Charm Person

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| Level: 1  Enchantment | Range: 30ft | Duration: 1 hour | Casting Time: 1 action | Save: Wisdom |
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| General | You attempt to charm a humanoid you can see within range. |

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| Manifestation | Roll 1d4: (1) flash of light; (2) lulling harmony; (3) pink cloud; (4) harp strings. |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (1) you become enamored with your target, you are Dazed (Save ends); (2) two randomly determined characters fall in love with each other; (3-4) target is not charmed but instead repulsed and angered by the caster. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | The target has advantage on it’s save if you or your companions are fighting it. If it fails the saving throw, the target regards you as a friendly acquaintance until the spell ends or until you or your companions inflict any damage to it. When the spell ends, the target knows you charmed it. |
| 14-17 | As above, but the target does not have advantage on it’s save if you or your companions are fighting it. |
| 18-19 | The target does not have advantage on it’s save if you or your companions are fighting it. If it fails the saving throw, the target regards you as a friendly acquaintance until the spell ends or until you or your companions inflict 1d6 of damage to it. When the spell ends, the target knows you charmed it. |
| 20-23 | The target does not have advantage on it’s save if you or your companions are fighting it. If it fails the saving throw, the target regards you as a friendly acquaintance until the spell ends or until you or your companions inflict 1d10 of damage to it. When the spell ends, the target knows you charmed it. |
| 24-27 | As above and you can charm two targets. |
| 28-29 | As above but when the spell ends the target(s) don’t know you charmed them. |
| 30+ | As above *or* the targets both fall madly in love with you and battle each other to the death for your favor. |

Dancing Lights

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| Level: 1  Evocation | Range: 120ft | Duration: Concentration, up to 1 round (min) | Casting Time: 1 action | Save: None |
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| General | You create individual lights that hover in the air for the duration within range. |

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| Manifestation | Roll 1d4: the lights appear as (1) torches (2) lanterns (3) glowing orbs (4) a swarm of fireflies |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (odd) the veins in your hands glow brightly for the next 10 minutes (even) a bright flash appears in front of you blinding you and any creatures within 5ft of you who fail a DC 12 Constitution check, save ends. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | You create up to two torch-sized light(s) within range, making them appear as determined by a manifestation roll. The light(s) hover in the air for the duration. Each light sheds dim light in a 10-foot radius. |
| 14-17 | As above and as a bonus action on your turn, you can move the lights up to 20 feet to a new spot within range. A light must be within 10 feet of another light created by this spell, and a light winks out if it exceeds the spell’s range. |
| 18-19 | As above but you create up to four light(s). |
| 20-23 | As above but you can move the lights up to 40 feet and each light must be within 15 feet of another light created by this spell. |
| 24-27 | As above and you can also combine the four lights into one glowing vaguely humanoid form of Medium size. |
| 28+ | As above and you can detonate the light(s) causing 1d6 damage to any creature within 5ft of the light(s) who fail a DC 15 Dexterity check |

Detect Magic

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| Level: 1  Divination (ritual) | Range: Self | Duration: Concentration, up to 10 rounds (min) | Casting Time: 1 action | Save: None |
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| General | For the duration, you sense the presence of magic around you.  The spell can penetrate most barriers, but walls block it. |

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| Manifestation | Roll 1d4: (odd) Each magic presence appears as a faint aura around the magic source; (even) Each magic presence appears as a glowing sigil below the magic source. |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (odd) You loose your connection to magic, until the end of your next turn all of your spells misfire; (even) all magic within 10ft of you ceases to operate until the end of your next turn. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | 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.  The spell applies only to line of sight. |
| 18-23 | 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 walls block it. |
| 24-29 | For the duration, you sense the presence of magic within 60 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 walls block it. |
| 30+ | For the duration, you sense the presence of magic within 60 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 all barriers. |

Healing Word

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| Level: 1  Evocation | Range: 60ft | Duration: Instantaneous | Casting Time: 1 bonus action | Save: None |
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| General | A creature of your choice that you can see within range regains hit points. |

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| Manifestation | Roll 1d4: (odd) an aura of golden light surrounds the target; (even) the wounds on the target’s body visibly close. |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (1) Reroll, the enemy closest to the target receives the healing instead (2) Reroll, in addition to healing the target the caster incurs half that in damage; (3-4) Reroll, the target takes half of the healing as damage instead. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | The target regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs. |
| 14-17 | The target regains hit points equal to 1d6 + your spellcasting ability modifier. This spell has no effect on undead or constructs. |
| 18-19 | The target regains hit points equal to 1d8 + your spellcasting ability modifier. Any single undead creature within 10ft of the target takes damage equaling the healing granted to the target. |
| 20-23 | The target regains hit points equal to 1d10 + your spellcasting ability modifier. Any single undead creature within 10ft of the target takes damage equaling the healing granted to the target. |
| 24-27 | The target regains hit points equal to 1d12 + your spellcasting ability modifier. Any single undead creature within 10ft of the target takes damage equaling the healing granted to the target. |
| 28-29 | The target regains hit points equal to 2d8 + your spellcasting ability modifier. All undead creatures within 10ft of the target takes damage equaling the healing granted to the target. |
| 30-31 | The target regains hit points equal to 2d10 + your spellcasting ability modifier. All undead creatures within 10ft of the target takes damage equaling the healing granted to the target. |
| 32+ | The target regains hit points equal to 2d12 + your spellcasting ability modifier. All undead creatures within 10ft of the target takes damage equaling the healing granted to the target. All of your other allies regain half of the healing as the target. |

Thunderwave

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| Level: 1  Evocation | Range: Self | Duration: Instantaneous | Casting Time: 1 action | Save: Constitution |
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| General | A wave of thunderous force sweeps out from you hurting and pushing all creatures around you. |

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| Manifestation | Roll 1d4: (odd) the caster’s raises hands to the sky then thrusts them down calling forth the wave; (even) the caster stands straight with arms crossed then thrusts their hands firmly out to each side. |
| Corruption | Roll 1d4: (1) when the caster touches another creature both feel a gentle electrical shock; (2) skin on caster’s hands falls away to give him skeletal hands; (3) caster permanently glows with a sickly blue aura; (4) undead are attracted to caster and flock to him like moths. |
| Misfire | Roll 1d4: (odd) the wave is directed inward, reroll, the caster takes half damage (even) the wave is directed at a random ally, reroll, the ally takes half damage. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | Each creature in a 10-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 1d8 thunder damage and is pushed 5 feet away from you. On a successful save, the creature takes half as much damage and isn’t pushed. |
| 18-23 | Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn’t pushed. |
| 24-29 | As above, and unsecured objects that are completely within the area of effect are automatically pushed 5 feet away from you by the spell’s effect, and the spell emits a thunderous boom audible out to 150 feet. |
| 30+ | Each creature in a 30-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 4d8 thunder damage and is pushed 15 feet away from you. On a successful save, the creature takes half as much damage and is pushed. 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. |
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Vicious Mockery

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| Level: 1  Enchantment | Range: 60ft | Duration: Instantaneous | Casting Time: 1 action | Save: Wisdom |
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| General | You unleash a string of insults laced with subtle enchantments at a creature you can see within range. |

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| Manifestation | Roll 1d4: (1) you insult the target’s appearance; (2) you insult the target’s mother; (3) you insult the target’s intelligence; (4) you choose any insult you like. |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (odd) Rather than hurting the target, your insults enrage it. The target takes no damage and instead has advantage on the next attack roll it makes before the end of its next turn; (even) You’re saddened to realize that your insults are really a projection of how you feel about yourself… you have disadvantage on the next attack roll you make before the end of your next turn. |

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Charisma: (0 or less) Corruption & Misfire; (1-3) Corruption; (4+) Misfire. |
| 2-11 | Lost. Failure. |
| 12-17 | If the target can hear you (though it need not understand you) and doesn’t save, it takes 1d4 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. |
| 18-19 | If the target can hear you (though it need not understand you) and doesn’t save, it takes 2d4 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. |
| 20-27 | If the target can hear you (though it need not understand you) and doesn’t save, it takes 3d4 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. |
| 28-31 | If the target can hear you (though it need not understand you) and doesn’t save, it takes 4d4 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. |
| 32+ | If the target can hear you (though it need not understand you) and doesn’t save, it takes 5d4 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn. |