Blade Ward

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level: 1  Abjuration | Range: 120ft | Duration: Concentration, up to 1 round (min) | Casting Time: 1 action | Save: None |
|  |  |  |  |  |

|  |  |
| --- | --- |
| General | You extend your hand and trace a sigil of warding in the air. This sigil is meant to surround you with an invisible force that repels bladed weapons. |

|  |  |
| --- | --- |
| Manifestation | Roll 1d4: to determine the damage type resisted (1) bludgeoning (2) piercing (3) slashing (4) reroll |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: For the duration (1) You are instead vulnerable to bludgeoning, piercing, and slashing damage dealt by weapon attacks (all else) You are vulnerable against bludgeoning, piercing, or slashing damage dealt by weapon attacks as determined by a Manifestation roll. |

|  |  |
| --- | --- |
| 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 | For the duration, you have resistance against bludgeoning, piercing, or slashing damage dealt by weapon attacks as determined by a Manifestation roll. |
| 14-17 | For the duration, you have resistance against two damage types dealt by weapon attacks as determined by two Manifestation rolls. If the same result occurs on both rolls only a single damage type is resisted. |
| 18-19 | For the duration, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks. |
| 20-23 | As above and you receive 4 temporary hit points. |
| 24-25 | As above and the bladed weapon(s) of the foe nearest to you glow with heat and are dropped by that foe. |
| 26+ | You are immune against bludgeoning, piercing, and slashing damage dealt by weapon attacks. |

Resistance means damage inflicted is halved.

Vulnerable means damage inflicted is doubled.

Immune means damage inflicted is 0.

Chill Touch

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level: 1  Necromancy | Range: Touch | Duration: Varies | Casting Time: 1 action | Save: Wisdom |
|  |  |  |  |  |

|  |  |
| --- | --- |
| General | This necromantic spell delivers the chill touch of the dead. The caster must spellburn at least 1 point when casting this spell. |

|  |  |
| --- | --- |
| Manifestation | Roll 1d4: (1) the caster’s hands glow blue; (2) the caster’s hands turn black; (3) the caster emits a strong odor of corruption; (4) the caster’s hands appear skeletal. |
| Corruption | Roll 1d4: (1) skin on caster’s face withers and dries out to give him a skull-like appearance; (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: (1) caster shocks himself with necromantic energy for 1d4 damage (2) caster shocks one randomly determined ally with necromantic energy for 1d4 damage (3-4) caster sends a blast of necromantic energy into the nearest corpse, animating it as an undead zombie with 1d6 hit points (if no nearby corpse, no effect). |

|  |  |
| --- | --- |
| 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 caster’s hands are charged with negative energy! On the next round, the next creature the caster attacks takes an additional 1d6 damage. Undead creatures take an additional +2 points of damage. |
| 14-17 | The caster’s hands are charged with negative energy! On the next round, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 1d6 damage. Undead creatures take an additional +2 points of damage. |
| 18-19 | The caster’s hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 1d6 damage. Undead creatures take an additional +2 points of damage. |
| 20-23 | The caster’s hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage. Undead creatures take an additional +2 points of damage. |
| 24-27 | The caster’s hands are charged with negative energy! For the next turn, the caster receives a +4 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Undead creatures take an additional +4 points of damage. |
| 28-29 | The caster’s hands are charged with negative energy! For the next *hour*, the caster receives a +4 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Undead creatures take an additional +4 points of damage. |
| 30-31 | The caster’s hands are charged with negative energy! For the next *hour*, the caster receives a +6 to attack rolls, and every creature the caster attacks takes an additional 3d6 damage as well as 1d4 points of Strength loss. Undead creatures take an additional +6 points of damage. |
| 32+ | The caster’s body glows with a sickly blue light as he crackles with withering necromantic energy. Any creature within 10ft of the caster takes 1d6 damage each round it stays within the field, and undead creatures take 1d6+2 damage. Until the next sunrise, the caster receives a +8 bonus to all attack rolls, and every creature the caster attacks takes an additional 3d6 damage (with undead suffering an extra +8). |

Chromatic Orb

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level: 1  Evocation | Range: 90ft | Duration: Instantaneous | Casting Time: 1 action | Save: None |
|  |  |  |  |  |

|  |  |
| --- | --- |
| General | You hurl a 4-inch-diameter orb of energy at a creature that you can see within range. If the orb hits, the creature takes damage of the type you chose. |

|  |  |
| --- | --- |
| Manifestation | Roll 1d4: (1) your hands glow with a constantly changing hue; (2) the color drains from your hands and into the sphere; (3) the caster emits a strong odor of corruption; (4) the caster’s hands appear skeletal. |
| Corruption | Roll 1d4: (1) all color drains from your face and neck; (2) your eyes turn completely white but there is no impact on your vision; (3) all of the hair on your body turns white; (4) the veins in your hands and arms produce a slight pulsating glow of changing hue. |
| Misfire | Roll 1d4: the orb inflates then bursts on you (1) inflicting half damage on you (2) making you vulnerable to the damage type of the orb for 1 hour (3-4) coating you in multicolored sticky slime, you are slowed (Dexterity save ends) |

|  |  |
| --- | --- |
| 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 | You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and the creature takes 2d8 damage of the type you chose. |
| 18-23 | You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and the creature takes 3d8 damage of the type you chose. |
| 24-29 | You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and the creature takes 4d8 damage of the type you chose. |
| 30-31 | You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and the creature takes 5d8 damage of the type you chose. |
| 32+ | You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and the creature takes 6d8 damage of the type you chose. |

Dancing Lights

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level: 1  Evocation | Range: 120ft | Duration: Concentration, up to 1 round (min) | Casting Time: 1 action | Save: None |
|  |  |  |  |  |

|  |  |
| --- | --- |
| General | You create individual lights that hover in the air for the duration within range. |

|  |  |
| --- | --- |
| 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. |

|  |  |
| --- | --- |
| 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 |

Friends

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level: 1  Enchantment | Range: Self | Duration: Concentration, up to 1 round (min) | Casting Time: 1 action | Save: Wisdom |
|  |  |  |  |  |

|  |  |
| --- | --- |
| General | For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn’t hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM’s discretion), depending on the nature of your interaction with it. |

|  |  |
| --- | --- |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (odd) the effect is reversed and the target has advantage on all Charisma checks directed at the caster. (even) the spell has no effect and the target realizes you attempted to use magic to influence its mood and becomes hostile toward you. |

|  |  |
| --- | --- |
| 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 | For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn’t hostile toward you. When the spell ends, the creature realizes that you used magic to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM’s discretion), depending on the nature of your interaction with it. |
| 14-17 | As above and a +2 bonus on all Charisma checks directed at the creature. |
| 18-19 | For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn’t hostile toward you. When the spell ends, the creature doesn’t realize that you used magic to influence its mood and reacts naturally to its actions while under your control. |
| 20-23 | As above and a +2 bonus on all Charisma checks directed at the creature. |
| 24-27 | For the duration, you have advantage on all Charisma checks directed at up to two creatures of your choice that aren’t hostile toward you. When the spell ends, the creatures realize that you used magic to influence their mood and become hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the DM’s discretion), depending on the nature of your interaction with it. |
| 28-29 | As above and a +2 bonus on all Charisma checks directed at the creature(s). |
| 30-31 | For the duration, you have advantage on all Charisma checks directed at up to two creatures of your choice that aren’t hostile toward you. When the spell ends, the creature(s) don’t realize that you used magic to influence their mood and react naturally to their actions while under your control. |
| 32+ | As above and a +2 bonus on all Charisma checks directed at the creature(s). |

Magic Missile

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level: 1  Evocation | Range: 120ft | Duration: Instantaneous | Casting Time: 1 action | Save: None |
|  |  |  |  |  |

|  |  |
| --- | --- |
| General | You create glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. The darts all strike simultaneously, and you can direct them to hit one creature or several. |

|  |  |
| --- | --- |
| Manifestation | Roll 1d4: the color of the darts is (1) red; (2) yellow; (3) green; (4) blue. |
| Corruption | Roll 1d8: (1-4) the caster’s hands and forearms change a color per the list under Manifestation; (5) the caster’s eyes turn chalky white (6) fingertips turn translucent and nearly invisible, as if composed of pure force energy (7) from now on, every time he cast’s *Magic Missile*, the caster turns invisible for 1d6 rounds (min). (8) Once per day, whether prepared or not the caster might randomly casts *Magic Missile* hitting the nearest creatures either friend or foe. |
| Misfire | Roll 1d4: (odd) three darts strike your three nearest allies for half damage; (2) caster shocks one randomly determined ally with necromantic energy for 1d4 damage (3-4) caster sends a blast of necromantic energy into the nearest corpse, animating it as an undead zombie with 1d6 hit points (if no nearby corpse, no effect). |

|  |  |
| --- | --- |
| 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 three darts and each deals 1d4 + 1 force damage to its target. |
| 14-17 | You create five darts and each deals 1d4 + 1 force damage to its target. |
| 18-19 | As above *or* you create three darts and each deals 1d4 + 1 force damage to its target. Each target is pushed 10ft. |
| 20-23 | As above *or* you create three darts and each deals 1d6 + 1 force damage to its target. |
| 24-27 | As above *or* you create five darts and each deals 1d6 + 1 force damage to its target. |
| 28-29 | As above *or* you create three darts and each deals 1d6 + 1 force damage to its target. Each target is pushed 10ft. |
| 30+ | As above *or* you direct the missiles within, releasing an burst of energy from you that deals 1d6 + 1 force damage to all creatures within 10ft of you and pushing them 10ft. |

Minor Illusion

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Level: 1  Illusion | Range: Self | Duration: Concentration, up to 1 round (min) | Casting Time: 1 action | Save: Wisdom |

|  |  |
| --- | --- |
| General | As wizards learn their craft, they practice many minor incantations that produce simple visual or auditory effects. This spell can be used to apply magical energy to many minor tasks. With the inherent risks that come from spellcasting, few wizards are so bold as to frequently invoke *Minor Illusion*, but it’s availability is sometimes valuable. The *Minor Illusion* spell can be used to enact any effect the caster pronounces at casting, within the limits of the spell as outlined on the spell check table below. |

|  |  |
| --- | --- |
| Corruption | Roll 1d4: (1-2) Minor Corruption; (3) Major Corruption; (4) Greater Corruption |
| Misfire | Roll 1d4: (1) caster accidentally summons a large bee that proceeds to chase him; (2) caster generates a patch of glue that attaches his boot to the floor until it is broken with a DC 15 Strength check. (3) caster’s hair changes color; (4) caster’s eyes change color. |

|  |  |
| --- | --- |
| 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 caster creates a simple visual effect at a distance of up to 20’ per caster level. For example, a flash of light, dancing lights, a ray or moonlight, or a patch of darkness. |
| 14-17 | As above *or* the caster can create a simple auditory effect at similar range. For example, a whispered sentence, enhancing his voice to a booming shout, a fake dog bark, or basic ventriloquism. |
| 18-19 | As above, *or* the caster can create a simple kinetic effect at similar range. For example, shove a mug off a table, tear the buttons off a dress, twist a knob, or cause a deck of cards to shuffle itself. |
| 20+ | As above, *or* the caster can generate a dangerous fluid or energy of some kind that does up to 1d4 damage. For example, a dollop of acid or a freezing chill |
|  |  |