Animal Friendship

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| Level: 1  Enchantment | Range: 30ft | Duration: 24 hours | Casting Time: 1 action | Save: Wisdom |
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| General | This spell lets you convince a beast that you mean it no harm. It must see and hear you. The beast 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 spells ends. |

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| Manifestation | Roll 1d4: while staring at the beast… (1) the caster produces a strangely melodic whistle; (2) the caster whispers inaudibly; (3) the caster holds out his hand in a fist with thumb and pinky extended; (4) the caster extends his hands out in a welcoming gesture. |
| Corruption | The caster grows a physical feature consistent with the target beast. |
| Misfire | Roll 1d4: (odd) the beast is sickened; (even) the beast is enraged attacking any creature near it. |

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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 | Choose a beast that you can see within range. It must see and hear you. If the beast’s Intelligence is 4 or higher, the spell fails. |
| 18-23 | Choose a beast that you can see within range. It must see and hear you. If the beast’s Intelligence is 6 or higher, the spell fails. |
| 24-29 | Choose up to two beasts that you can see within range. They must see and hear you. If the beasts’ Intelligence is 6 or higher, the spell fails. |
| 30+ | Choose up to three beasts that you can see within range. They must see and hear you. If the beasts’ Intelligence is 6 or higher, the spell fails. |

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. |

Produce Flame

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| Level: 1  Conjuration | Range: Self | Duration: 10 rounds (min) | Casting Time: 1 action | Save: None |
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| General | A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The spell ends if you dismiss it as an action or if you cast it again. |

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| Manifestation | Roll 1d4: (1) the caster’s hands glow red and a flame slowly grows in his hands; (2) the caster’s snaps his fingers to produce a flame; (3) the caster’s hands begin smoking as flames grow like a campfire; (4) flames burst on in the palms of the caster’s hands like a gas stove being lit. |
| Corruption | Roll 1d4: (1-2) skin on caster’s face appears charred; (3) the caster’s hair burns off and won’t grow back; (4) the caster constantly appears sweaty. |
| Misfire | Roll 1d4: (odd) caster catches himself on fire, taking 1d4 damage per spellcaster level (save ends) (even) caster catches the nearest ally on fire, taking 1d4 damage per caster spellcaster level (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. |
| 2-8 | Lost. Failure. |
| 9-12 | 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. |
| 12-17 | As above and 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. |
| 18-23 | As above but flame sheds light in a 20ft radius, the range of throwing the flame is 40 feet and the target takes 1d10 fire damage. |
| 24-29 | As above but flame sheds light in a 30ft radius, the range of throwing the flame is 40 feet and the target takes 2d10 fire damage. |
| 30+ | As above but flame sheds light in a 40ft radius, the range of throwing the flame is 40 feet and the target takes 3d10 fire damage. |

Shillelagh

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| Level: 1  Transmutation | Range: Touch | Duration: 1 round (min) | Casting Time: 1 bonus action | Save: None |
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| General | The wood of a club or quarterstaff you are holding is imbued with nature’s power. For the duration, you can use your spellcasting ability for the attack and damage rolls of melee attacks using that weapon. 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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| Manifestation | Roll 1d4: (1) a green aura surrounds the caster’s weapon; (2) leaves sprout from the caster’s weapon; (3) vines grow from the ground and tightly wrap the caster’s weapon; (4) the caster’s hands appear skeletal. |
| Corruption | Roll 1d4: (1) skin on caster’s face takes on the appearance of tree bark; (2) skin on caster’s hands takes on the appearance of tree bark; (3) caster permanently sprouts small leaves from their body; (4) the caster’s weapon bonds to their hand. |
| Misfire | Roll 1d4: (1) caster’s weapon becomes brittle like driftwood for the duration, if used with in this state the caster must pass a DC 8 to save the weapon from breaking in half. (2) The nearest tree becomes sentient and will attack any creature friend or foe of the caster (3-4) Reroll, the spell instead is cast on the nearest enemy. |

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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 | The weapon's damage die becomes a d8. |
| 18-23 | The weapon's damage die becomes a d10. |
| 24-29 | The weapon's damage die becomes a d12. |
| 30+ | The weapon's damage die becomes a d20. |