3.5 COMP>
- L9 Apopsi: MISC 3.5 psion you delete 1d4 spell slots permanently from an arcane caster, randomly .MISC
- L9 Genesis 3.5 psion MISC create a demiplane
- L9 Play a scene over and over until you get it right, Groundhog Day - exists already? MISC
- L9 Major Paradox: Manipulate one past action you took within the last 24 hours. <THINK WISH>. DMSGUILD Time Magic: Class Options and Spells <also see 3.5 COMP Hindsight?> MISC
- L9 Star's Heart <DEEP ILLUM 226> how is this different from Dark Star?
- L9 Fire that burns forever - can't be extinguished? Burns enemy to ashes MISC - already have Stone Fire L1 Divine/Kombar

Metal Bending

6th bend weapons out of shape

7th craft weapon out of metal

Lava Bending

Earth to lava - turn it to lava 10 ft cube

### TBD: Bard

- L1 Toilsome Chant PATH ONLINE
- L1 Incite <3.5 COMP>
- L1 Inhibit <3.5 COMP>
- L2 Heckle: shift the target's attitude one step more hostile towards you and everyone else nearby.  
This also penalizes their attacks, saves, and certain skill checks <PATH ONLINE>
- L2 Heroics <3.5 COMP> grant a temporary feat from fighters
- L2 Heckle (Voice): shift a target's attitude one step more hostile to those around Path Online  
Take inspiration from voice control of the Bene gesseret of Dune
- L3 Detect anxieties Path Online
- L3 Detect desires path online
- L4 Inspiring Speech <DEEP>
- L4 Tough Crowd: grant allies a +4 bonus to resist enchantments/illusions <PATH ONLINE>
- L5 Shadowbard <PATH ONLINE> - too silly? Too similar to Exquisite Accompaniment or Virtuoso Performance
- L5 Percieve Betrayal PATH ONLINE - ok to leave it as a 5th level?
- L6 Symbol Of Debauchery <PATH ONLINE> convert to performance?
- L7 Fayne's Conflagration Of The Bowels NET L4 P160
- L7 Maladweomer (Performance) all magic effects function at their lowest effectiveness. Lowest damage possible. Advantage on saving throws against spells. MADE UP?
- L7 Mimic super ability - gurus super - has promise, but not sure how to constrain it in game terms
- L7 Northstar's Song Of The Elves (Performance): NET L6
- L7 Phantasamorph (Performance): NET L4 p175 make creatures believe they were polymorphed
- L8 Long distance like scrying, doing damage - good idea
- L8 Tempo that causes slowness or fastness - trade movement with actions - like something else? - good idea
- L8 Steal a creature's attribute or ability? - there is some promise here
- L9 Song Of Time - zelda MISC
- L9 Sun Song - make it the next day MISC
- L9 All spell slots are upcast MISC alternative: up to 4 spell slots of l4 or lower can be increased 2 slot levels, or 2 slots of level 5 or higher can be increased by 1
- L9 Knock soul out of someone's body MISC

### TBD: Warlock

Inky Whip - like thorn whip?

Shadow slip, like misty steps but with shadows

Storm of biting rage. Blackness with teeth, and weakened which is 1/2 dmg for attacks

Blindsight - like tremor sense

- L2 Dream Guide <CHTHU MYTHOS>

L2 Kiss Of Dagon <CHTULU MYTHOS>

L3 Paralyze: [PATH] - like hold person? - also see 3E ADV

## WAY OF THE WEIRD SISTERHOOD

**Monks** of the Weird Sisterhood are masters of observation and manipulation. Through their mastery of the senses, no secret or lie escapes their scrutiny. The Sisterhood's most potent technique is their "Weird Words", the ability to channel their ki into their voice, allowing their words to manipulate the minds of others.

These abilities make the Weird Sisters highly valuable as living lie detectors and masterful diplomats.

### TRUTH SENSE

At 3rd level, you can read subtle clues of a person's voice and body language. You gain advantage on *Insight* checks to determine whether a creature is lying or to discern a creature's motives.

### WEIRD WORDS

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells, provided that you can speak, and the target can hear you. As an action, you can spend 2 ki points to cast *charm person*, or *dissonant whispers*, without providing material components; additionally you gain the *friends* cantrip if you don't already know it.

**Empowered Words:** Once you reach 6th level in this class you can spend additional ki points to increase the level a weird words spell that you cast, provided that the spell has an enhanced effect at higher level as *charm person* does. The spell's level increases by 1 for each additional ki point you spend.

The maximum number of ki points you can spend to cast a spell in this way (including its base ki cost and any additional ki points you spend to increase its level) is determined by your monk level as shown on the Spells and Ki Points table.

### SPELLS AND KI POINTS

Monk Level	Maximum Ki Points for a Spell
6th-8th	3
9th-12th	4
13th-16th	5
17th-20th	6

### UNCANNY OBSERVATION

At 6th level, your senses have become supernaturally keen. You are adept at finding things that would normally be hidden from you. You can add your proficiency bonus when calculating your passive perception score.

### WEIRD VOCABULARY

At 6th Level you can spend 3 ki points to duplicate the effects of the following spells: *suggestion*, *bolt person*, and *zone of truth*.



Credit: Dana Johns

### PRESCIENCE

At 11th level your consciousness transcends time. Glimpses of the future begin to press in on your awareness. When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

### WEIRD MASTERY

At 17th level, you can spend 6 ki points to duplicate the effect of the following spells: *geas*, *mass suggestion*.

**CREATED BY DUNCEONSDALLENS**

Created using Homebrewery

MONK / WEIRD SISTER

1

- L3 Cannibalistic Aura: sap the strength of those creatures around you that share your type [Aura Of Cannibalism]
- L4 Borrow Corruption: temporarily gain the effects of a corrupted creatures manifestations - path online
- L4 Devil Snare: create an invisible trap that catches outsiders path online, similar
- L4 Dreadscape: surroundings and unfamiliar creatures seem like something out of a nightmare <PATH ONLINE>
- L4 Persistent Vigor - path online
- L4 Visage Of Madness <DEEP>
- L4 Horrific Doubles: call forth disturbing mirror images <PATH ONLINE>

- L4 Dire charm: 1 act, V, S, M (nymphs eyelash), 10 days, wis save or charm. L8 = permanent.  
Creature knows it was charmed when ends
- **L4 Masochistic Shadow: animate a target's shadow, making it hunger for its owner's life energy <PATH ONLINE>**
- L4 Shadow Well 3.5 COMP
- L4 Shadowy Haven path online
- **L5 Boneshatter:** create fractures and splinters in the bones/carapace of a creature <PATH ONLINE>
- Betraying Sting <PATH ONLINE>
- L6 Life Drain: drain large amounts of <DEEP VOID 332> - too much like balance of suffering
- L6 Shadowy grappler 3.5 COMP - change to a cooler name, shadow holds and actively grapples
- L6 Swarm Skin <PATH ONLINE> similar exists? - make this an invocation
- L6 Pierce The Veil <DIABLO> spell effects increase (damage? Duration?) at the cost of an additional spell slot
- L6 Unwilling Shield <PATH ONLINE>
- L7 Control Undead <PATH ONLINE> - similar to Animate Dead
- L8 Some kind of Gaes
- L8 Like a hag, take an attribute? Give a gift
- L8 Give a gift, something more value in return
- L9 Eat someone's shadow and gain some of their power - I think something like this exists, eating a part of their body MISC

#### TBD Warden

- L1 Anchoring Rope: create a spectral rope around your waist and one end anchored in midair <deep>
- L1 Unerring Weapon: path online
- Telltale Feet: (net spellbook) glowing footprints appear where target steps. 50% chance infra vision can spot them too <NET>
- L2 Poisoned Volley: your missile weapon <DEEP>
- L2 Hunter's Friend Path Online
- L2 Hunter's Eye Path Online
- L2 Enemy Insight: grant another creature path online
- L4 Unerring Tracker path online
- L4 Watchful Animal path online similar?
- L4 Phantom Hunt path online
- L4 Planned Assault path online
- 

#### TBD: Paladin

- L1 Withering smite <deep 313> too powerful?
- L1 Shield of shards <Path Online>
- L3 Word Of Binding <3.5 COMP> - too silly/powerful?
- L3 Guardian Monument path online
- L3 Heroic Fortune path online
- L3 Trial by Fire Path Online
- L3: Aura Sight - Path Online make this an eldritch incantation
- L2: Blessing of Luck and Resolve path online - too similar to other fear effect spells
- L4 Purify Body path online - exists?
- L4 Burst with Light pa5 online

- L4 Fire Of Vengeance path online
- L4 Flash Forward path online
- L4 Forceful Strike path online - similar?
- L4 Paragon Surge path online
- L4 Resounding Blow path online
- L4 Chaos hammer path online - change to smite, expand to all, slow, similar?
- L4 Cleansing Fire path online
- L4 Castigate <3.5 COMP>
- L7 Jolting Portent <PATH ONLINR>

#### **TBD: Primal**

Hailstorm - Witcher

Protection from extreme heat, cold weather - witcher

- Sculpt snow <deep winter 274>
- Similar to moonbeam <lvl2> any chance to make a way of constraining a polymorph/shapechange (e.g. Countermoon 3.5 COMP)
- L3 Waves Of Weariness <3E ADV>
- L2 **Aggressive Thundercloud (Autumn)**: flying storm cloud deals 3d6 electricity damage path online
- L2 **Slipstream (Dawn)**: create a wave that boost creatures swimming speed path online
- L3 Nauseating Trail Path Online
- L3 Talisman Of Reprieve Path online
- L3 Damnation Path Online similar to a divine?
- L3 Motes of Dusk and Dawn - path online - convert this into a cantrip?
- L4 Looping Trail <DEEP> - too similar to others of lower level? check
- L4 Quick Time (Stars): make one living creature or plant move rapidly in time compared to you <DEEP TEMP 259> make this something like 'seedling' or about growing babies into adulthood, - 'Coming Of Age' ?
- L4 **Green Decay (Spring)**: inflict a creature with a nauseating, alien rot <DEEP MYTHOS 339>
- L4 Suppress primal magic path online - create a primal surge but have this stop all magic?
- L4 Sleepwalking Suggestion path online
- L4 Frigid Souls - path online, give Resistance instead, concentration? Choose energy type.
- L4 Dream Dalliance: PATH ONLINE - is this appropriate as a dream spell?
- L4 Mindscape Door: create a portal allowing entry to and exit from a minds cape <PATH ONLINE> Door into a dream or out of a dream
- L4 Nightmare [PATH]
- L4 Traveling Dream Path Online
- L5 Ironguard 3E ADV / 3.5 COMP
- L5 Jungle Mind <PATH ONLINE>
- L5 Control Ice <DEEP WINT 269>
- L5 Shroud Of Flame MISC 3E ADV
- L5 Invoke Primal Power (Summer): amplify your wild shape at the cost of duration <PATH ONLINE>
- L6 Drown 3.5 seems op. Create water in target lungs - see Drown <L3 DEEP>
- L6 Symphonic Nightmare <3.5 COMP> change name / effect?
- L6 Dream casting [3.5 COMP]
- L6 Dream Scan <PATH ONLINE> seems overpowered

- L6 Oasis <PATH ONLINE>
- L6 Night Terrors <PATH ONLINE>
- L6 Blazing Rainbow <PATH ONLINE> appropriate? Not make a bow? - interesting, but there is already a bifrost bridge
- L6 ENVELOPPING COCOON <3.5 COMP> - restrains creatures
- L6 Purple Worm Sting: damage a creature and infect it with purple worm venom <PATH> - I like this one, but need to work out the enfeebled / poison / etc
- L7 Maelstrom <3.5 COMP>
- L8 Dream Voyage [PATH]
- L9 Cast in stone: 3.5e gaze petrification
- L9 Curse Of Fell Seasons <PATH ONLINE> too “curse” like
- L9 Cursed Earth <PATH ONLINE> - too “curse” like
- I9 Bind spirit (MISC dragonlance) too similar to a divine I9 spell? - maybe this one binds them to the material world? Or the dream world?

Cursed Show:

- Weaken / break a chair leg under someone
- Wrap a bow around someones arm, attacking them
- Call a pack of wolves to chase down / hunt

### **TBD Blood**

Make prereqs

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## MANA BASED

**Wizards** are users of Magic that through scholarly study can use the weave of Mana to manipulate the world. Wizards treat Magic like a science, and require an arcane focus to cast most spells. Some seek to unlock the secrets of the universe, while others are lured by knowledge and research. This learning requires years of study and practice to cultivate; honing one’s Wizardry requires learning the right combinations of incantations and rituals. Anyone is capable of Wizardry given the right amount of time and study.

### **Wizardry =**

- requires an arcane focus
  - Requires a spell book
  - Can summon a familiar
  - Segmented into arcane schools
  - Consider making any spell be able to be a ritual, requiring an hour of ritual/prep time?
- SCHOOLS**

### **Sorcery =**

- Birthright by blood: choose a bloodline
- Verbal components are just gibberish
- Direct connection to mana - No focus; they are no use to sorcerers.
- All spells have somatic component.
- Convert to mana pools vs spell slots? Wisdom based vs charisma based.

## SPIRIT BASED

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### **Ritual (Blood) Magic =**

- <TAKES FROM SPIRIT>
- Anyone can cast this, if they have the feat that allows it
- All incantations are ritual based, take a “long time”
- Using this magic causes corruption ; doing this magic attracts dathaira, accelerates desecration

### **Spheres**

- \* Demonology
- \* Necromancy
- \* Curses

### **Primal =**

- <PROVIDES TO SPIRIT>
- Direct connection with Asha
- Form into druidic circles
- A druidic focus is required to make spells more powerful / access more powerful spells
- Beast form

### **Sources**

- \* Stars
- \* Spirit
- \* Earth
- \* Sky
- \* Life

## PATRON BASED

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### **Divine =**

TBD

### **Warlock =**

TBD

**The Voice:** Ability to influence people directly by giving them orders with a certain sound frequency. When a person is ordered to do something by the use of Voice it is almost impossible not to comply. A Bene Gesserit is trained to resist the Voice. The downside of it is the phenomenon of entire population becoming immune to it if The Voice is being overly used upon a population.

Voice/Melody, Body/Dance, Instrument/Melody, Instrument/Beat

Voice, Body/Metabolism, Awareness, Performance

The Ear

Sniffing (wheel of time) smell strong emotions

## Blood Magic From Wiki - Glamor Rituals

Glamor Rituals can infuse great power into objects. A dark form of Enchantment, these rituals can create objects that withhold their magical properties indefinitely. Objects of this type radiate both magical and evil energy.

### Homunculus

**Required Components:** *An unborn baby and a chunk of the caster's flesh.*

**Casting Time:** 1 hour

**Range:** Personal

**Duration:** Permanent

This ritual links the caster's spirit to a fetus that must be kept inside a glass bottle and fed at least 1 hit point worth of human blood each day to remain alive. The homunculus has a Strength and Constitution of 1, and no Dexterity, Intelligence, Charisma, or Wisdom. It has a single hit point. If the bottle is broken or submitted to intense heat or light, the homunculus dies.

Whenever they wish, as an action, the caster can move their spirit into the homunculus, no matter how far away it is. When their senses are within the homunculus, they can see through their eyes and hear what it hears - during this time they are deaf and blind in regards to their own senses. The caster has the ability to observe and communicate with anyone in the homunculus's presence. Although the caster can cast spells from the humunculus, they can not perform any physical action as they are trapped within the bottle. As an action the caster can return to their own body.

If a hostile mage gains possession of a live homunculus, they can cast spells on its owner with no range penalty! The creator also is at disadvantage to resist any spells cast through the homunculus. A homunculus is thus a great vulnerability and is only entrusted to the most faithful of servants.

The caster may own several humunculi; they can move their spirit to only one at a time.

Creating a homunculus causes 1d10 of damage as the caster carves a piece of their own flesh to store within the bottle.

### Imprison Soul

**Required Components:** *A portion of the target's body (a fingernail, a lock of hair, or some other small part) and a prepared receptacle.*

**Casting Time:** 1d4 days / 1 action

**Range:** 100 ft + 10 ft / level

The creation of the receptacle takes 1d4 days. After the target dies within 60ft of the receptacle, they make a Wisdom saving throw at a DC of 15. On a success, the caster takes 2d6 psychic damage. On a failure, the subject's soul enters a receptacle such as a gem, ring or some other minuscule object, leaving the subject's body lifeless. While trapped, the subject takes 1d4 points of damage per day, until dead or freed. They can cast spells that do not require verbal, somatic or material components from within their prison. The rituals to prepare the receptacle require three days. Destroying or opening the receptacle ends the spell, releasing the soul.

To cast the spell, the receptacle and target must be within spell range and the caster must know where it is. The caster must also know the name of the target.

#### Kandar's Guidestar

**Required Components:** *A living creature from the water or sea, A portion of the target's body (a fingernail, a lock of hair, or some other small part) and an object of importance to the subject.*

**Casting Time:** 1 hour

**Range:** touch

Through this foul enchantment, the caster summons the power of Kandar in order to hold sway over a victim. The caster must fashion a doll (usually out of wax, clay, or straw) with an object of importance and personally relevant to the target embedded within. Parts of the target's body (nail clippings, hair, blood, saliva) are required to bind the identity of the target to the doll.

As a bonus action, the doll can be used to know the general direction of the subject.

A living creature from the water or sea is required to be sacrificed in order for the ritual to be complete. For every living creature of this type sacrificed, the object can be used that many times to cast spells on the doll that target the subject with no range penalty.

#### Pact Of The Undying

**Required Components:** *The caster's own heart, and the body and soul of a blood relative.*

**Casting Time:** 1 hour

**Range:** Personal

**Duration:** Permanent

This ritual effectively renders an individual immortal by removing the connection between their soul and their body. After a successful ritual, their soul and essence is transferred into their heart - which is promptly removed from their body. The heart will continue to grow flesh, bone and skin until it is an exact duplicate of the caster. This process takes 2d6 years to complete. While the original body may still be hurt (burned, cut, crushed...), death results in the caster returning to this new body. If death occurs before the body is complete, the caster is trapped inside of it until it is complete. Depending on the state of completion, the caster may not be able to move or see. The heart begins with a Strength and Constitution of 1, and no Intelligence, Wisdom, Dexterity or Charisma. The heart has a single hitpoint. If his heart is destroyed, the caster dies. This is why it is usually hidden in a very hard to reach place. Death may also come from some magical causes, such as a Planar Visit failure. There is only one chance the caster has to perform this ritual - if the ritual fails, the caster dies.

This pact ritual is made with the Dathairä named Urdlen, who required the body and soul of a blood relative, which is consumed during the ritual.

The caster takes 1d10 necrotic damage during the ritual.

Urdlen, great one. Guardian of the gate, master of fear and death, Hear me and answer my urgent plee!  
Take my sacrifice of blood and provide me with everlasting life!

Urdlen, mad ni. Rogtarat ob doraz, goth ob under agh vadak, daggog ishi agh ault ishi mauraun lup.  
Katrann ishi fli ob gjjak agh laudh ishi dolpan gajal!

#### Soul Bind

**Required Components:** A willing creature, liquid pain and a prepared receptacle.

**Casting Time:** 24 hours

**Range:** touch

Let's the caster place a soul into some object (which must be present). If the subject is not the caster, they must be willing. Liquid pain is used to coax the soul from the body.

If your soul is bound into an object, you are unaffected until either your body dies, or the object is destroyed. The death of your body will not kill you. Your consciousness shifts to the object, where you are able to see, hear, and even cast any spell that does not require verbal, somatic, or material components. If anyone is touching the object, you may communicate by direct mental contact. Your attributes (for saving throw purposes) remain the same as when you had a body.

If a new body comes within range of your object, you may try to take it through Possession (if you are skilled in that ritual). In that case, the soul of the body you inhabit goes into the object you now occupy. When an object that has a bound soul within it is destroyed, the soul is destroyed permanently beyond hope of resurrection, even if the body is alive and unharmed.

#### Soul Golem

**Required Components:** The caster's soul and a Golem.

**Casting Time:** 1 day

**Range:** personal

**Duration:** Permanent

The caster transfers their soul into a Golem of their own making. They gain the Golem's physical attributes, but retain their knowledge, mental attributes, and casting ability. The original body dies in the ritual, and there is no going back! At the completion of the ritual, the caster makes a single Constitution saving throw of DC 12 - a failure means the ritual was unsuccessful and the caster dies! This savings throw can be reduced by 1 for every vial of Liquid Pain used during the ritual. A DC of 0 is an automatic success.

#### Spider Hand

**Required Components:** One dead spider the size of the caster's hand and 1 soul.

**Casting Time:** 30 minutes

**Range:** Personal

**Duration:** Permanent

The caster performs a ritual that permanently severs their hand from their body - imbuing it with the power of a spider. The hand is permanently blackened, but can be detached as an action and controlled. It functions as a spider, traveling up to 20 ft per level away from the owner - who can also chose to see through its eyes. If the hand is killed or prevented from returning to the owner - the hand is lost.

## Blood Magic From Wiki - Divination Rituals

Divination Rituals call upon the power of the Dathairä to uncover ancient secrets, explore forbidden knowledge, unravel the mysteries of the universe, predict the future, or simply find hidden things.

Commune With Yurtrus

**Casting Time:** 1

minute

**Range:** Personal

The caster sees through the veil of reality to pose a single question to the Dathairä Yurtrus, who will answer a single question regarding those that have passed. Questions such as when they died, or the manner of their death are appropriate. Yurtrus is not all-knowing, and will only answer in "yes", "no" or "uncertain".

The ritual requires a blood sacrifice equivalent of 1d6 damage either from the caster or another living creature.

Yurtrus, Ishi budg lat. Daggog ishi frangiz, agh dau ishi fli. Ishi gahuta gajal gjak na karkat va udgadhol zo dos ora vadakas. Yurtrus, tremabsham, timorsham, agh fukisham. Ishi lup lat kri ishi frangiz. PIK SHAF!

Yurtrus, I call you. Hear my summons, and drink my sacrifice. I offer you life blood in exchange for information on souls who have past. Yurtrus, terrifying, terrible, and strong. I beg of you to heed my summons. Show yourself!

Glimpse Of Truth

**Required Components:** Mordayn

Vapor.

**Casting Time:** 1 minute

**Range:** Personal

After inhaling Mordayn Vapor, the caster reaches out to a nameless malevolent Dathairä that exists beyond normal consciousness to pose a question related to Dathairä. Examples include questions about possession, Dathairä motives or influence on the mortal world, Desecration, or specifics about an individual Dathairä. The question must be posed such that the answer is a simple "yes", "no" or "uncertain". Answers the DM deems too obscure are never revealed.

Kandar's Farsseer

**Required Components:** A living creature from the sea or water.

**Casting Time:** 10 minutes

**Range:** Touch

**Duration:** 1 minute

The caster uses the power of Kandar to envision a specific location or item and its surroundings. Offering must be of a fish or creature of the water, freshly killed with entrails removed and placed in a circle.

#### Mirror Sending

**Required Components:** A mirror of finely wrought and highly polished silver costing no less than 40 gold.

**Casting Time:** See Text

**Range:** See Text

The caster sends their image through a mirror into another mirror or reflective surface that the chosen target looks into. The caster casts the spell, then stares into their mirror until the target sees their reflection, or until the caster tires and gives up. The caster can see the subject and their surroundings in their mirror whenever the subject looks at their surface. From the subject's perspective, the caster appears to be staring out of the mirror, replacing the subject's own reflection or appearing right behind them (caster's choice). The caster can have their image say up to one word per caster level before it disappears, if they choose. The image remains for only 1 round. Subjects not expecting a mirror sending can be greatly unnerved by this spell.

## Blood Magic From Wiki - Necromancy Rituals

Necromancy Rituals have power over the spirit world, and those who have died. These rituals can bring once living creatures back as skeletons, zombies, or ghosts.

#### Absorb Mind

**Required Components:** A fresh or preserved (still bloody) 1-ounce portion of another creature's brain.

**Casting Time:** 10 minutes

**Range:** Personal

**Duration:** 1 minute / level

The caster eats at least a portion of the brain of another creature's corpse. By doing so, they gain the creature's memories and knowledge to some degree, so that they have a 25% chance of recalling any important fact known to the creature - family history, recent events, the general layout of the creature's stomping grounds, details about the creature's death, important plans, passwords, magic item command words, and similar tidbits. Skills, feats, spells, and other such knowledge cannot be obtained in this fashion.

Once the caster rolls to determine whether they recall a fact, they cannot attempt to recall that fact again. After the duration expires, the caster no longer has the ability to recall new facts from that creature.

When the duration is exhausted, the caster makes a DC 12 Wisdom saving throw or takes 2d6 psychic damage.

#### Absorb Strength

**Required Components:** A fresh or preserved (still bloody) 1-ounce portion of another creature's flesh.

**Casting Time:** 10 minutes

**Range:** Personal

**Duration:** 10 minutes / level

The caster eats at least a portion of the flesh of another creature's corpse, thereby gaining 1/4 of the creature's Strength score as an enhancement bonus to the caster's Strength score, and 1/4 of the creature's Constitution score.

When the duration is exhausted, the caster makes a DC 12 Wisdom saving throw or takes 2d6 psychic damage.

## Death Grimace

**Required Components:** A dead body.**Casting Time:** 1 action**Range:** Touch**Duration:** Permanent

The caster marks a corpse with a particular magical 'signature', often used as a sort of calling card or mark to prove they murdered the target. The signature can take on many forms: a specific expression on the face of the corpse (hence the name of the spell), an actual rune, a word written on the corpse's flesh, a discoloration of one eye, and so on.

After casting, the caster takes 1 point of damage.

## Eye Of The Zombie

**Required Components:** One Zombie with eyes soaked in brackish water.**Casting Time:** 30 minutes**Range:** Personal**Duration:** 1 hour / level

The caster replaces their eyes with the eyes of a Zombie, allowing them to see through the Zombie's empty eye sockets and control its actions directly. The Zombie must be controlled by the caster. The magic of this spell allows the caster to remove their own eyes (dealing 1d6 damage) and take a Zombie's eyes that they have removed and soaked in a special bath of brackish water. The caster's eyes are preserved by the spell while they control the Zombie and they perceive the world through it. The caster's body remains motionless and is subject to harm normally. When the spell ends, the caster's eyes automatically return to them.

## Possession / Soul Rider

**Required Components:** Blood of the target.**Casting Time:** 1 minute**Duration:** 1 minutes / level

The caster must have the blood of the intended target, or be touching them. The target makes a Wisdom saving throw at DC 13. On a failure, the caster becomes able to see through the target's eyes, hear through their ears, etc. whenever they concentrate as an action. The caster also remains aware of their

own body and may act normally. The caster can exert no control whatsoever over the subject, and does not know the subject's thoughts. In the event that the ritual is finished and the target is no longer alive, the caster takes 2d10 psychic damage.

Once soul riding a target, the caster has the ability to attempt to gain control of the subject. A contest of Wisdom is made - if the subject loses the caster now has control over all of the victim's physical actions (although the caster does not have access to the subject's memories, skills, spells, etc). The subject retains their memory and wits and is aware of what is happening - though not of the caster's identity. The caster can only "animate" the body, and must concentrate to control the subject's body. When the caster concentrates, their own body falls limp; when they stop concentrating, the subject regains control of their own body again - but the caster can move between the bodies freely while the spell lasts. The subject may continue to resist each round. If the target rolls three successive failures, they can no longer resist for the remainder of the duration. Any success by the target pushes the caster out of their body. If the target can no longer resist, the caster has the ability to attempt to push further into their subconscious. Another contest of Wisdom allows the caster to gain full control of the victim's memories, skills and spells - and use them as if they were their own while in the body. The caster's own body lies unconscious during the remaining duration. Again, a successful resistance pushes the caster from the target's body.

If the caster remains in control of the body for the full duration of the ritual, the possession is permanent. The caster's own body enters a form of suspended animation (no need for food, air, sleep, etc). If the caster's body dies, the spell is broken. If the caster's body takes damage - the caster must roll a concentration check or be pushed from the victim's body. If the victim's body dies - the caster must roll a Constitution saving throw DC 12 or die themselves. When permanently possession a body this way, the caster may not switch between their own body and the victims - although they may choose to leave willingly and break the spell and return to their natural body.

#### Preserve Organ

<b>Required Components:</b> An organ.
<b>Casting Time:</b> 10 minutes
<b>Range:</b> Touch
<b>Duration:</b> 24 hours

The caster preserves a single severed organ from a living creature so that it does not decay or rot. Evil casters use preserved organs as material spell components. There are ritual uses for body parts as well. The organ is kept in the exact state it was in when the spell was cast. If a heart is still beating and bloody, for example, then it remains that way.

#### Raise Dead

<b>Required Components:</b> A corpse that has not been buried.
<b>Casting Time:</b> 1 night
<b>Range:</b> Touch
<b>Duration:</b> Permanent

Brings the subject back to life, provided that the body, or most of it is available. The body must be prepared and buried with a fresh heart from a living creature placed inside the chest cavity of the corpse. Over the course of a full night, the body will animate into an undead creation and dig itself from its grave. The state of the corpse will determine the type of undead (Skeleton or Zombie)

#### Regenerate

<b>Required Components:</b> A fresh body part.
<b>Casting Time:</b> 30 minutes
<b>Range:</b> Touch
<b>Duration:</b> Permanent

This ritual can restore missing body parts (arms, legs) on living creatures. The caster is required to have a fresh replacement part, which is consumed during the ritual. The target has intense pain during the ritual as a skeletal version of the body part slowly sprouts and grows from their body, then muscles can be seen growing, followed by skin. This can be used to heal burned areas as well.

Target rolls a Constitution saving throw DC 15 or takes 1d10 damage.

#### Shadow Assassin

<b>Required Components:</b> A soul.
<b>Casting Time:</b> 10 minutes
<b>Range:</b> Touch
<b>Duration:</b> 24 hours

Summons a shadowy Bharguul assassin to do the caster's bidding. Requires the soul of a living creature for the Bharguul to materialize and take the form of a human size black vapor. While the Bharguul could be confused, it is ruthless in its mission and will never listen to pleas or negotiation. The Assassin lasts 24 hours unless first destroyed.

#### Unliving Weapon

<b>Required Components:</b> A drop of bile and a bit of sulfur.
<b>Casting Time:</b> 10 minutes
<b>Range:</b> Touch
<b>Duration:</b> 1 hour / level

This ritual causes an undead creature to explode in a burst of powerful energy when struck for at least 1 point of damage, or at a set of time no longer than the duration of the spell - whichever comes first. The explosion is a 10-foot radius burst that deals 1d6 points of damage for every two caster levels (maximum 10d6).

While this spell can be an effective form of attack against an undead creature, necromancers often use unliving weapon to create undead capable of suicide attacks. Skeletons or Zombies with this spell cast upon them can be very dangerous foes that would normally disregard them.

## Blood Magic From Wiki - Summoning Rituals

Summoning Rituals can open portals between Dimensions allowing planar creatures to travel between realms. These rituals have the power to summon Dathairä or banish them back from whence they came.

Ardent Minion

**Required Components:** *A frog or toad, flesh from an aberration, blood from a sentient creature*

**Casting Time:** 2 days

**Range:** touch

**Duration:** 1 week / level

The caster spends one day marinating the flesh from an aberration within the blood of a sentient creature. This rotting concoction is then fed to a frog / toad which within 24 hours transforms them into a Banderhobb by summoning spirits from another Plane Of Existence. The Banderhobb is a bipedal toad that exists to serve its creator. During its brief existence, a Banderhobb attempts to carry out the bidding of the one who birthed it. It accomplishes its mission with no concern for the harm it suffers or creates. Its only desire is to serve and succeed. A Banderhobb that is assigned to track down a target is particularly dangerous when it is provided with a lock of hair, a personal belonging, or other object connected to the target. Possession of such an item will allow it to sense the creature's location from as far as a mile away. It fulfills its duties until its existence ends. When it expires it leaves behind only tarry goo and wisps of shadow.

Call Nightmare

**Required Components:** *A soul of another creature.*

**Casting Time:** 1 minute

**Range:** 100 ft + 10 ft / level

**Duration:** 1 week

The caster calls a Spren into existence, offering it a soul of another creature that they have prepared. In exchange, the Spren serves the caster for one week as a mount or guard, although if the Spren and caster are separated further than the range of this spell, the Spren immediately returns whence it came. Multiple castings of this spell replace the previous Spren with a new one.

Distort Summons

**Required Components:** *A living creature.*

**Casting Time:** 1 action

**Range:** 100 ft + 10 ft / level

**Area:** 50 ft radius

**Duration:** 1 day / level

The caster sacrifices a living creature, and creates an area in which only evil creatures can be magically summoned. No matter what a later caster attempts to summon, they actually summon an evil version (a fiendish beast rather than a celestial one) or an evil equivalent.

If the summoner was attempting to summon a good or neutral creature, the evil creature that appears does not obey the commands of the summoner or attack their enemies. Instead, they attack the summoner, and the spell that summoned the evil creature cannot be dismissed. A distort summons spell can be dispelled normally, however.

## Pentagram

**Required Components:** *A living creature.***Casting Time:** 5 minutes per 5 feet protected**Range:** touch**Duration:** Permanent unless broken

Produces a magical barrier which blocks hostile spells and magical creatures from passing in either direction. It is a star-shaped figure drawn on the floor or ground. Any area that is even partially within the pentagram is "protected". Magical creatures (Dathairä, Golems, Zombies, Elementals, and the like) cannot cross the border of a pentagram; neither may they cast spells, or move any physical object, across the border. Non-magical creatures - including mages - can freely cross a pentagram, though they cannot cast spells across its border. Spells of transport (Flight / Teleport) cannot be used to enter a pentagram.

Certain very hostile creatures may be summoned *within* a pentagram; the caster stands outside and summons the creature to a space inside the pentagram. The caster will open the pentagram only when he is sure he can control the summoned creature.

If part of the pentagram is cut or erased, its power will be lost until the caster can rejoin the pentagram - which requires this ritual to be performed again for the broken piece. No magic spell may injure the pentagram, but physical attacks like walking up and scuffing out a line with your shoe can succeed if they are made by non-magical beings. A Dathairä or creation could not do it; an ordinary person could. Likewise, an ordinary person could throw a rock into a pentagram, but a Dathairä or Golem could not. A magical creature may try to force its way through a pentagram. Roll a contest between the creature's Strength/Athletics/Wisdom/or Arcana against the caster's Arcana or Wisdom. If the creature wins, the pentagram is destroyed! No one creature can thus "test" the pentagram more than once per day. Upon creation of the pentagram, 1d10 of damage is required from living creatures which are offered as sacrifice for every 5 feet protected by the barrier.

## Soulfiend

**Required Components:** *A living, willing sentient creature, blood.***Casting Time:** 1 day**Range:** touch**Duration:** permanent

A subject becomes a willing host for a Dathairä, merging their consciousnesses together known as a Soulfiend. The subject gains a boost to their physical attributes (+6 Strength, +4 Dexterity, +20 speed) and can regenerate 1 hitpoint / round. They also have the ability to rip a soul from a living host by slowly reaching into their head. This procedure leaves no blemish or scar, and leaves the victim a drooling mindless husk as per the Feeblemind spell. Soulfiends require souls to survive, else suffer from the Feeblemind spell effects themselves.

The ritual is performed by the willing subject to bathe in a pool of blood - while symbols are carved within their skin. Upon completion of the ritual, the subject makes a Constitution saving throw of DC 12 - a failure and the ritual was unsuccessful. A critical failure results in the subject's death.

#### Summon Dathairä

**Required Components:** *A living creature.*

**Casting Time:** 10 minutes

**Range:** 10 ft

**Duration:** 1 day / level

Calls a Dathairä into existence from another Plane. The cast *must* immediately attempt to control the summoned creature through a contest of Wisdom, vs the creature's Wisdom or Strength. If the caster wins, they can give the Dathairä a single command, which it will carry out literally. If the demon can pervert the "literal" meaning to the caster's disfavor, it will. The Dathairä will then vanish after completing their task. It may work incidental mischief unless the caster carefully instructs it not to.

If the caster *loses* the contest, the Dathairä will immediately attack unless the caster is protected by a pentagram. If it cannot break the pentagram, it will vanish (if it is in the pentagram) or escape and wreak havoc (if it is outside and the caster is inside).

If the caster knows the name of a specific Dathairä, that specific Dathairä may be summoned and the caster has advantage to control it. A randomly summoned Dathairä may be forced to tell its name. This does *not* count as its "one task", but *does* require the caster to win a separate contest of wills as stated above. That Dathairä may then be summoned again by name. The names of Dathairä are also sometimes found in old grimoires.

If no name is used during the summoning, the Dathairä is rolled using charts. The caster may attempt to control the type of Dathairä it summoned. 1d6 damage is taken upon summoning of a creature - and an additional 1d6 damage can be traded for each table the die roll on each of the 7 tables.

Considering its destructive potential, this is actually a fairly easy ritual. The reason is apparently that Dathairä want to be summoned, especially by those too weak or inexperienced to control them.

The Book Of Mig'dran describes the summoning of an Otyugh, one of The Dark Young of Draizon.

#### Vomit Horror

**Required Components:** *At least one living creature.*

**Casting Time:** 30 minutes

**Range:** personal

**Duration:** See Text

This ritual causes the cast to vomit up a pool of vile, writhing inky horror, a demon-like entity that is formed from the taint in the caster's own soul. The strength of the monster depends on the number of living creatures the caster sacrifices and kills during the ritual. The monster counts as a demon with Hit Dice equal to the number of sacrifices, up to a maximum of 15. The monster will obey the caster's psychic commands, and the caster may see through the creature's eyes at will. However, while the monster is manifest, the caster cannot heal naturally. If the monster is slain or banished, the caster must make a Constitution save (DC 20) or die instantly. The caster must physically touch the monster to reabsorb his blackened soul.

## Blood Magic From Wiki - Transfiguration Rituals

 Transfiguration Rituals	Transfiguration Rituals specialize in altering subjects. This typically manifests through the stealing of attributes, age, or curses.
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### Consume Likeness

**Required Components:** *A fresh or preserved (still bloody) 1/4 pound portion of another creature's flesh.*

**Casting Time:** 1 minute

**Range:** Personal

**Duration:** Permanent

The caster can take on the appearance and form - including clothing and equipment - of a corporeal humanoid that is freshly dead. The caster assumes the form of the creature as it looked when it lived. The caster must eat the flesh of the corpse whose form is to be assumed as they cast the spell. Once the spell is complete, the caster can assume the new likeness at will. By changing to this new form, the caster's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and his weight can be changed up to double. If the form selected has wings, the caster can fly at a speed of 30 feet with poor maneuverability. If the form has gills, they can breathe underwater. The caster cannot assume the likeness of something that is a different size than they are. The caster's attack bonuses, natural armor bonus, and saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. If the caster takes damage or dies, they automatically revert to their normal form and lose the ability to transform into the target forever. The caster can also take a standard action to voluntarily assume their normal form. If the caster uses this ritual to create a disguise, they are at a +10 bonus on their Disguise check. The caster takes 2d6 points of damage when the spell is completed.

### Despoil

**Required Components:** *The corpse of a freshly dead or preserved (still bloody) sentient creature.*

**Casting Time:** 1 minute

**Range:** Touch

**Area:** 100 ft/level radius

**Duration:** Permanent

The caster blights and corrupts a vast area of land. Plants with 1 HD or less shrivel and die, and the ground cannot support such plant life ever again. All other living things in the area (minus the caster) make a Constitution saving throw with a DC of 12 and take 5d6 necrotic damage on a failure, and half on a success.

## Eyes Of Draizon

**Required Components:** A fresh pair of eyes, *The Milk Of Draizon*.**Casting Time:** 12 hours**Range:** Touch**Duration:** See text

This ritual requires a fresh pair of eyes, prepared in a blood and salt solution for 12 hours. The caster imbues the eyes with the power of Draizon, then places them into a willing subject. It is possible for the eyes to be those of the subject that were removed at the start of the ritual. The new eyes grant advantage on Investigation, and Perception checks - and the visual abilities of the creature that owned them (e.g. Darkvision, Blindsight, Passive Perception). The subject must make a Constitution saving throw upon receiving the new eyes with a DC of 10 else their body rejects the eyes.

## Slow Consumption

**Required Components:** A living creature.**Casting Time:** 10 minutes**Range:** Touch**Duration:** Permanent

The caster absorbs the life force and physical form from a living subject and uses it for themselves. The victim must be rendered helpless to cast this spell upon them. For that day, the caster heals at twice the normal natural rate and does not need to eat. The subject, on the other hand, does not heal naturally that day, and takes 1 point of damage. As long as the caster touches the subject once per day, they gain the benefits and the subject takes the damage. If the caster does not touch the subject within 24 hours of the last tie they touched, the spell ends.

Villians often use this spell on prisoners who are sometimes sustain by lesser restoration spells so they can serve for years as evil sustenance.

## Steal Life

**Required Components:** A living sentient being.**Casting Time:** 1 minute**Range:** Touch

### **Duration:** Concentration

The caster taps into the life force of a subject and drains it away, adding it to their own. Each round the caster concentrates, they deal 1 point of ability score drain to the subject if they fail a Constitution saving throw with a DC of 12. Although the caster can choose which ability score to drain, they must choose a different ability score to drain in each round and cannot chose a score already drained until they have drained all the others equally, at which point the process starts over. Thus, if the caster drains 1 point of Strength, they must choose another ability in the next round and cannot choose Strength again until they have drained 1 point each of Constitution, Dexterity, Intelligence, Wisdom and Charisma. Then, the caster can drain a second point, but not a third until they have drained a second point front all of the other ability scores.

The subject withers and shrivels as the caster drains its ability scores. When the subject's Constitution score reaches 0, the subject becomes a horrid, dry husk and cannot be further drained. If the caster dies while concentrating on this spell, all of the subject's lost ability score points are immediately regained. If the caster casts this spell on the night of a full moon, they become effectively one week younger for every point they drain. Their age reduces, but memories and abilities acquired during that week are not lost. Otherwise, the subject takes the ability score drain, but the caster gains nothing.

### **!Casting A Formula**

Casting a formula doesn't expend a spell slot.

"Casting Time" |Formula casting times are broken into five phases. At the end of each phase, you must attempt an ability check to exploit the unfathomable universal laws that the spell's magic hinges upon.

The first phase is usually the creation of an eldgrith circle or the diagram. This phase's ability check is labeled "diagram". |

"Components" |Text |

"Diagram" |Text |

"Location" |Text |

"Secondary Caster" |Text |

"Time" |Text|