

# GRIMLORE'S GRIMOIRE

DM & PLAYER 5E SPELL SUPPLEMENT



A comprehensive tome containing scores of new spells,  
balanced for use in the world's greatest roleplaying game



# GRIMLORE'S GRIMOIRE

DM & PLAYER 5E SPELL SUPPLEMENT



*You see before you a decrepit crypt...  
what secrets reside within?*

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**Special Thanks:** My amazing kids, role-players everywhere, Wizards of the Coast, Homebrewery, and a shout-out to the [Asylum](#) and [Sleeper Island](#) roleplaying communities!

## ABOUT THIS PRODUCT

The spells in this supplement have been created for use in the 5th Edition of Dungeons & Dragons, and I personally use them in my games as an additional resource for my players. Some of these spells may not fit the world you've created for your players, and that is OK! Feel free to modify or omit those that don't appeal to you.

The spells are listed in alphabetical order by spell level. Each spell contains the classes for which it is suitable to include in their spell list, but DMs can add or subtract spells from any class as they please. Archetypes are not mentioned in the spell descriptions, so again, DMs may wish to consider if they would like to grant subclasses any of the spells in this supplement.

Note that I've created multiple supplements for D&D 5th Edition, many of which can be purchased on the DMs Guild. The spells found within this grimoire are intended to be complimentary to those products. You can find a list of my products [here](#).

## ON THE COVER

Bradlyvancamp portrays the grimoire of Grimlore; a tome containing over 200 spells crafted by the very hand of the Deathless one, Grimlore the Pale Master.

Found deep within a catacomb long forgotten, the tome is an artifact of imaginable power. The horrific form gracing the cover the grimoire is Bixmodeus, Grimlore's faithful servant. His very essence has been bound into this book and he will be your willing guide as you attempt to unlock the secrets found within. Having been forced into servitude and tasked with safeguarding the grimoire for the rest of his days, Bixmodeus has proven to be quite accommodating to this burden. He will help those wishing to learn the incantations contained within, but please do look past his hideous form... *it is quite rude to stare!*

## TABLE OF CONTENTS

AUTHOR'S NOTE.....	PG. 4
CANTRIPS.....	PG. 5
1ST LEVEL SPELLS.....	PG. 13
2ND LEVEL SPELLS.....	PG. 20
3RD LEVEL SPELLS.....	PG. 26
4TH LEVEL SPELLS.....	PG. 32
5TH LEVEL SPELLS.....	PG. 37
6TH LEVEL SPELLS.....	PG. 42
7TH LEVEL SPELLS.....	PG. 46
8TH LEVEL SPELLS.....	PG. 49
9TH LEVEL SPELLS.....	PG. 53
CLASS SPELL LIST.....	PG. 55



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# Dear Reader,

You hold in your propitious hands my personal grimoire, replete with over ten-score spells of my own ingenuity. Each has been delicately designed, painstakingly proven, and skillfully scribed by my own hand. The wonder of such a feat, the fortuitous reader of this text must agree, is simply awe-inspiring. While leafing through my opus, you will also note many sketches, done to keep the mind active during many exhausting hours of diligent study.

Long have I endeavoured to become something my lessers have not, be it through their lack of skill or lack of ambition: two sins that register as equally grievous. I have dedicated myself to continuing research of the six weaker schools of arcane magic while rapidly expanding my knowledge of necromancy. No other Pale Master would claim such, choosing instead to throw themselves wholly into their mad dash for immortality, eking out an inchoate godhood and reveling in the worship of simpletons and sycophants, bereft of any other purpose to their eternity. These pretenders ultimately lose focus on the greater meaning; maintaining the balance in all things. You may question why a Pale Master such as myself would hold this viewpoint, and such a contumelious query would perhaps be condoned under the context that my view is undeniably idiosyncratic, and so I will humour some exposition on this day of personal triumph.

Simply put, my intent in the publishing and exposing of this grimoire to the multiverse is one of catharsis: an engagement of self-reflection, the zenith of my achievement put out into the world as I attain wholeness. I give a brief glimpse of my past to whomsoever reads this grimoire, in the faith that such exposure will better the ambitious arcanist reading these passages and inspire them to approach their studies with a greater degree of ubiquity than they would otherwise consider.

I will admit that my original path did not stray so far from that followed by my grasping colleagues; we all thought, initially, that the lesser schools of magic were insignificant in the pursuit of preeminence. But how may a mighty tree be measured by a single branch? Balance in all things is required if one wishes to master all things, I learned alone; it would seem that the cosmic forces shaping existence are not without a sense of humour. I find myself reminiscing of a past time, working under the tutelage of a great wizard and devising a great number of necromancy magics together – many of which have been penned into this very grimoire. I always knew that my own innate power and knowledge would never breach the lofty heights of my master's expectations, though I remained steadfast in my dedication to absorbing his mastery of the arts.

Everything changed the day that I aided my master, the all-eternal Xaal'Baahn, in the dread ritual that ushered him into immortality. His power before was tremendous, but after his ascension to lichdom, it seemed limitless in practicality. I watched as temples of meddling gods and guilds of mortal mages devoted entire battalions to the destruction of my master, spending untold resources on his obliteration. When his insurmountable power rose above, cosmic forces sought to cut him down, all across the planes, in a bid to re-establish balance and order.

Faced with the option of my own demise or the renouncement of my teachings, the choice was not laborious. I began studying each of the seven schools of arcane magic in earnest, beyond the token lip-service many of my colleagues paid to them before abandoning pretense and throwing themselves bodily at necromancy. I came to the realization that, while necromancy always holds an insurmountable power in its defiance of the natural cycle, each school contains powerful secrets in kind.

For years, I've kept this tome and the secrets within sequestered from others, hoarding my incantations as a thief would hoard ill-gotten coin. However, as I put these finishing touches on my masterpiece, I feel it is time to bestow my great gifts upon the denizens of the realms, for the reasons supplied above: the enlightenment of all.

To that end, I have tasked my faithful servant Bixmodeus with the safeguarding of this grimoire, through the use of a spell that has bound his soul with the book. Although I have since perfected the spell that allowed me to infuse my writings with his aspect, I will admit that the first testing of the spell did not go entirely as planned; it warped his being during the transfer, resulting in the malformed, demonic visage that graces the cover of this volume. Regardless of appearance, Bixmodeus remains an irreproachable assistant, and will serve any owner of this tome well as they attempt to master the incantations within. The spell in question has indubitably been perfected, as I assure at the outset of this foreword, and carefully penned to avoid any future incident. Aptly named Bixmodeus' Binding of Perduring Possession, it will serve any skilled enough to reach the end of this book well.

As I finish penning this book and send it into the world, I will leave these final words of advice; though all will notice the taller poppy and strive to cut it down, the betterment of the field is opposed by none.

Best of luck,  
Grimlore

# Cantrips

## ASCENDING FLAME

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric

A flame-like radiance burns a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d6 radiant damage, granting you half of the damage dealt as temporary hit points. The target gains no benefit from cover for this saving throw.

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

## BENEDICTION

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Bard, Cleric

You touch one willing creature. The target gains a +1 bonus to AC for the next attack made against it, then the spell ends. This effect can only be active on one target at a time.

## BLOOD DAGGER

*Conjuration cantrip*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Sorcerer, Warlock

As a bonus action on your turn, you are able to create a weapon from the very life-force that sustains you. Casting this spell causes you to immediately take 1d6 psychic damage, as a small blade that resembles a dagger made of flowing blood appears clutched in your hand.

Attacks with this weapon use your spellcasting modifier for attack rolls and deal 1d4 slashing damage. Attacks from this weapon are also considered magical and you cannot be disarmed. You can only have one blood dagger created by this spell active at a time. The dagger disappears if it leaves your hand or you dismiss it as a bonus action.

The damage dealt by this weapon increases by 1d4 at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

*I always found sorcerers and warlocks who summon blood daggers perplexing... Why would you hurt yourself to make a weapon when you could just pick up a dagger?*

- Grimlore

## BLOOD SIPHON

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You touch a creature with the tip of your finger and attempt to siphon their life force to strengthen your own. Make a melee spell attack against a target, with a successful attack dealing 1d4 necrotic damage and granting you half of the damage dealt as temporary hit points.

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

## BLOODLINK

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Pale Master, Sorcerer, Warlock

You touch two willing creatures and form a brief magical link between them, causing one of the creatures that you select to lose 1d8 hit points. The other creature gains temporary hit points equal to this lost health.

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

## BOLSTER

*Abjuration cantrip*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric

A shimmering magical force appears and shelters you from danger at the cost of your stability. When you are targeted with an attack but before you know if the attack hits, you can roll a d6. If the attack hits, the die roll is subtracted from the damage done by a single attack and you fall prone. If the attack misses, you fall prone and are incapacitated until the end of your next turn. The spell then ends.

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

## COMMENDATION

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Cleric

You touch a willing creature and say a short prayer, warding the target against danger by granting it advantage on its next saving throw.

## CONFLAGRATE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Sorcerer, Warlock, Wizard

You burn a target and make them susceptible to fire. Make a ranged spell attack against the target. On a hit, the target takes 1d6 fire damage and is marked with a fiery rune for the duration of the spell. In any round after the one when this spell is cast, a target that takes fire damage from any source takes an additional 1d6 fire damage. This effect can only occur once per round.

Both instances of this spell's damage increase by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

## CORRUPTION

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a bit of phosphorus)

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

**Classes:** Pale Master, Warlock, Wizard

You touch the ground beneath your feet to imbue it with a faint necrotic energy. This energy glows with a green dim light in a 10-foot radius. As a bonus action on your turn, you can cause the energy to travel through the ground centered on a place you can see within 30 feet of you.

Any creature other than yourself making an attack while standing on the corrupted ground does so with a -2 attack penalty.

The distance you can move the corruption increases by an additional 10 feet when you reach 5th level (40 feet), 11th level (50 feet), and 17th level (60 feet).

## COURAGE

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid

You touch a willing creature and strengthen its resolve. Until the end of the creature's next turn, it cannot be frightened. If the target is currently frightened, it can immediately reroll its saving throw if one was required to avoid the condition.

## DAZZLE

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

**Classes:** Bard, Cleric, Druid, Wizard

You create a flash of blinding light directly in front of a creature that you can see within range. The target is subjected to a Charisma saving throw. On a failure, it has disadvantage on its next attack, or grants advantage on the next attack made against it, whichever comes first.

The target must be able to see in order to suffer these effects.

*Corruption... such a simple incantation, but one that can be used to devastating effect. The ability to infect the very ground beneath an enemy's feet should be a part of every fledgling wizard's repertoire!*

- Grimlore



## DISARM

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Wizard

As an action, choose a creature you can see within 60 feet. That creature must make a Strength saving throw with advantage or drop an object or weapon they are holding in their hand. This spell has no effect if they are holding the object with two hands.

If they are holding two items (one in each hand), select which item they drop. If they fail the saving throw by a score of 5 or greater, the item flies out of their hand in a direction of your choosing, up to 10 feet away from their original location.

## EIDOLIC CHAINS

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Bard, Sorcerer, Pale Master, Warlock, Wizard

A creature that you can see within range must succeed on a Strength (Athletics) or Dexterity (Acrobatics) skill check (target's choice) vs your spell DC or become grappled. The target may attempt another skill check at the start of each of its turns to break the grapple.

## GLACIAL BLADE

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** 1 round

**Classes:** Sorcerer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes encased in a sheath of ice until the start of your next turn. If the target uses its action to make a weapon attack, it immediately takes 1d8 cold damage, and the spell ends.

At 5th level, the melee attack deals an extra 1d8 cold damage to the target, and the damage the target takes for making a weapon attack increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

## GLEAM

*Evocation cantrip*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Sorcerer, Wizard

You may use your reaction to cause your physical form to emit a bright flash of light. This flash will shed bright light in a 10-foot radius and dim light for an additional 10 feet, centered on yourself. Additionally, if you are currently being grappled by a creature, it must succeed on a Dexterity saving throw or take 2d6 radiant damage and drop its grapple.

## GLOOM

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch (15-foot sphere)

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Bard, Cleric, Druid, Pale Master, Warlock, Wizard

You touch one object that is 5 feet or smaller in any single dimension. Until the spell ends, the object absorbs natural light in a 15-foot radius sphere. Within that sphere, Bright Light becomes Dim Light and Dim Light becomes Darkness. The spell ends if you cast it again or dismiss it as an action.

## GRIM SCYTHE

*Transmutation cantrip*

**Casting Time:** 1 bonus action

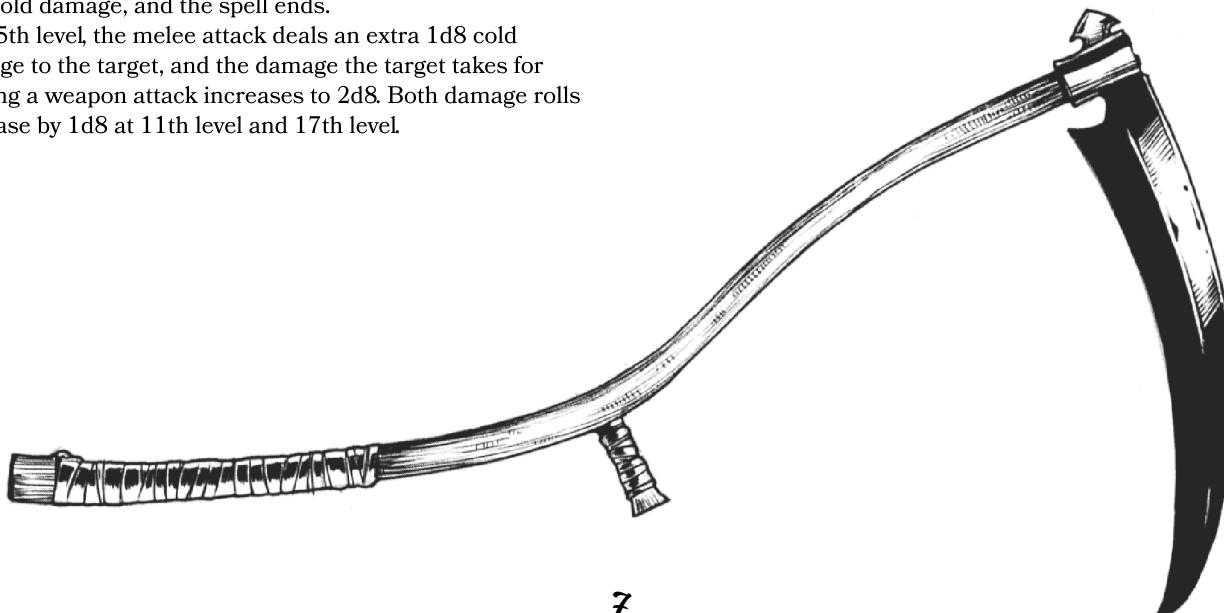
**Range:** Self

**Components:** V, S, M (a handful of hay seed and a quarterstaff)

**Duration:** 1 minute

**Classes:** Pale Master, Warlock, Wizard

For the duration, a spectral blade forms on the end of a quarterstaff you touch. While this blade lasts, you use your spellcasting ability instead of Strength for the attack and damage rolls of two-handed melee attacks. The weapon also becomes magical if it isn't, it deals necrotic damage instead of bludgeoning, and its damage die becomes a d10. The spell ends if you cast it again or if you let go of the weapon.



## GRIMLORE'S INFLUENCE

*Necromancy cantrip*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

Any creatures of your choice that are within 30 feet and frightened of you take 1d6 psychic damage.

This spell's damage increases by 1d6 and the range increases by 5 feet when you reach 5th level (2d6, 35 feet), 11th level (3d6, 40 feet), and 17th level (4d6, 45 feet).

## HINDER

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Up to 1 round

**Classes:** Sorcerer, Warlock, Wizard

You assault a Medium or smaller creature you can see within range with an invisible force. The creature must succeed on a Strength saving throw or have its movement speed halved until the end of its next turn.

At 5th level you can target creature of Large size, at 11th level you can target Huge size, and at 17th level you can target Gargantuan creatures.

## ICE SHARD

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

An icy shard shoots from your outstretched hand. Make a ranged spell attack against a single creature, dealing 1d6 cold damage on a successful attack. If your attack roll deals critical damage, the target becomes vulnerable to cold damage until the start of your next turn. Creatures resistant or immune to cold damage do not become vulnerable.

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

*When I first learned that I could attack the very minds of those who were already trembling due to my mere presence, of course I became excited to push the boundaries of this influence! This incantation became my bread and butter when I first sought out to master undeath... not that the deathless one has need for such things now!*

- Grimlore



## ULLABY

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Bard

This spell sends a creature into a magical slumber. Roll 3d4; this is the amount of hit points this spell can affect. Compare this amount to the hit points of a creature you can see within range of the spell. If the total equals or exceeds the target's hit points, it falls unconscious until the spell ends, the target takes damage, or someone uses an action to shake or slap it awake. If the total is less than the target's hit points, it has disadvantage on Wisdom based skill checks until the spell ends or someone takes a hostile action against it.

The amount of hit points this spell can affect increases by 2d4 when you reach 5th level (5d4), 11th level (7d4), and 17th level (9d4).

## MANIPULATE SHADOW

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

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

**Classes:** Bard, Druid, Pale Master, Sorcerer, Warlock, Wizard

As a bonus action, you are able to manipulate the shadow belonging to a creature of Medium size or smaller that you can see within range. This manipulation can take several forms, such as making it act out simple actions independent from its owner, move up to 30 feet away from its owner, or to alter its shape one size larger or smaller than its owner.

You may only manipulate one shadow at a time with this spell. Should the source of the shadow move from its original location, the shadow will follow its owner but remain under your control for up to the duration while within a range of 120 feet.

## NIGHT TERROR

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a pinch of salt)

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

**Classes:** Pale Master, Warlock, Wizard

You conjure an Small shadowy figure in an area that you can see within range that remains until it is slain or the spell ends. The shadowy figure has 10 hit Points, an Armor Class of 14 and a movement speed of 0. When you cast the spell, you can command the shadowy figure to assault the mind of a creature within 30 feet of it that you can see. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

As an action, you can repeat the attack against a creature within 30 feet of it that you can see.

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

## PACIFY

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Pale Master

When you have at least one Hit Die remaining, you may touch a willing creature and spend a single hit die, healing your target for that amount + your Constitution modifier. A creature can only receive the benefit of this spell once per long rest.

## PEACEFUL VALEDICTION

*Necromancy cantrip*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Druid, Pale Master

You touch one corpse, and for the next 10 minutes, the target can't become undead by any means short of a Wish spell. You can only affect one target with this spell at a time.

## PHASE

*Abjuration cantrip*

**Casting Time:** 1 reaction

**Range:** Self

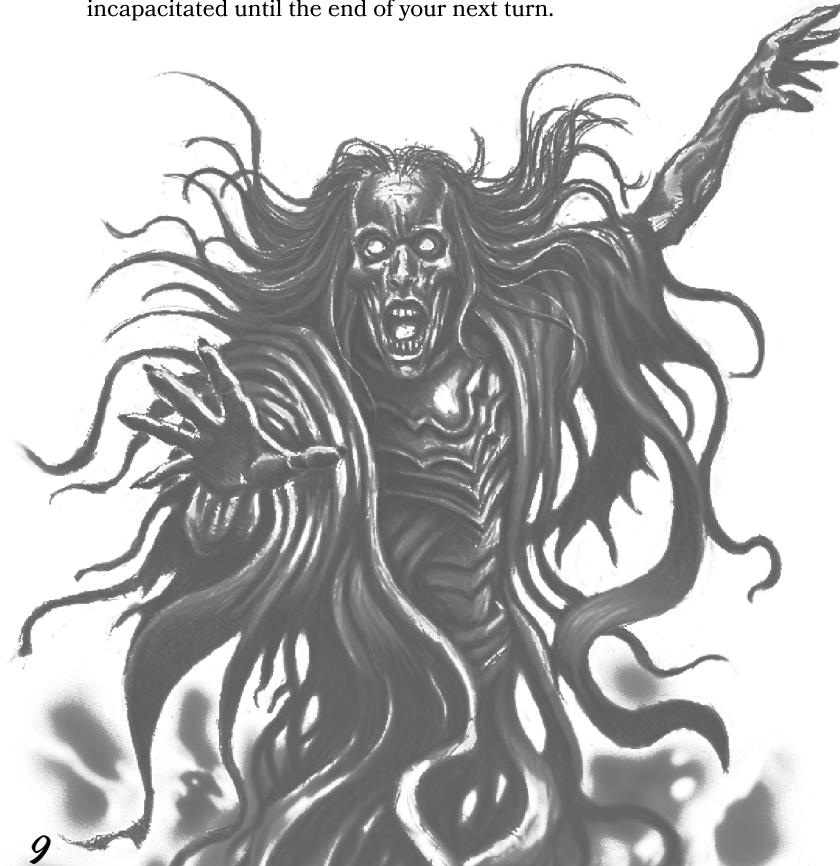
**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

When you are targeted with an attack, you may use your reaction in an attempt to phase through a single attack made against you, imposing disadvantage on that attack.

If the attack against you is still successful, you become incapacitated until the end of your next turn.



## RANCOROUS-MIST BLADE

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** 1 round

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

As part of the action used to cast this spell, you must make a melee attack with a weapon against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and it becomes engulfed in a 5-foot square of acidic mist. If the target does not move out of this square by the start of your next turn, it immediately takes 1d8 acid damage, and the spell ends.

This spell's damage and effected area increase when you reach higher levels. At 5th level, the damage is increased by 1d8 and the area covered by the mist is 10 feet in a line away from you, affecting any creatures in the mist at the start of your next turn. Both the damage and area's line increase by 1d8 and 5 feet at 11th level and 17th level.

## REASSURANCE

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Cleric, Druid

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one attack roll of its choice. It can roll the die before or after making the attack roll. The spell then ends.

## SCOURGE

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master

You touch a target with the tip of your finger, transferring a dark green energy that flows through your finger and infects the target. Make a melee spell attack against the target. On a hit, the target takes 1d6 necrotic damage and suffers disadvantage on a single Constitution saving throw it makes before the start of your next turn.

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



## SHADOW EMBRACE

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You cause shadows to manifest around a creature within range. The target must make a Wisdom saving throw or receive a -2 penalty to their attack rolls and disadvantage on Dexterity saving throws until the end of their next turn as they become engulfed by a dark embrace.



## SHADOW INK

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (an empty vial)

**Duration:** 1 hour

**Classes:** Pale Master, Wizard

You pull shadows into a swirling mass inside an empty vial you possess. As long as the vial is open, you are able to use its new contents as 1 ounce of pitch-black ink. If the vial is stoppered, or 1-hour passes, the ink dissipates back into shadow; any writing that has already been made with the ink is unaffected.

## SHAWL OF THE UNSEEN

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

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

**Classes:** Bard, Pale Master, Wizard

You touch a Medium or smaller creature, enveloping it in a 10-foot-radius sphere of dark mist. The mist lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. While active, the mist grants the target advantage on Dexterity (Stealth) skill checks for the duration.

At 5th level you can target a creature of Large size, at 11th level you can target a creature of Huge size, and at 17th level you can target a creature of Gargantuan size.

## SONG OF THE DEAD

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a musical instrument)

**Duration:** Instantaneous

**Classes:** Bard, Pale Master

You perform a haunting tune that causes spirits of the dead to stir. Make a ranged spell attack against a target within range. On a hit, an incorporeal entity materializes and deals 1d4 necrotic damage to the target. Additionally, the target cannot take reactions until the start of its next turn.

You can select an additional target within range at 5th level (2 targets), 11th level (3 targets), and 17th level (4 targets).

## SPARE THE LIVING

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Warlock, Wizard

You feed off the lingering fragments of life-force from the dying. Select a humanoid that has 0 hit points and is not stable that you can see within range. The target must succeed on a Death saving throw. On a failure, the creature inches closer to death and you gain 1d4 temporary hit points. Alternatively, you can target a humanoid corpse that has died within the last minute to gain this benefit. You cannot use the same corpse more than once.

You gain one additional 1d4 temporary hit points at 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## THIEVES' RUSE

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard, Wizard

You make an object, up to 5 pounds that you possess, invisible for up to 10 minutes. Once the spell ends, you can't make the same object invisible again for 24 hours.

## THUNDEROUS CHORD

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a musical instrument)

**Duration:** Instantaneous

**Classes:** Bard

You release a blast of sound that can be heard up to 60 feet away. A creature that you can see within range must make a Constitution saving throw or take 2d4 thunder damage and become deafened until the end of its next turn.

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

## TORMENTING FLAME

*Evocation cantrip*

**Casting Time:** 1 reaction

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock, Wizard

When you are hit with an attack that deals critical damage, you are able to strike back at your attacker with a blast of fire. After the damage is dealt, make a ranged spell attack against your attacker if you can see them and they are within range. On a hit, a target takes 1d12 fire damage.

This spell deals an additional 1d12 fire damage when you reach 5th level (2d12), 11th level (3d12) and 17th level (4d12).

*Oh, the poor dying souls who have laid at my feet over the years... I would be remiss if I let their remaining, albeit pitiful, life-force go to waste. Spare the Dying allowed me to sustain myself for the greater battles ahead.*

- Grimlore

## UNHINGING INCLINATION

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric

You touch a creature and attempt to sear their mind with pain depending on how different their beliefs are from your own. Make a melee spell attack against a creature you can see. On a hit, the target takes 1d4 force damage if its moral identity (good, neutral, or evil) differs from your own. Additionally, if the target's ideals towards society and order (lawful, neutral, or chaotic) also differ from your own, it takes an additional 1d4 force damage. If the target shares your alignment, the spell has no effect. This spell does not reveal a creature's alignment to you.

Both instances of this spell's damage increase by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## UNHOLY FLAME

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Pale Master

A purple flame descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 necrotic damage. The target gains no benefit from cover for this saving throw.

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

## VEIL

*Conjuration cantrip*

**Casting Time:** 1 reaction, which you take when you are hit by a melee attack that deals damage

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Wizard

A thick pale mist radiates from you after you take damage from a melee attack. You are treated as having total cover, but are blinded and deafened until the end of your next turn, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

## VENOMOUS STRIKE

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, M (a weapon or piece of ammo)

**Duration:** Instantaneous

**Classes:** Bard, Druid

As part of the action used to cast this spell, you imbue a magical poison on a weapon or piece of ammo you touch and must make an attack with it against one creature within the weapon's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects plus 1d4 poison damage. If your attack roll deals critical damage, the target becomes poisoned until the end of its next turn. Targets resistant or immune to poison damage or immune to the poisoned condition do not become poisoned.

This spell deals an additional 1d4 poison damage when you reach 5th level (2d4), 11th level (3d4) and 17th level (4d4).

## WANING TOUCH

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Pale Master

You touch one creature. On the next ability check it makes before the spell ends, the target must roll a d4 and subtract the number rolled from the ability check. The spell then ends.

## WIND SLASH

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 15 feet

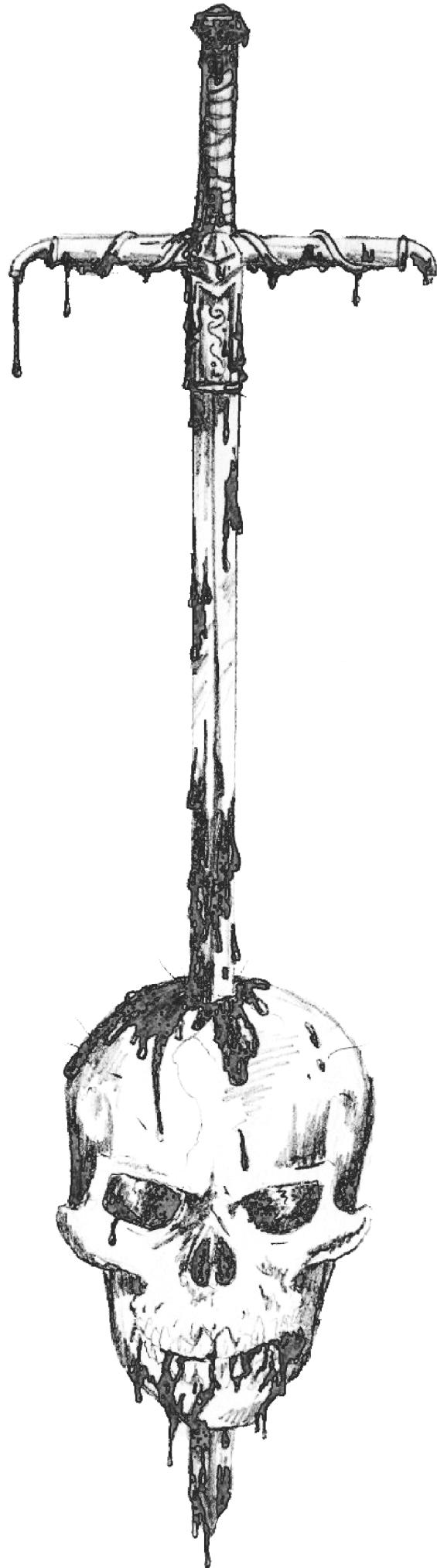
**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Wizard

A blade of wind flies from your outstretched hands in a straight line up to 15 feet in a direction you choose. If the blade would strike a creature, it must make a Dexterity saving throw. On a failed save, the target takes 1d8 slashing damage and then the spell ends.

This spell deals an additional 1d8 slashing damage when you reach 5th level (2d8), 11th level (3d8) and 17th level (4d8).



# 1st Level Spells

## ACRID DELIGHT

1st-level transmutation (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of food)

**Duration:** Up to 1 hour

**Classes:** Bard, Druid, Pale Master, Wizard

You touch a piece of food (weighing up to 5 lbs), rotting it from the inside, but maintaining its original taste, texture, appearance and smell. If the piece of food is then eaten by a creature within one hour, the creature must make a Constitution saving throw or take 2d8 poison damage and become poisoned until it completes a long rest. On a successful save the creature takes half the damage and is not poisoned. If the food is not eaten within one hour, it succumbs to its rotten nature and spoils.

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

## ALACRITOUS INTERPRETATION

1st-level divination (ritual)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

**Classes:** Pale Master, Wizard

For the duration, you gain the ability to read non-magical texts at a rate of 50 pages per minute and have perfect recollection of any information gained during the spell's duration.



## ANIMATE CRANIUM

1st-level necromancy (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a humanoid skull)

**Duration:** 8 hours

**Classes:** Pale Master

You infuse a skull with dark energy, granting it the foul mimicry of life. The skull is an object that has AC 5 and 1 Hit Point. When you cast this spell, you can speak a phrase of up to 10 words, which are memorized by the skull. Whenever a creature other than yourself or of your choosing enters an area within 15 feet of skull for the first time, the skull speaks the phrase exactly as it was taught.

For the duration, if the skull is destroyed while the spell is active, the dark energies seep out the remains. Every creature within a 15-foot radius circle around the skull must make a Constitution saving throw or take 2d4 necrotic damage. You can only animate one cranium with this spell at a time. If you cast this spell again, the other animated cranium is destroyed, dealing the necrotic damage.

**At Higher Levels.** If you cast this spell using a spell slot of 3rd level or higher, the Duration is 24 hours. If you use a spell slot of 5th level or higher, the Duration is 10 days. If you use a spell slot of 7th level or higher, the Duration is 30 days. If you use a 9th level spell slot, the spell lasts until it is dispelled.

## ANIMATE PERCUSSION

1st-level transmutation (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small cymbal or drum)

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

**Classes:** Bard, Wizard

You may touch one percussion instrument that you possess, bringing it to life under your command for the duration. The instrument can only follow basic commands, such as playing a simple beat. As a bonus action, you can mentally command the instrument you made with this spell if it is within 30 feet of you. Once given an order, the instrument continues to follow it until its task is complete. If you do not issue a command, the instrument will idly play a rhythm that it has been used to play prior to becoming animated.

## BEGUILE

1st-level enchantment

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 round

**Classes:** Bard, Sorcerer, Warlock

You point at a creature within range and suggest a short phrase of up to 5 words, forcing the target to make a Wisdom saving throw. On a failure, the creature is forced to shout the nearest approximation to the proffered phrase that exists in their native tongue. If the creature fails its saving throw by 5 or more, it can take no other actions during this round.

## BONE STORM

1st-level conjuration

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

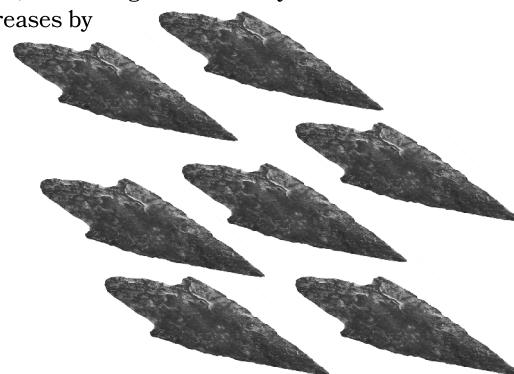
**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You conjure shards of bone to shoot forth from your hand in a 15-foot cone in front of you. Creatures in the area must make a Dexterity saving throw or take 5d4 piercing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 and the size of the cone increases by 5 feet for each spell slot level above 1st.



## CAUTERIZING FLAME

1st-level evocation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Paladin

A willing creature you touch regains a number of hit points equal to  $2d10 +$  your spellcasting ability modifier. However, the creature can no longer regain hit points by any other means until it completes a short or long rest. This spell has no effect on undead or constructs.

**At Higher Levels.** The healing increases by  $1d10$  for each slot level above 1st.

## CREEPING CRAWLING CLAW

1st-level necromancy (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (severed hand of a creature)

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

**Classes:** Pale Master, Warlock, Wizard

Choose the hand of a creature that has been severed from its body for longer than 24 hours and grant it sentience. For the duration of the spell, the creeping claw (*MM pg.44*) is under your control and can be commanded using your bonus action. The claw can only understand simple commands.

The claw is under your control for 1 hour, after which it stops obeying you. To reassert control for another hour or to assert control over an existing crawling claw, you may cast this spell again.

If the claw is still alive when the spell ends, it will attempt seek to reunite itself with its rightful owner. If its original owner is dead, the claw will wander off purposelessly.



## CURSED WITH UNDEATH

1st-level necromancy

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Warlock, Wizard

You touch a humanoid creature that has at least 1 hit point, placing a curse upon it for 1 minute. If the creature dies while the curse is active, it is raised as a zombie under your control (the DM has the creature's game statistics). A *remove curse* spell ends this effect when cast upon a living creature.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (issuing the same command to each one if you control multiple creatures).

The creature is under your control for 1 minute, after which it stops obeying any command you've given it.

## DARK PACT

1st-level necromancy

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S, M (a vial of vampire's blood)

**Duration:** Instantaneous

**Classes:** Pale Master

An undead creature of your choice that you can see within range regains  $2d4$  hit points and has advantage on the next attack roll it makes before the end of its next turn.

**At Higher Levels.** 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.

## DEATH'S GRASP

1st-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Pale Master, Warlock, Wizard

Grasping spectral hands sprout from the ground in a 10-foot square starting from a point within range. For the duration, these hands turn the ground in the area into difficult terrain.

Creatures ending their turn in the area must succeed on a Dexterity saving throw or take  $3d6$  necrotic damage from the spectral hands.

**At Higher Levels.** When you cast this spell using certain higher-level spell slots, the area covered by the spell increases. With a 3rd-level slot, the area covered becomes a 20-foot square. With a 5th-level slot, the area covered becomes a 30-foot square. With a 7th-level slot, the area covered becomes a 40-foot square. With a 9th-level slot, the area covered becomes a 50-foot square.

## Detect Chaos and Order

1st-level divination

**Casting Time:** 1 action

**Range:** Self (15-foot-radius sphere)

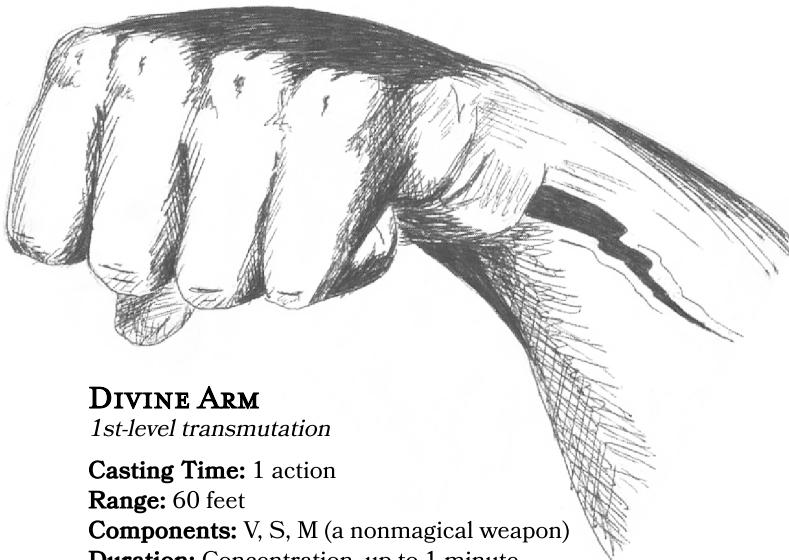
**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Cleric, Paladin

For the duration, you are able to determine the nature of creatures within range in relation to how they conform to societal norms. Creatures will have auras about them relating to their alignment:

- A crisp, lawful aura for those who follow the rules of society, often at the expense of their personal wishes
- A muddled, neutral aura for those who balance their whims against the expectations of society, doing what they can within the confines of order
- A jagged, chaotic aura for those with a tendency toward acting on their feelings and whims, regardless of society's expectations



## Divine Arm

1st-level transmutation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a nonmagical weapon)

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

**Classes:** Cleric, Paladin

Your deity imbues a melee weapon you currently possess with an essence of their power and launches it at a foe within 60 feet. Make a melee spell attack against a creature you can see within range. If successful, the target takes the weapon's normal damage plus an additional 2d10 radiant or necrotic damage (your choice). The weapon breaks after it is used in this manner.

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

*Infusing weapons with a deity's divine grace?  
The very thought sickens me!*

- Grimlore

## Dread

1st-level necromancy

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (petrified eye of a rabbit)

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

**Classes:** Pale Master, Warlock, Wizard

You speak an augury against a creature that you can see within range, filling them with a sense of trepidation. On a failed Wisdom saving throw, the target suffers disadvantage on all attacks against you. Also, the target has disadvantage on Wisdom skill checks made for the duration.

A *remove curse* spell cast on the target ends this effect.

## Earthen Grip

1st-level transmutation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Druid, Sorcerer, Wizard

You target one creature you can see within range, causing them to make a Strength saving throw. On a failed save the target is restrained by dirt rising from the ground in the shape of a fist.

The target may use its action to make a Strength saving throw, breaking free from the earth's grasp on a successful save.

## Earthen Pillar

1st-level transmutation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Wizard

You call forth a column of dirt to rise out of the ground in a space you can see within range. The pillar has a diameter of 5 feet, a height of 20 feet, an AC of 10 and 15 hit points.

If the pillar is created under a Medium or smaller creature, that creature must succeed on a Dexterity save or be lifted by the pillar. Large creatures make the save with advantage. Huge or bigger creatures are unaffected as the earthen pillar is unable to be created under the creature's weight. A Large or smaller creature can choose to fail the save.

If the pillar is prevented from reaching its full height due to contact with another solid surface, a creature on the pillar takes 2d6 bludgeoning damage and is restrained. The restrained creature can use an action to make a strength or dexterity check (creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move or fall off the pillar.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can increase the height of the pillar by 5 feet and the potential damage it deals by 1d6 for each slot level above 1st.

## GRIMLORE'S SHADOWBLIGHT

1st-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You hurl a ball of dark energy at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 necrotic damage and must make a Wisdom saving throw or become frightened of you until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage dealt increases by 1d12 for every two spell slot levels above 1st.

## GUILLOTINE

1st-level conjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Pale Master, Wizard

You extend your hand and touch a creature while muttering the passing prayer of an executioner. The creature must make a Strength saving throw or become restrained by a pair of ethereal chains that bind the target to the ground, and a large magical blade is summoned above their head.

As a bonus action on your turn, you are able to release the blade down upon your target's neck, dealing 2d8 magical slashing damage. For every round that you do not release the blade with your bonus action after the initial cast, add 1d8 additional damage as a blade ratchets another notch higher above the target.

The target may use their action to attempt a Strength saving throw to break the chains at the start of each turn. This removes the restrained condition and ends the spell without doing any damage.

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

## HELM'S EVERWATCHFUL EYE

1st-level abjuration

**Casting Time:** 1 reaction, which you take when you see a creature within range fail a saving throw

**Range:** 30 feet

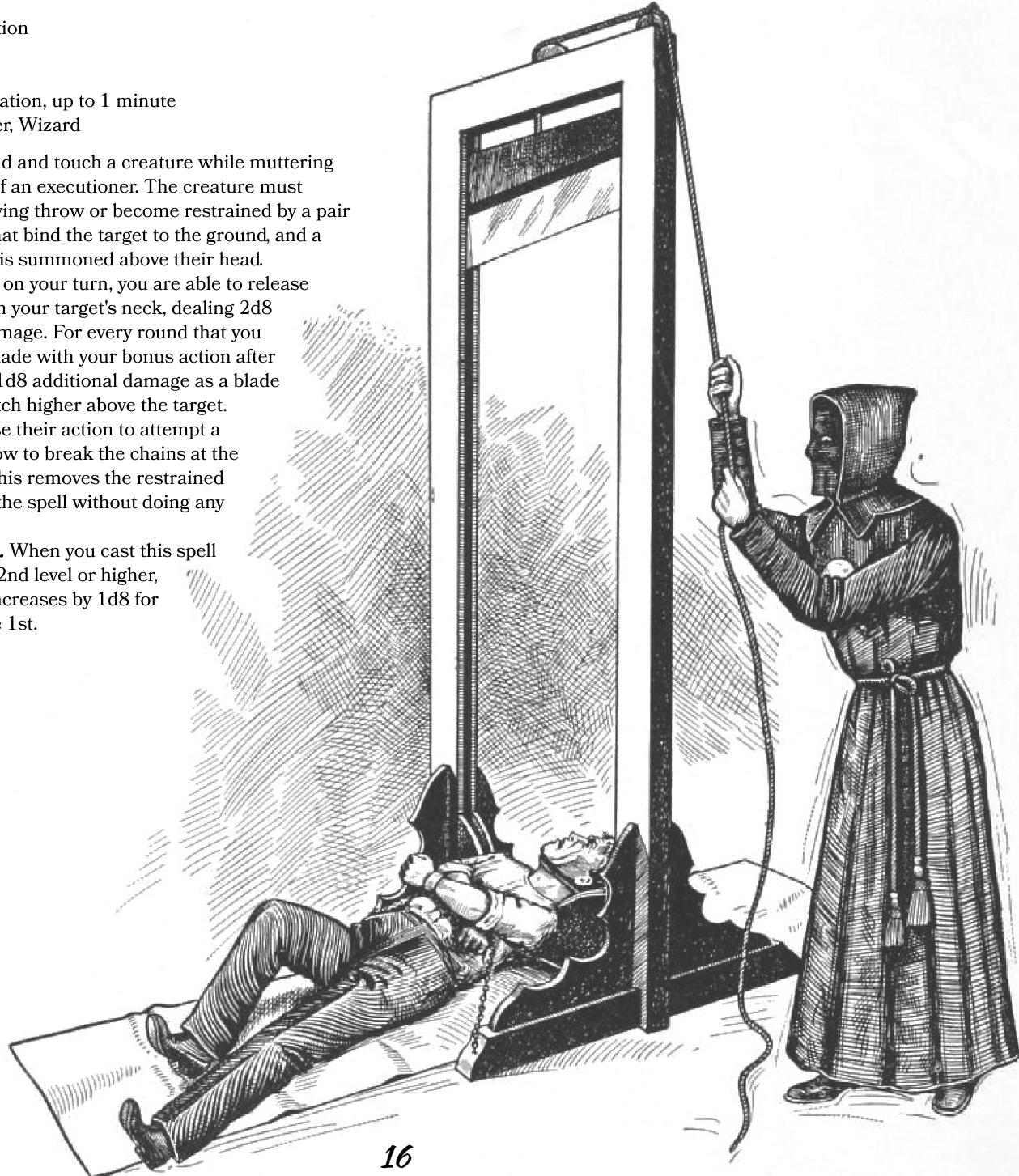
**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Paladin

You plead for the Vigilant One to use his divine grace to help one of your allies in their time of need. When you see a creature within range fail a saving throw, you can use your reaction to roll a d20. On a roll of 16 or higher, Helm will intervene and allow the target to succeed their saving throw instead.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you reduce the die score required by 2 for every slot level above 1st.



## INAUDIBLE

1st-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Bard, Druid, Pale Master, Ranger, Wizard

Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or become unable to cast spells that require a verbal component from 1 school of magic (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can select one addition school of magic for each slot level above 1st.

## INJURIOUS SPELLBOOK

1st-level transmutation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a spellbook)

**Duration:** Instantaneous

**Classes:** Wizard

You transmute the two pages of your spellbook that contain the scripture for this spell to detach from the book's binding and develop razor-sharp edges. Both pages fly out and slice a creature in range, before safely returning to your spellbook and rebinding to their original location. Choose one creature within range or choose two creatures within range that are within 5 feet of each other. For each page, a creature must make a Dexterity saving throw or take 2d8 slashing damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 per page (2d8 total) for every two spell slots level above 1st.

## INNER FIRE

1st-level evocation

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** V, S, M (a ruby worth 25gp)

**Duration:** Instantaneous

**Classes:** Sorcerer, Warlock

The sheer power of your life force causes the blood of your foes to ignite in an inferno. Cause a creature you can see within range to make a Dexterity saving throw or take 1d4 fire damage for every unused hit dice you currently have. You lose up to 1d4 of your remaining hit dice, consumed by the spell.



## INTERPRET BONE

1st-level divination

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Paladin, Pale Master, Ranger



You touch a bone from a creature that has been dead for longer than 10 days but less than a year and are able to see a brief vision of how that creature died.

## LARLOCH'S MINOR DRAIN

1st-level necromancy

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Warlock, Wizard

You create a ball of necrotic energy and launch it towards a creature that you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. If you are at your maximum total hit points, you receive double the amount as temporary hit points instead.

*Larlock, a lich of such promise! He could have advanced necromancy far beyond what is known to date. However, let me tell you what I know first hand; the rumors that he was insane don't even begin to scratch the surface of what this crazed being became in undeath.*

- Grimlore

## LAST BREATH

1st-level conjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a vial of water)

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

**Classes:** Druid, Sorcerer, Wizard

You raise your hands in a grasping gesture around a creature's neck and begin to fill their lungs with water. The target must succeed on a Constitution saving throw or take 1d8 cold damage, and on your turn(s), you can use your action to deal 1d8 cold damage to the target automatically.

While the target is affected by the spell, it is considered to be holding its breath. The target can hold its breath for 1 + its Constitution modifier minutes (minimum of 30 seconds), then begins choking. The spell ends if you use your action to do anything else or the target moves more than 30 feet away from you or dies. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

This spell has no effect on creatures who don't need to breathe or can breathe underwater.

## MISERY

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Pale Master, Warlock, Wizard

You extend your hand and touch a creature while muttering a tribulation under your breath; one that dwells in a plane of anguish. Upon casting this spell, the target must succeed on a Constitution saving throw or take 1d6 necrotic damage and have its soul become tainted. You regain hit points equal to half the amount of necrotic damage dealt.

Until the spell ends, if the target is within 30 feet of you at the start of your turns, using your action, you can force it to succeed on a Constitution saving throw take 1d6 necrotic damage. A creature of your choosing within 5 feet of the target regains hit points equal to half the amount of necrotic damage dealt. A successful saving throw ends the spell.

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

## MURMURS OF THE RESTLESS

*1st-level necromancy (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (burning incense)

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Pale Master

You mentally connect with a group of spirits whose lives ended in an unnatural death. The spirits belonging to any creatures within 30 feet of you that died within the last 24 hours simultaneously overwhelm you with the emotions they felt before passing. If there are more than 5 dead creatures in range when casting this spell, make a DC 10 Intelligence saving throw. On a failure, you take 2d6 psychic damage and cannot cast this spell again until you finish a long rest.

On a successful save, or if there are 5 or fewer dead creatures within range, you are able to briefly sense the emotions of the creatures during their final moments before death. The DM will describe the most prevalent emotions felt by the dead creatures within range, such as "anger," "terror," "guilt," "grief," or "sadness."

*I must warn you, those uncultured in dealing with the dead may find their murmurs... unsettling!*

*- Grimlore*

## NIGHTOWL

*1st-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (feather of an owl)

**Duration:** 24 hours

**Classes:** Druid, Ranger



Selune gives you her blessing, allowing you to summon the mythical spirit of an owl that appears on your shoulder. The owl cannot attack or carry any objects but understands any simple commands you give it up to a mile away. If not given any commands, the owl will sit perched upon your shoulder.

As a bonus action, you are able to see and hear through the perspective of the spirit owl, but you become blinded and deafened while doing so.

## ROT

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Pale Master, Warlock, Wizard

You extend your hand toward a humanoid creature you can see within range and infect the target with a horrible disease, causing their flesh to form pustules and smell of decay. The creature must succeed on a Constitution saving throw or take 2d12 necrotic damage.

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

## SHED SKIN

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Classes:** Druid, Pale Master, Ranger, Wizard

You channel the peculiarity of reptiles and gain the ability to shed your skin the same manner as a snake. If you cast this spell while being grappled, the condition ends, and you can move up to 15 feet away from your target without provoking attacks of opportunity.

## SHIELD OF DEVOTION

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 10 minutes

**Classes:** Cleric, Paladin

A gleaming shield appears around a creature of your choice within range, causing any critical hit against them to become a normal hit for the duration. The target also gains 1d8 temporary hit points when you cast this spell.

## SKEIN OF VINES

*1st-level conjuration*

**Casting Time:** 1 reaction, which you take when you are unwillingly pushed or pulled in any direction

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Classes:** Druid, Ranger

When you are unwillingly pushed or pulled in any direction, you call forth vines from the ground to wrap around your legs and prevent you from being moved until the start of your next turn. This spell can only be cast while you are on solid ground.

## SLASHING STEP

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Ranger

As part of the action used to cast this spell, you must use the Dash action. When doing so, you enter a semi-incorporeal state and move with increased grace, allowing you to move without provoking an attack of opportunity.

Additionally, you may make a single melee attack against any creature that is within 5 feet of your chosen path, doing your normal attack damage on a hit.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for every two slot levels above 1st.

## SMOLDER

*1st-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Sorcerer, Warlock, Wizard

You focus on fanning the flames that burn within your soul. Using your bonus action, you are able to add an additional 1d8 fire damage to the next source of fire damage you deal. You can only have one source of this spell active at a time.

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

## STORM OF ARROWS

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a feather)

**Duration:** Instantaneous

**Classes:** Ranger

You chant a minor incantation, brushing the arrows in your quiver with a feather. Upon finishing the casting, spectral duplicates of your arrows appear at a point in the sky you can see within range, forming a 10-foot radius cylinder up to 40 feet tall. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 3d6 piercing damage on a failed save, or half as much damage on a successful one.

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

## ZEN ARCHERY

*1st-level divination*

**Casting Time:** 1 action

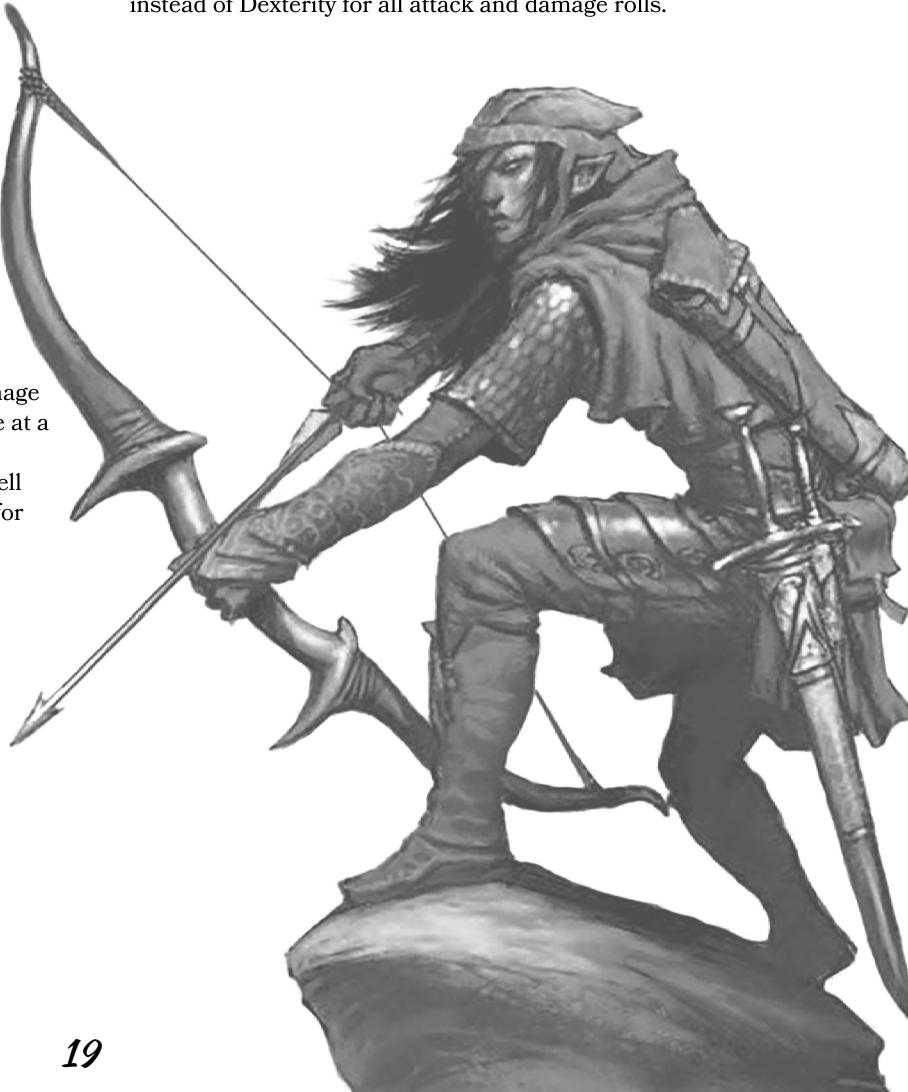
**Range:** 60 feet

**Components:** V, S

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

**Classes:** Cleric, Druid, Ranger

You allow insight to guide your ranged weapon attacks. For the duration, when you make an attack with a ranged weapon, you can use your Spellcasting ability modifier instead of Dexterity for all attack and damage rolls.



# 2nd Level Spells

## AMORPHOUS FORM

2nd-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Druid, Sorcerer, Wizard

You touch a creature with at least 1 hit point, transforming it into a gray ooze. An unwilling creature can make a Wisdom saving throw to avoid the effect.

The transformation lasts for the duration, until the target drops to 0 Hit Points, or dies. The target's game Statistics, including mental Ability Scores, are replaced by the Statistics of a gray ooze. It retains its Alignment and personality.

The target assumes the Hit Points of its new form. When it reverts to its normal form, the creature returns to the number of Hit Points it had before it transformed. If it reverts as a result of dropping to 0 Hit Points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 Hit Points, it isn't knocked unconscious. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

The target's gear melds into the new form. The creature can't activate, use, wield, or otherwise benefit from any of its equipment.



*I was honestly surprised when no one would volunteer to be transformed into an ooze! Good help is hard to find.*

- Grimlore

## ANALYZE BLOOD

2nd-level divination (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (1 ounce of blood)

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Pale Master, Ranger, Sorcerer

You are able to learn a number of qualities from one ounce of fresh blood, as long as it is not more than 24 hours old. Roll a d4 and choose a number of qualities to learn from the list below, equal to the die score:

- Learn the creature's type
- Learn the creature's age (if applicable)
- Learn the creature's gender (if applicable)
- Learn if the blood carries any traces of poison or disease
- Learn if the creature is within 20 miles of your location
- Learn if the creature is still on your plane of existence

If you cast this spell using a spell slot, in addition to the information learned above, you will also see a brief glimpse of the moment right before the creature shed blood, from its perspective.

## AVIAN GEYSER

2nd-level transmutation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, M (a feather)

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

**Classes:** Bard, Druid, Ranger, Sorcerer, Wizard

A gust of wind begins to swirl around a place on the ground that you can see within range, culminating in power. After a brief moment, a wind geyser 10 feet diameter and up to 60 feet tall abruptly shoots into the air. Any medium or smaller creature that steps into the geyser or is in its space when the geyser is created must make a Dexterity saving throw or be lifted into the air to the geyser's peak. Large creatures make their Dexterity save with advantage, and Huge or larger creatures are unaffected.

## BARRICADE

2nd-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Wizard

You create a semi-transparent vertical wall made of magical force (AC 25, 10 HP). The wall is a solid object and appears within range. It lasts for the duration or until it takes damage. You can make a straight wall up to 40 feet long, 40 feet high, and 5 feet thick. The wall provides full cover to creatures on either side of it and only creatures you allow can pass through it.

## COGNIZANT

*2nd-level enchantment (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

**Classes:** Bard, Wizard

You touch a willing creature, allowing them to add their proficiency bonus to all initiative rolls and all Intelligence based skill checks for the duration. You can only have one instance of this spell active at a time.

## CONSECRATION

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch (15-foot-radius circle)

**Components:** V, S, M (a holy symbol, vial of holy water and incense worth 20 gp, which is consumed)

**Duration:** 1 minute

**Classes:** Cleric, Paladin

Divine energy spreads outwards from a point you touch on the ground to fill up to a 15-foot-radius circle for the duration. The energy spreads around corners. For the duration, creatures of your choosing within the circle have advantage on Wisdom saving throws and skill checks. An undead creature must succeed on a Charisma saving throw to willingly enter the area, and suffers disadvantage on Wisdom saving throws and skill checks while inside the area.

When the spell ends, the area is blessed by positive energy and becomes consecrated ground. If the area contains an altar, shrine, or other permanent fixture devoted to a deity, pantheon, or higher power with ideals vastly different from those represented by the holy symbol used in the casting, it is destroyed.

## DESECRATION

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch (15-foot-radius circle)

**Components:** V, S, M (an unholy symbol, vial of unholy water and incense worth 20 gp, which is consumed)

**Duration:** 1 minute

**Classes:** Cleric, Paladin, Pale Master

Unholy energy spreads outwards from a point you touch on the ground to fill up to a 15-foot-radius circle for the duration. The energy spreads around corners. For the duration, an undead creature within the circle has advantage on Wisdom saving throws and skill checks. Additionally, if they begin their turn in the circle, they gain 2d6 temporary hit points. Creatures of your choosing suffer disadvantage on Wisdom saving throws and skill checks while inside the area.

When the spell ends, the area is tainted by unholy energy and becomes desecrated ground. If the area contains an altar, shrine, or other permanent fixture devoted to a deity, pantheon, or higher power with ideals vastly different from those represented by the holy symbol used in the casting, it is destroyed.

## DETECT FAMILIAR

*2nd-level divination*

**Casting Time:** 1 action

**Range:** Self

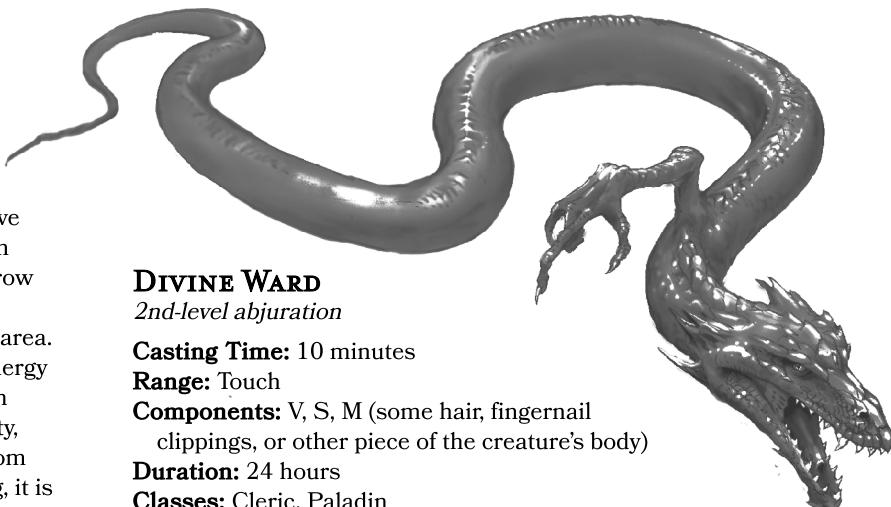
**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Bard, Cleric, Druid, Paladin, Pale Master, Ranger, Sorcerer, Warlock, Wizard

For the duration, you sense the presence of any creature that is currently serving as a familiar within 30 feet of you. If you sense a familiar in this way, you can use your action to see a faint aura around the creature. In addition, you are able to sense if its master is within 1 mile of your location and know their general direction.

The 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 WARD

*2nd-level abjuration*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (some hair, fingernail clippings, or other piece of the creature's body)

**Duration:** 24 hours

**Classes:** Cleric, Paladin

You place your hand upon a willing creature and create a magical bond between you and your target. For the next 24 hours, any spell with a range of touch that you cast upon the target can be cast from up to 30 feet away.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the range increases by 5 feet for each slot level above 2nd.

## DRAIN LIFE

*2nd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master

You can weaken one foe by lowering its maximum hit points. Choose one creature that you can see within range to make a Constitution saving throw. If it fails,  $2d8 + \text{your spell casting modifier}$  worth of hit points are subtracted from its maximum until it completes a long rest. If this effect reduces the target's total hit points to zero, it dies.

**At Higher Levels.** 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.

## DRUTHERS

2nd-level enchantment

**Casting Time:** 1 bonus action

**Range:** Self (30-foot radius)

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Bard, Paladin, Sorcerer, Warlock

You make a simple request of up to 10 words, gaining a +5 bonus and advantage on Persuasion skill checks to all humanoids within 30 feet of you.

## ELEMENTAL ANGUISH

2nd-level necromancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Bard, Cleric, Pale Master, Warlock, Wizard

You extend your finger and point at a creature while muttering a guttural curse. The target has until the end of its next turn to move 60 feet or more from you.

If the target fails or chooses not to move this distance away from you, it must immediately make a Constitution saving throw or lose its resistance from one of the following damage types: acid, cold, fire, lightning, or thunder (your choice) for 1 minute. Creatures with immunity to the chosen type are instead treated as having resistance to the damage. A *remove curse* spell ends this effect.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can choose another damage type for every two slot levels above 2nd.

## GALE OF OBSCURITY

2nd-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

**Classes:** Druid, Sorcerer, Wizard

You summon a blizzard that obscures you from other creatures. For the duration, the gale provides you half cover, resistance to fire damage, and any creature that starts its turn or moves within 5 feet of you for the first time takes 1d6 cold damage.

While the gale is active, you suffer disadvantage on all ranged weapon and spell attacks.

*My beloved shadowgrasp... It was almost a pet to me in the early years before I was able to animate the dead. Those days are but an ancient memory now.*

- Grimlore

## GLACIOUS

2nd-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Druid, Sorcerer, Wizard

The ground freezes in a 10-foot-radius sphere centered on a point you choose within range. Any creature that starts its turn or moves into the area for the first time must make a Constitution saving throw or take 2d8 cold damage and gain one level of exhaustion. On a successful save, a creature takes half as much damage and does not suffer exhaustion. Creatures resistant or immune to cold damage automatically succeed on the saving throw.

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

## GRIMLORE'S SHADOWGRASP

2nd-level necromancy

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You create a floating hand made of shadow in an unoccupied space that you can see within range. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the shadowy hand. On a hit, the target takes 1d12 of necrotic damage and must make a Wisdom saving throw or be frightened of you until the end of its next turn.

As a bonus action, you can move the shadowy hand up to 20 feet and repeat the attack against a creature within 5 feet of it.

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



## HOLY MISSILE

2nd-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric

You create three glowing darts of holy energy. Each dart hits a creature of your choice that you can see within range. Each dart heals its target for 1d4 hit points. The darts all strike simultaneously, and you can direct them to hit one creature or several.

## HOWLING DOWNPOUR

2nd-level conjuration (ritual)

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V, S

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

**Classes:** Druid, Wizard

You summon a storm cloud up to 60 feet above the ground at a point you can see in range. After 1d4 rounds, the clouds produce rain at an alarming rate, dousing everything in a 10-foot radius cylinder below the cloud. The rain extinguishes all non-magical fire within the area immediately.

As a bonus action on your turn, you can move the cloud up to 30 feet in any direction that does not exceed the spell's range and to a maximum height of 60 feet.

## MANA BURN

2nd-level transmutation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You create a magic ball of glowing energy and launch it at a creature that you can see within range. The target must make an Intelligence saving throw or take 1d6 psychic damage and lose an unused 2nd level spell slot until it completes a long rest. If the target does not have any 2nd level spell slots remaining, it will lose a 1st level spell slot instead.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for every slot level above 2nd. Also, the unused spell slot lost by the target is equal to the spell slot used to cast the spell. If the target does not have an unused slot level of that level to lose, they will lose a spell slot of the next lower level, and so on, until they lose an unused spell slot. If the target does not have any unused spell slots of the appropriate level, the spell does nothing and ends.

*One time, I used these manacles on two ettins. Watching four heads try to figure out what was going on seemed punishment enough.*

- Grimlore

## MANACLE OF BURDEN

2nd-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Pale Master, Warlock, Wizard

You target two creatures that are within 20 feet of each other within range and cause them to make a Strength saving throw with disadvantage. If both targets fail, they are bound to one another by a spectral manacle of your creation and will split all damage done to them.

For the duration, any damage done to either target is halved (rounded down) and then dealt to the other bound creature as well.

If the two bound creatures move more than 20 feet apart, the manacle breaks causing 4d6 necrotic damage to each target.

## MOUNTAINS TO MOLEHILLS

2nd-level transmutation (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a spider's leg)

**Duration:** Up to 10 minutes

**Classes:** Druid, Ranger, Wizard

You touch a smooth surface that is difficult or unable to be climbed and transform the landscape to create tiny foot and hand holds in any direction 10 feet wide and up to 60 feet in length. Anyone who attempts to climb the transformed surface makes all Strength (Athletics) checks with a +2 bonus and rolls with advantage.

## NECROTIC VISAGE

2nd-level necromancy

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Pale Master, Warlock, Wizard

You evoke a shadowy visage that appears above you. The visage remains until you use your action to make a melee weapon attack against a target within range. On a successful attack, your attack is replaced by that of the shadowy visage, who hits your target with a necrotic scythe, dealing 4d6 necrotic damage and forcing the target to succeed on a Dexterity saving throw or have its movement speed reduced to 0 until the end of its next turn. The visage then disappears.

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



### PULLULATE

2nd-level transmutation (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (plant seed)

**Duration:** Instantaneous

**Classes:** Druid

You plant a seed from a type of plant that used to grow in your current location. Upon touching the ground above the buried seed and speaking a small blessing, the species of the plant begins to regrow, taking 1d4 hours to reach maturity.

### RADIATING BLADE OF TEMPUS

2nd-level evocation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (an amulet or holy symbol)

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

**Classes:** Cleric, Paladin

You call upon Tempus, the god of war, to grant you the ability to strike down your foes in his name. Using your bonus action, you are able to sheathe a melee weapon you possess with a white burning flame. You can use your action to make a melee attack with the fiery blade. On a hit, the target takes the weapon's normal attack damage plus 1d8 radiant damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

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

### SHADOW BIND

2nd-level illusion

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Pale Master, Sorcerer, Warlock, Wizard

You take control of the shadow belonging to a creature to restrain its master. Make a ranged spell attack against a creature that you can see within range, dealing 2d6 necrotic damage and grappling the target. The grappled creature can use an action to make a Strength (Athletics) or Dexterity (Acrobatics) check (creature's choice) against your spellcasting DC, ending the spell if successful. You are not able to control a target's shadow in this manner if the target is in bright light.

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

### SILVANUS' BLESSING

2nd-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small diamond worth at least 50 gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Druid, Pale Master, Ranger

You return a dead beast you touch to life, provided that it has been dead no longer than 8 hours. If the beast's soul is both willing and at liberty to rejoin the body, the beast returns to life with half of its total hit points, rejuvenated by the blessing of Silvanus.

This spell also neutralizes any poisons and cures nonmagical diseases that affected the beast at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the beast returns to life.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival - its head, for instance - the spell automatically fails.

### SILVANUS' FAVOR

2nd-level transmutation

**Casting Time:** 1 bonus action

**Range:** Touch

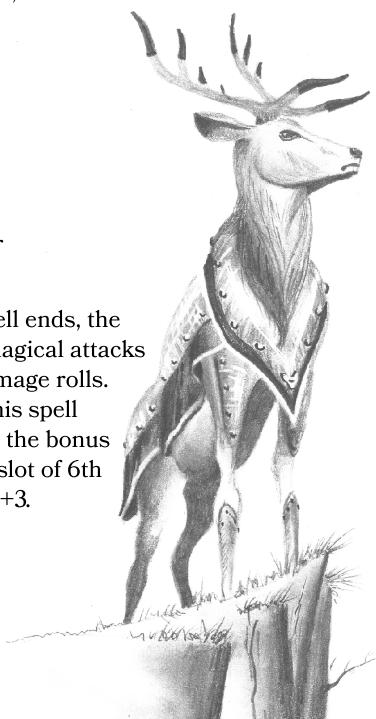
**Components:** V, S

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

**Classes:** Druid, Ranger, Wizard

You touch a willing beast. Until the spell ends, the beast's non-magical attacks become magical attacks with a +1 bonus to attack rolls and damage rolls.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2. When you use a spell slot of 6th level or higher, the bonus increases to +3.



## SURGE OF CHAOS

2nd-level transmutation

**Casting Time:** 1 reaction, which you take when you must roll on the *wild magic* table

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer

When you are forced to roll on the *wild magic* table, you can use your reaction to reroll on the table after seeing the result of your first roll. You must take the second result.

## TRACK

2nd-level divination (ritual)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 8 hours

**Classes:** Druid, Ranger

You are able to identify the tracks made by a creature if you possess one thing that belonged to the creature. You also gain advantage on Wisdom based skill checks related to the target for the duration.

## UBTAO'S TINY TERAFORM

2nd-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Ranger, Wizard

You touch the ground beneath you and ask Ubtao, god of creation, to cause it to vibrate. Each creature in a 20-foot cube below the ground's surface must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and has its movement speed halved until the end of its next turn on a failed save, or half as much damage on a successful one.

You briefly learn the location of each creature that takes damage from this spell.

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

## UNSEAT HAND

2nd-level transmutation (ritual)

**Casting Time:** 1 action

**Range:** Touch

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

**Duration:** Instantaneous

**Classes:** Pale Master

You sever a hand from your body and grant it sentience. Your hand becomes a crawling claw with the creature's game statistics, except that it gains proficiency in the sleight of hand and stealth skills, and has advantage on checks made with these skills (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command it if the crawling claw is within 1 mile of you. You decide what action the crawling claw will take and where it will move during its next turn, or you can issue a general command. If you issue no commands, the crawling claw only defends itself against hostile creatures. Once given an order, the crawling claw continues to follow it until its task is complete.

You can use a bonus action to reattach the crawl claw to your body, returning your hand to normal. The crawling claw is under your control for 24 hours, after which you must reattach it to your body or it dies. If the crawling claw dies by any means, it cannot be reattached to your body unless by magical means (such as a regenerate spell).

**At Higher Levels:** If you cast this spell using a spell slot of 4th level or higher, the crawling claw is under your control for 10 days. If you use a spell slot of 6th level or higher, the crawling claw is under your control for 90 days. If you use a spell slot of 8th level or higher, the crawling claw is under your control for a year and 1 day.

## VEIL OF ELEMENTS

2nd-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a small moonstone)

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

**Classes:** Sorcerer, Wizard

You summon a swirling mass of elements in a 15-foot-radius, 40-foot-tall cylinder centered on a point you can see within range. Each creature that begins their turn in the veil or moves into it during their turn must make a Dexterity saving throw. A creature takes 3d6 damage from an element of your choosing (cold, fire, lightning, thunder) on a failed save, or half as much on a successful one, which expends that damage type from the veil.

The spell ends once all four damage types are expended, or the spell's duration is reached.

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

## WHISPERS OF HELLFIRE

2nd-level evocation

**Casting Time:** 1 reaction, which you take when a creature you can see within 90 feet of you dies

**Range:** 90 feet

**Components:** S

**Duration:** Instantaneous

**Classes:** Warlock

With a wave of your hand, you imbue a creature with hellish energy at the moment it dies. Using your reaction when a creature dies within range, you cause its corpse to explode in a ball of fire. Each creature in a 15-foot-sphere centered on the corpse must make a Dexterity saving throw. A creature takes 2d8 fire damage on a failed save, or half as much damage on a successful one.

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

# 3rd Level Spells

## Absorbing Ward

3rd-level abjuration

**Casting Time:** 1 reaction, which you take when you are hit with an attack, spell, or spell-like effect

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Cleric, Paladin, Sorcerer

When you take a single source of damage, you create a protective ward that has 18 hit points. The ward absorbs up to its total number of hit points from the attack.

Once the ward has absorbed damage in this manner, it goes inert until you release it the next time you deal damage. The number of hit points absorbed by the ward is added as force damage to your next attack, spell, or spell-like ability.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the ward gains 6 hit points for every slot level above 3rd.

## Ameliorate

3rd-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Bard, Cleric, Druid, Paladin

A creature you can see within range gains a number of temporary hit points equal to  $2d6 + \text{your spellcasting ability modifier}$ . This effect happens every round at the start of your turn for the duration as long as the target is within range, otherwise the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the temporary hit points given increase by  $1d6$  for each slot level above 3rd.

## Ancestral Guidance

3rd-level divination (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (alexandrite dust worth at least 50 gp, which the spell consumes)

**Duration:** 1 hour

**Classes:** Druid

You touch a willing creature and call upon the spirits of their ancestors to appear and offer guidance. The target may pick one language to become proficient in for the duration.

Additionally, the target gains double its proficiency bonus for ability checks it makes that use Intelligence and Wisdom until the spell ends.

*I've always understood speaking with the dead for guidance, but reaching out to one's ancestors is quite foreign to me...*

- Grim

*I knew a little gnomish fellow who would spend days crafting patches for his customer's robes of useful things. Quite clever, I might admit; he had a steady income and was never out of work..*

- Grim

## Create Useful Robe Patch

3rd-level conjuration (ritual)

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a blank patch worth at least 10gp, an item and a robe of useful things with available space)

**Duration:** Instantaneous

**Classes:** Bard, Wizard

You compress a single mundane item onto a blank patch with the intention of attaching it to a Robe of Useful Items. The item you choose must be no larger than 30 feet in any dimension. The patch must then be sewn onto a Robe of Useful Items before it can be used.

**At Higher Levels:** When casting this spell using a spell slot, you are able to fashion non-sentient magic items into patches depending on the spell slot used, as follows: 3rd level (common), 5th level (uncommon), 7th level (rare), and 9th level (very rare).

## Displacement

3rd-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

Using your action, you are able to swap places with a creature you can see within range. If the target is hostile towards you, it can attempt a Charisma saving throw to resist the effect.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the range of the spell increases by 10 feet for each slot level above 3rd.



## DISTRESSING MELODY

3rd-level enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V or S, M (an instrument)

**Duration:** Instantaneous

**Classes:** Bard

You select one creature within range and sing or play a song aimed at disrupting your target, causing them to make a Constitution saving throw vs your Spellcasting DC or lose their focus, ending any concentration spell they currently are casting. If they lose concentration in this manner, they cannot cast a spell from the same school of magic until they complete a long rest.



## FIRE WHIP

3rd-level evocation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer, Warlock, Wizard

You create a whip made of scorching flame and select one creature within range, with the intention of unbalancing it. The target must make a Dexterity saving throw. On a failed save, the target takes 5d8 fire damage and you choose to knock it prone or to pull it up to 30 feet closer to your location.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and you can pull the target an additional 5 feet for each slot level above 3rd.

## FROST ARMOR

3rd-level conjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Druid, Sorcerer, Wizard

You touch a willing creature, encasing them in a protective coating of ice. For the duration, they gain a +3 bonus to AC and become resistant to cold damage but suffer disadvantage on all Dexterity checks and saves for the duration. Every time they are hit by a melee weapon attack, their attacker takes 1d6 cold damage.

Additionally, each time they are successfully attacked, the protection provided by frost armor wanes, reducing its armor class bonus by 1. After the AC bonus provided by the armor is reduced to 0, the armor shatters and the spell ends.

*A spell that harnesses the very strength of the frost giants themselves... or so the story goes.*

*- Grimlore*

## GRIMLORE'S AFFLICTION

3rd-level necromancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You harness necrotic energies and infuse them into your very being. For the next 10 minutes, every time you deal damage with a spell, the target must make a Wisdom saving throw or become frightened of you until the end of its next turn. If a target's saving throw is successful it is immune to being frightened by this spell for the next 24 hours.

## HEALING LEECHES

*3rd-level conjuration (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Classes:** Druid, Ranger

You summon two magical leeches that exist for the duration. They can be given to willing creatures and placed somewhere on their skin. While attached this way, they proceed to suck out all forms of non-magical poison and toxins, rendering the creature immune to disease and poison effects for the duration. Additionally, the creature becomes resistant to poison damage for the duration.

## INFERNO

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a ruby worth 50gp)

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

**Classes:** Sorcerer, Warlock

You ignite a wildfire to scorch the battlefield, centered on one creature you can see within range. The target must succeed on a Dexterity saving throw or take 2d6 fire damage and burn uncontrollably. At the start of each of its turns, the target must make another Dexterity saving throw. On a failed save, it takes 1d6 fire damage. A successful saving throw ends the spell.

While the spell is active, if the target takes fire damage from any source other than this spell, each creature in a 15-foot-radius sphere centered on the target must make a Dexterity saving throw. A creature takes 1d6 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. This effect can only occur once per round.

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

## INVOCATION FROM BAHAMUT

*3rd-level abjuration*

**Casting Time:** 1 reaction, which you take when you see a creature fail a saving throw

**Range:** 30 feet

**Components:** V, S, M (a metallic dragon's scale worth)

**Duration:** Instantaneous

**Classes:** Cleric, Paladin

You make a plea to the dragon god of justice, asking him to aid one of your allies. Using your reaction, you allow a creature that you can see within range that failed a saving throw to reroll the saving throw with advantage.

The creature must keep the second result.

## LUNACY

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Bard

You target a creature that you can see range and pick at the fragile fabric that allows them to maintain their sanity. The creature must make a Wisdom saving throw or roll on the Short-Term Madness Table (DMG, pg.258) and remain under the effect for 1d10 minutes.

## LUNAR BLESSING

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Cleric, Druid, Pale Master, Ranger

The spell reveals the secrets typically cloaked by darkness. Choose any number of creatures within range. For the duration, each target has darkvision out to a range of 30 feet, and has advantage on stealth ability checks.

## MASS VICIOUS MOCKERY

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

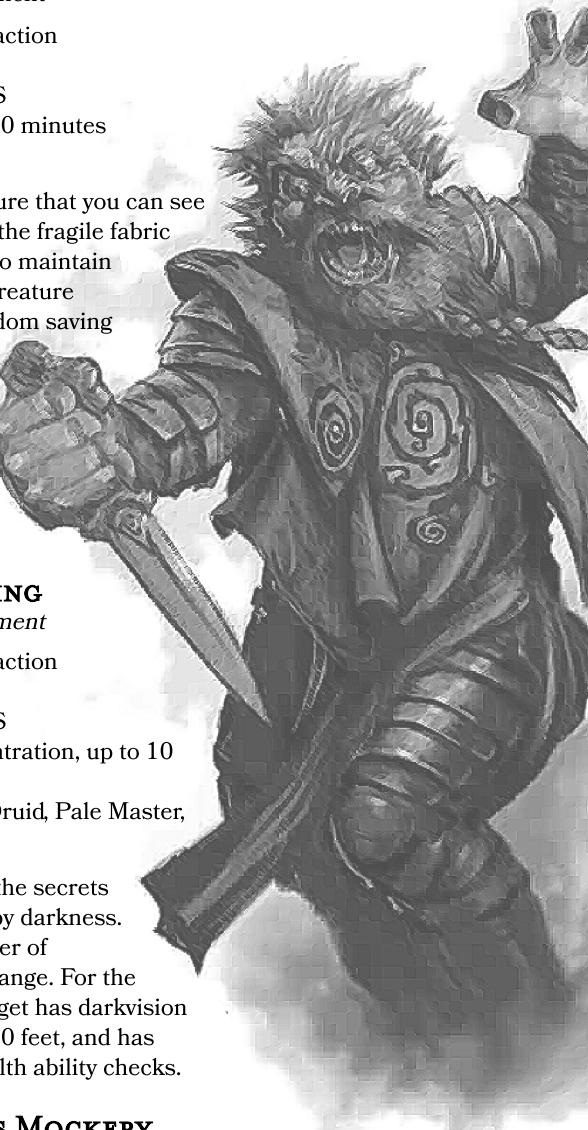
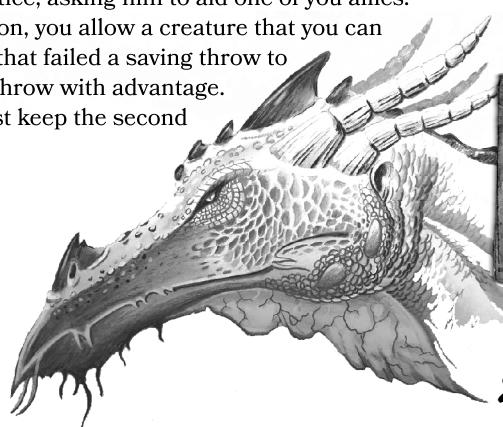
**Classes:** Bard

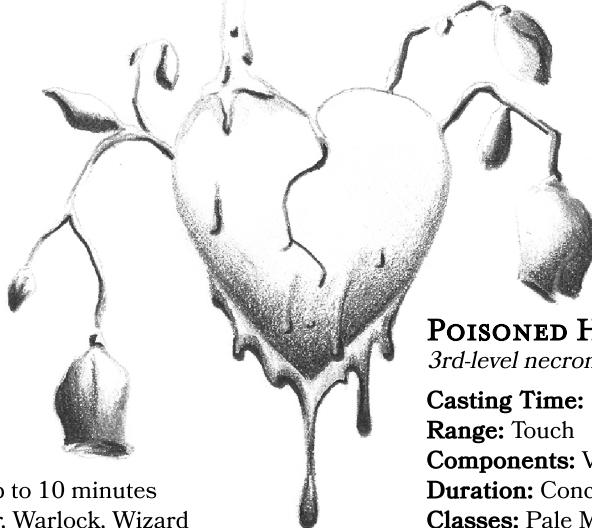
You unleash a string of insults laced with subtle enchantments at up to 6 creatures that you can see within range. If a target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 2d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d4 damage for each slot level above 3rd.

*I've never had much interest in dragons, the living kind anyways. That said, I'd be a fool to dismiss the power of Bahamut!*

- Grimlore





## MUMMIFY

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Cleric, Pale Master, Warlock, Wizard

You touch a humanoid creature and utter an ancient curse. The target must succeed on a Strength saving throw or take 4d8 necrotic damage and become restrained as spectral wrappings begin to tighten around its body. Until the spell ends, as an action on each of your turns, you can cause the target to take an additional 2d8 necrotic damage every round after the spell was initially cast. The target can use its action to make a Strength saving throw, breaking the spectral wrappings and ending the spell.

A creature that dies while under the effect of this spell becomes a mummy that is friendly to you and your companions for the remaining duration. Roll initiative for the mummy, 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 to the mummy, it defends itself from hostile creatures but otherwise takes no actions. Once the duration is reached, the mummy dies and turns to ash.

If your concentration is broken, the mummy doesn't die. Instead, you lose control of the mummy, it becomes hostile toward you and your companions, and will attack. An uncontrolled mummy can't be dismissed by you, and it turns to ash 10 minutes after the spell was initially cast. The DM has the mummy's statistics.

## POISON DARTS

*3rd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 1 hour

**Classes:** Bard, Druid, Ranger, Wizard

You conjure 2d4 magical darts that last for one hour or until they are used. As an action on your turn, you may expend one of the darts to make a ranged spell attack against a creature you can see within in range. On a successful attack, you deal 2d6 poison damage to the target and force them to make a Constitution saving throw or become poisoned until the end of their next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the you summon and additional 1d4 darts and they last for 1 additional hour for each slot level above 3rd.

## POISONED HEART

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Pale Master, Warlock

You touch a creature, causing its heart to fill with a vile poison. The creature must make a Constitution saving throw or take 2d10 poison damage. At the end of each of the target's turns before the spell ends, the target must succeed on a Constitution saving throw or take an additional 2d10 poison damage.

At any point during the spell, if the target dies as a result of the poison damage from this spell, every creature within 5 feet of the target must make a Constitution saving throw as the target's heart explodes. A creature takes 4d10 poison damage on a failed save, or half as much on a successful one.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, all damage dealt from spell increases by 1d10 for every slot level above 3rd.

## PREDOMINANCE

*3rd-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Up to 1 hour

**Classes:** Sorcerer

You attempt to unleash the power contained within your being. When you first cast this spell, roll a d20. If the result is higher than the difference of 20 and your spellcasting modifier, you gain 3 predominance dice. Within the next hour, you may use each of these dice to gain advantage on a single d20 roll, at which point the die is expended.

## RETURN

*3rd-level abjuration*

**Casting Time:** 1 reaction, which you take after you see a creature move

**Range:** 45 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

Using your reaction, you can cause a creature to return to the space it just vacated with its current movement. If you can see a creature within range and are able to see its original location (though it need not be in range), the target must make a Charisma saving throw or be teleported back to its point of origin where it began its current turn. The target does not regain its movement speed. A creature can choose to fail the saving throw if it wishes.

## SACRED WARD

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (A piece of cloth)

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

**Classes:** Cleric, Warlock, Wizard

You place a divine ward with three charges on a creature of your choice that you can see within range. After the target takes damage, it regains hit points equal to  $2d8 +$  your spellcasting ability modifier, and the ward loses one charge.

Once the target is healed, the ward jumps up to 30 feet to another creature of your choice. After the ward loses all of its charges, the spell ends. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the ward gains one additional charge for each slot level above 3rd.

## SCALESKIN

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (dragon scale worth 300 gp)

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

**Classes:** Druid, Ranger

You touch a willing creature. Until the spell ends, the target's skin has a smooth, scale-like appearance, and its AC can't be less than 18, regardless of what kind of armor it is wearing. Also, the target becomes resistant to a single damage type depending on what type of dragon scale you use: white (cold), red (fire), blue (lightning), black (acid), or green (poison).

## SPECTRAL STEED

*3rd-level conjuration*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, M (Onyx dust worth 50 gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Paladin

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it.

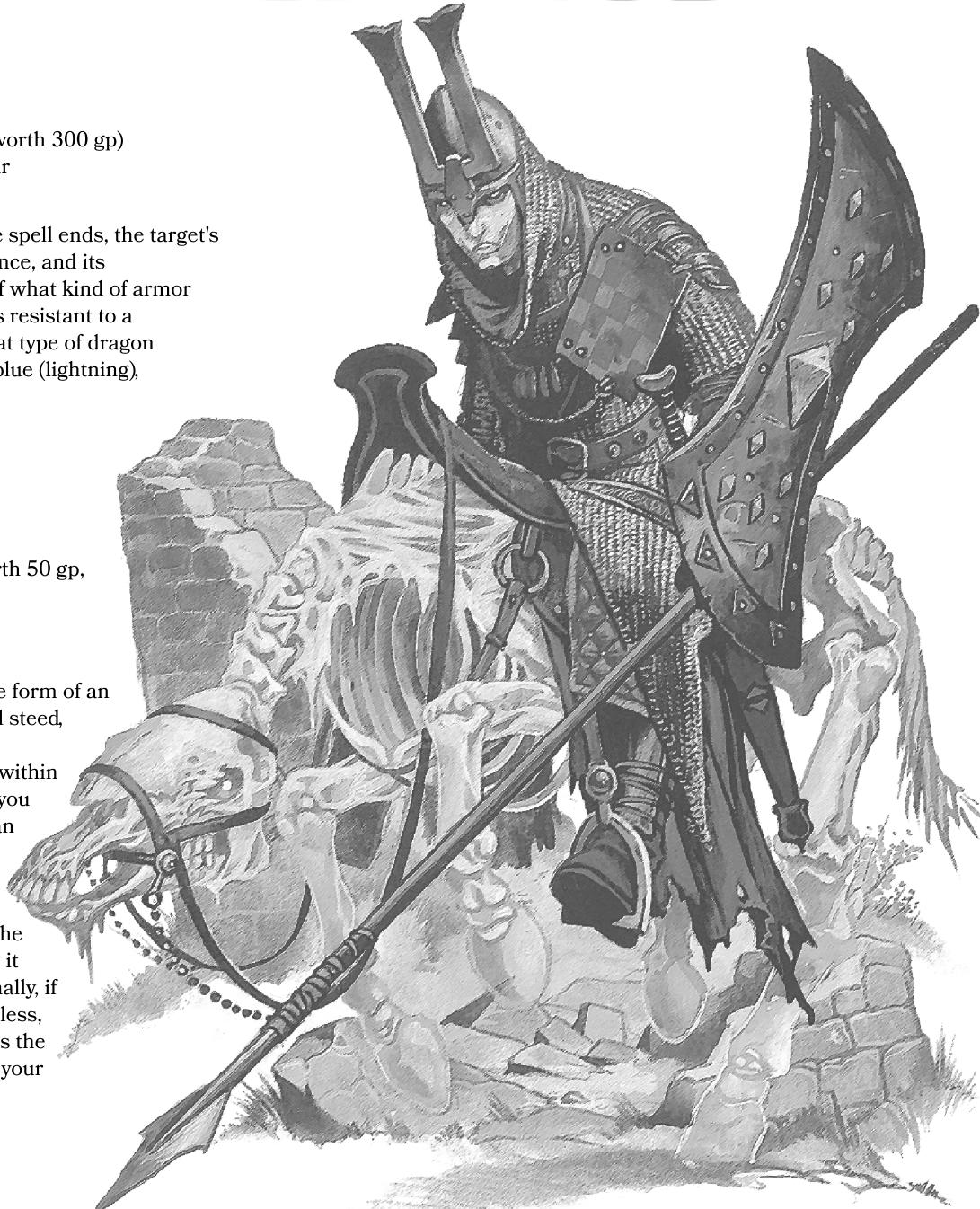
Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff. The steed has the statistics of the chosen form, though it is an incorporeal undead creature instead of its normal type, and gains the Incorporeal Movement trait, although it cannot use it while mounted. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit. While mounted on your steed, you can make any spell you cast that targets only you also target your steed.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. In either case, casting this spell again summons the same steed, restored to its hit point maximum. While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this spell at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

*Why should "holy" paladins have all the fun?*

*- Grimlore*



## SPHERE OF DECEIT

3rd-level illusion

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (dragon scale worth 300 gp)

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

**Classes:** Bard, Paladin, Warlock

You create a magical zone that enables deception in a 15-foot-radius sphere on a point of your choice within range. Until the spell ends, any creatures of your choosing that enter the spell's area gain advantage on all Deception skill checks.

Additionally, any creatures in the spell's area that you do not grant this bonus must make a Wisdom saving throw or suffer disadvantage on all Wisdom (Insight) checks made while in the area. When the spell ends, they know that they were deceived in this manner.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the radius of the sphere is increased by 10 feet for every slot level above 3rd.

## STEADY TERRAIN

3rd-level transmutation (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 10 minutes

**Classes:** Druid, Ranger

You transform the ground, allowing you and your allies to traverse it with ease. For the duration, you remove all difficult terrain along a 5-foot wide, 60-foot long line originating from a point you touch in a direction you choose. If the terrain is difficult due to a magical spell, this spell negates that condition of the other spell if it was cast at 3rd level or lower.

When cast on a surface that would require a Strength (Athletics) skill check to traverse, any creatures you choose can make the skill checks with advantage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the length of the line increases by 30 feet for every slot level above 3rd.

## THUNDEROUS BELLOW

3rd-level evocation

**Casting Time:** 1 action

**Range:** Self (20-foot cone)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Sorcerer

You shout a thunderous phrase that bursts outward from your location. Each creature in a 20-foot cone must make a Constitution saving throw. A creature takes  $4d8$  thunder damage and is pushed 15 feet away from you on a failed save, or half as much damage and is not pushed on a success.

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

## VAPOROUS SMITE

3rd-level evocation

**Casting Time:** 1 bonus action

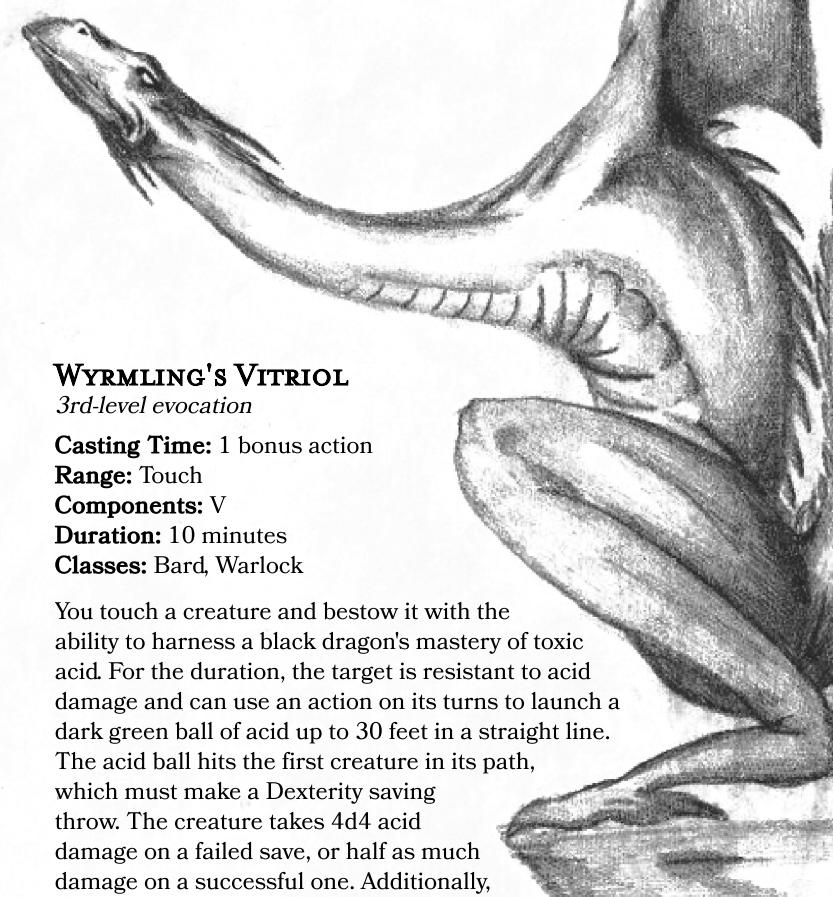
**Range:** Self

**Components:** V

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

**Classes:** Paladin

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with a misty white shroud and the attack deals an extra  $3d8$  radiant damage to the target. Immediately after the attack, your form turns into a gaseous vapor and you are able to travel up to 15 feet without provoking attacks of opportunity. You return to your normal form at the end of your turn.



## WYRMLING'S VITRIOL

3rd-level evocation

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V

**Duration:** 10 minutes

**Classes:** Bard, Warlock

You touch a creature and bestow it with the ability to harness a black dragon's mastery of toxic acid. For the duration, the target is resistant to acid damage and can use an action on its turns to launch a dark green ball of acid up to 30 feet in a straight line. The acid ball hits the first creature in its path, which must make a Dexterity saving throw. The creature takes  $4d4$  acid damage on a failed save, or half as much damage on a successful one. Additionally, if the creature fails its saving throw, each creature within 5 feet of it must succeed on a Dexterity saving throw or take  $1d4$  acid damage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, both damage instances increase by  $1d4$  for every two slot levels above 3rd.

*It was quite humourous watching a kid bellow at a poor street busker, only to receive a thunderous rebuttal that sent him flying!*

- Grimlore

# 4th Level Spells

## ARMY OF THE DEAD

4th-level necromancy

**Casting Time:** 1 action

**Range:** 45 feet

**Components:** V, S, M (a vial of blood and a handful of bone dust, which are consumed by the spell)

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

**Classes:** Pale Master

This spell creates  $2d4$  undead servant skeletons. Choose piles of humanoid bones within range. Your spell imbues the targets with a foul mimicry of life, raising them as undead skeletons (the DM has the creature's game statistics). The skeletons act immediately after your turn on the initiative order.

On each of your turns, you can use a bonus action to mentally command any creatures you made with this spell if the creature is within 60 feet of you (issuing the same command to each one). You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creatures only defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete.

The creatures are under your control for 1 minute, after which point the spell ends and they collapse to the ground, lifeless.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you are able to add an additional  $1d4$  to the total number of skeletons raised by this spell for every slot level above 4th level.



## BOUNDARY

4th-level abjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Wizard

You create a small barrier of force to protect a creature you can see within range. The creature gains  $25 + 1d10$  worth of temporary hit points.

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

## BROOK HEALING

4th-level evocation

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Druid, Paladin, Ranger

A creature you touch regains a number of hit points equal to  $8d8 +$  your spellcasting ability modifier. When healing a creature in this manner, you immediately take psychic damage equal to half the amount healed as psychic damage and must make a DC 15 Constitution saving throw or suffer 1 level of exhaustion.

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

## DEVASTATE UNDEAD

4th-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Warlock, Wizard

You siphon out the foul life-force instilled in undead creatures within range. Roll  $5d20$ ; the total is how many hit points of creatures this spell can affect. Undead creatures within 30 feet of a point you choose within range are affected in ascending order of their current hit points.

Starting with the undead creature that has the lowest current hit points, each creature affected by this spell must succeed on a Constitution saving throw or be destroyed. Subtract each undead creature's hit points from the total before moving on to the undead creature with the next lowest hit points. An undead creature's hit points must be equal to or less than the remaining total for that creature to be affected.

You gain a number of temporary hit points equal to half the hit point total of the first undead creature that was destroyed by this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, roll an additional  $1d20$  for each slot level above 4th.

## DUSK ARROWS

4th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard, Cleric, Pale Master, Ranger, Wizard

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d8 necrotic damage. The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

If a target dies as a result of your ranged attack while using this ammunition, its flesh melts away and it is raised as a skeleton under your control for 8 hours, after which time it stops obeying your commands and will attack you until destroyed. You may control up to 4 skeletons at a time with this spell. If you attempt to take control of another skeleton with a dusk arrow when 4 are currently under your control, you will lose control of the skeleton that has been under your control the longest, and it will attack you.

On each of your turns, you can use a bonus action to mentally command a skeleton raised by a dusk arrow if it is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). Undead and constructs killed with dusk arrows do not become skeletons under your control.

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

## EMBERS

4th-level evocation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Druid, Pale Master, Sorcerer, Wizard

You cause tiny burning embers to fall from the sky around you inside a 60-foot-tall cylinder with a 30-foot radius centered on yourself. When you cast the spell, you must choose if you intend for the embers to help or hinder.

- **Help:** The embers provide restorative powers to all creatures that you choose within the area. A creature that has 0 hit points gains advantage on death saving throws until it completes a short rest or dies, whichever happens first. A creature that has 1 hit point or more gains 3d6 temporary hit points.
- **Hinder:** The embers work to oppress your foes. All creatures that you choose within range must make a Dexterity saving throw. On a failed save, a creature takes 3d6 fire damage and has its movement speed halved until the end of their next turn. It takes half damage and its move speed is unaffected on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the die increases by 1d6 on either effect for every slot level above 4th.

## FURTIVE ARMORY

4th-level conjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (An exquisite weapon rack, 10 feet wide by 6 feet tall, constructed from rare materials worth at least 6,000 gp, and a Tiny replica made from the same materials worth at least 60 gp)

**Duration:** Instantaneous

**Classes:** Wizard

You hide a weapon rack, and all its contents, on the Ethereal Plane. You must touch the rack and the miniature replica that serves as a material component for the spell. The weapon rack can hold 15 pieces of adventuring gear, weapons or armor. While the weapon rack remains on the Ethereal Plane, you can use an action and touch the replica to recall the rack. It appears in an unoccupied space on the ground within 10 feet of you. You can send the weapon rack back to the Ethereal Plane by using an action and touching both the rack 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, if the smaller replica rack is destroyed, or if you choose to end the spell as an action. If the spell ends and the larger weapon rack is on the Ethereal Plane, it is irretrievably lost.

## GIFT OF VIVACITY

4th-level abjuration

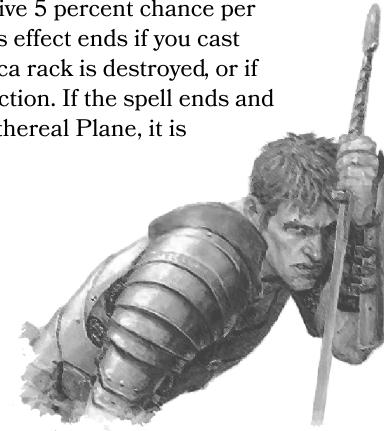
**Casting Time:** 1 action

**Range:** Touch

**Components:** V

**Duration:** Instantaneous

**Classes:** Paladin



You call upon your divine grace to bestow strength upon an ally at the expense of your own. Touch a creature, granting them a number of temporary hit points equal to your maximum hit points but immediately take 5 levels of exhaustion.

## GRIMLORE'S WITHERING COILS

4th-level necromancy

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Warlock, Wizard

You create three spectral coils gleaming with green necrotic energy. Make a ranged spell attack against up to three separate targets within range, one for each coil. Each successful attack deals 2d12 necrotic damage and the target must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. If the target makes a successful saving throw, it cannot be frightened by this spell for 24 hours.

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

## HALLOWING CURSE

4th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard, Cleric, Pale Master, Warlock, Wizard

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, an ill omen is placed on the target, causing disadvantage on Strength and Constitution ability checks and saving throws for the duration. While cursed, the target gains 5d10 worth of negative temporary hit points. These negative temporary hit points must be healed through before a target's normal hit points can be healed. A remove curse spell ends this effect.

**At Higher Levels.** If you cast this spell using a spell slot of 5th level or higher, the Duration is 8 hours. If you use a spell slot of 7th level or higher, the Duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a Duration that doesn't require Concentration.

## HEALING STONE

4th-level transmutation (ritual)

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (incense worth 50gp, which the spell consumes, and a bloodstone worth 300gp)

**Duration:** Up to 10 days

**Classes:** Druid

You infuse a bloodstone with restorative magics. As an action on your turn within the next 10 days, you can use the stone to heal yourself or a creature within 5 feet of you for  $6d4 + 6$  hit points, returning the stone to its non-magical state. You may only infuse one bloodstone with this magic at a time.

## HEMORRHAGE

4th-level transmutation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Ranger, Pale Master, Sorcerer, Warlock

You cause a target's previously healed battle scars to rupture as blood begins exit from these opened wounds. Select a creature within range to make a Constitution saving throw, taking  $2d8$  slashing damage on a failed save. Additionally, roll a d8 for every two hit dice belonging to the creature. If this number is higher than the target's total hit points at the end of its next turn, it falls to 0 hit points. Temporary hit points do not count towards this total. If the target saves on the initial save, this spell has no effect.

## IMPROVED MAGE ARMOR

4th-level abjuration

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (A link of a metal chain)

**Duration:** 8 hours

**Classes:** Sorcerer, Wizard

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  $15 +$  its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

## LATHANDER'S BLESSING

4th-level abjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Cleric, Paladin

You invoke the blessing of Lathander, god of birth and renewal, to aid you in your quest by protecting you against being slain by your foes. For the duration, if a single attack would knock you unconscious or kill you outright, you are instead lowered to 1 hit point and may roll 4d6 and receive that many temporary hit points.

*I met a druid who gave me one of these healing stones as a gift. Eventhough the magic has long since faded, the gemstone's beauty keeps me from throwing it away.*

- Grimlore

## OBSERVANCE

4th-level enchantment

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

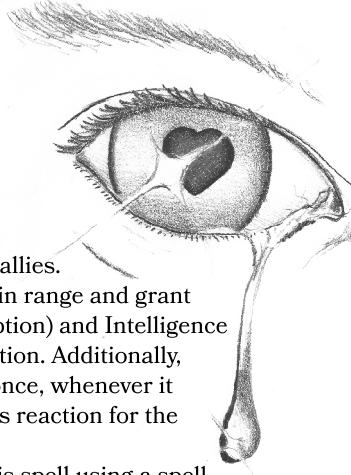
**Duration:** Concentration, up to 1 hour

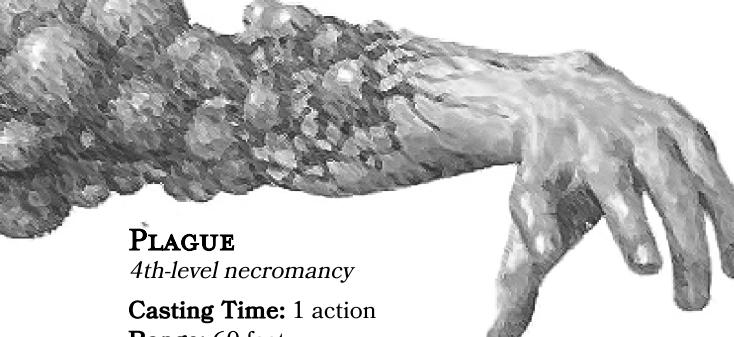
**Classes:** Bard, Cleric, Ranger

You heighten the senses of one of your allies.

Select a creature that you can see within range and grant them advantage on all Wisdom (Perception) and Intelligence (Investigation) skill checks for the duration. Additionally, the target can attack twice, instead of once, whenever it makes an attack of opportunity using its reaction for the duration.

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





## PLAUE

4th-level necromancy

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Warlock

You point at a creature within range, causing a dark green glow to pass over their body. The creature must make a Constitution saving throw or take 4d10 poison damage and become diseased; suffering disadvantage on all attack and skill checks for the duration as their skin begins to form pustules all over its body. This spell has no effect on undead or constructs.

If the disease is not removed within 1 hour, the creature must make another Constitution saving throw or die. If a creature dies as the result of this spell, every creature within 10 feet must make a Constitution saving throw or become affected by this spell, as if it was initially cast on them. Constructs and undead are immune to the spell.

## RAZE

4th-level evocation

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Components:** V, S, M (a red dragon's scale worth 300 gp)

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You summon a fiery floor of bubbling lava below your feet. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d10 fire damage and may only move up to half of their movement speed until the end of their next turn. Creatures that are within 5 feet of you must make the Dexterity saving throw with disadvantage. Creatures take half damage and do not lose any movement speed on a successful saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the radius of the spell increases by 5 feet for every slot level above 4th.

*Burning the floor beneath an enemy's feet was never really my style, but when I learned raze, I certainly saw the utility in melting someone's feet!*

- Grimlore

## SPELLSTEAL

4th-level abjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Wizard

You cause a creature you can see within range to make a Wisdom saving throw. On a failed save, you place a minor hex on them. The next spell they attempt to cast of 3rd level or lower fails and has no effect. When they fail to cast a spell in this manner, you are able to immediately cast it using your reaction instead. Casting a spell in this manner grants you temporary insight into how the spell is cast even if it is not on your available spell list and does not use a spell slot. The spell is not added to your spellbook.

**At Higher Levels.** If you cast this spell using a spell slot of 5th level or higher, the spell level that you can affect increases by one level for each spell level above 4th.

## STICKS TO SNAKES

4th-level transmutation (ritual)

**Casting Time:** 1 action

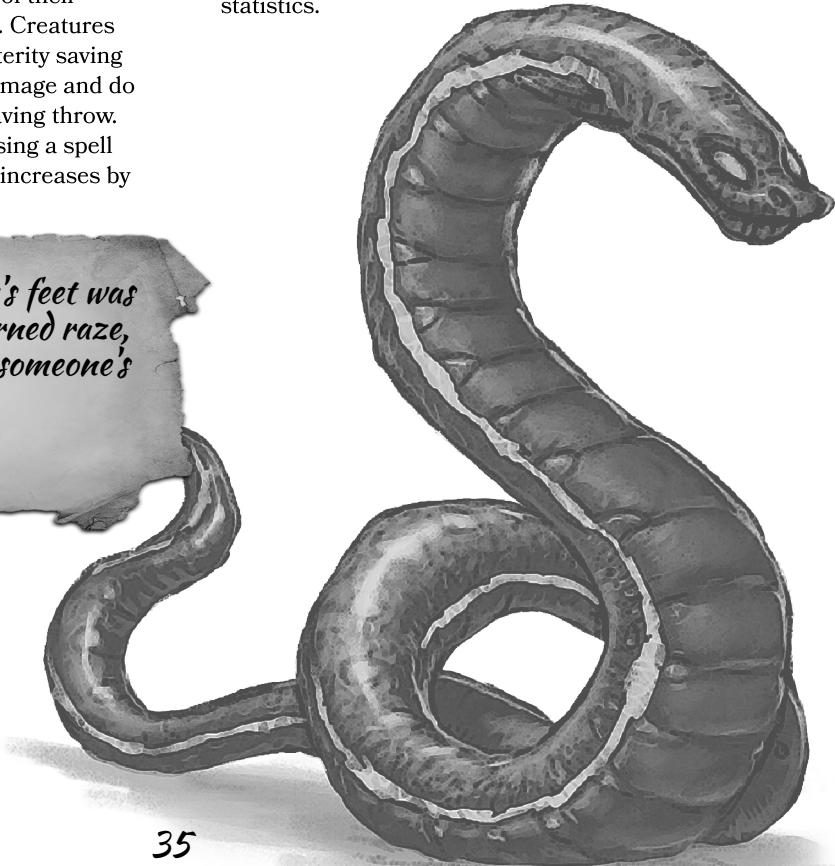
**Range:** Touch

**Components:** V, S, M (a handful of sticks)

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

**Classes:** Druid, Ranger

You transform a bundle of sticks into a Swarm of Poisonous Snakes. The swarm turns back into sticks when it drops to 0 hit points or when the spell ends. The summoned swarm is friendly to you and your companions. The swarm has its own turn, which immediately follows your own on the initiative order. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, the swarm defends itself from hostile creatures, but otherwise takes no actions. The DM has the creatures' statistics.



## TORM'S SAFEGUARD

4th-level abjuration

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S (a holy symbol)

**Duration:** Up to 1 minute

**Classes:** Cleric, Paladin

You invoke a blessing from the god of courage to offer you his protection. As an action on your turn, your body is coated in a white shimmering light, creating bright light for 20 feet and dim light for another 20 for the duration. Additionally, you are granted 35 temporary hit points and any attacks against fiends or devils are done with advantage. The spell ends when the temporary hit points have been used or 1 minute passes, whichever happens first.

## VACILLATE

4th-level necromancy

**Casting Time:** 1 reaction, which you take when you see a creature fail a death saving throw

**Range:** Touch

**Components:** V

**Duration:** Instantaneous

**Classes:** Bard, Cleric, Paladin, Pale Master

You change an outcome that the cosmic forces have foretold. As a reaction, you touch a creature that just failed a death saving throw, and allow them to succeed instead. Additionally, any death saving throws the target makes are done with advantage until it is stabilized or dies, whichever happens first.

## VERMINTIDE

4th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (two dead rats and onyx dust worth at least 100 gp, which the spell consumes)

**Duration:** Concentration, up to 8 hours

**Classes:** Druid

You conjure a huge swarm of rats in any location you can see within range. The swarm dies when it drops to 0 hit points. The swarm is friendly to you and your companions. Roll initiative for the swarm, 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, the swarm will spend its turn seeking out the nearest source of food. If a swarm is alive after 8 hours, you will lose your control over it and the swarm will disband into an appropriate number of tiny rats. You can recast the spell before it expires to regain control over the swarm again. The DM has the swarms' statistics (*swarm of rats* with 216 hit points).

## WAX

4th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (1 ounce of sealing wax)

**Duration:** 1 minute

**Classes:** Wizard

An oleaginous wax covers the ground, walls and ceiling in a 30-foot radius sphere centered on a point within range and turns it into difficult terrain for the duration. The wax spreads around corners, covering all surfaces within range.

When the wax appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.



# 5th Level Spells

## AEGIS

5th-level abjuration

**Casting Time:** 1 action

**Range:** Self (30-foot-radius)

**Components:** V, S

**Duration:** 1 minute

**Classes:** Paladin

You create a protective tether to your allies, strengthening your durability as you endure their pain for 1 minute. Select up to 6 willing creatures within range. For each creature you select, you gain damage resistance to a damage type of your choice. You can choose acid, bludgeoning, cold, fire, lightning, piercing, poison, slashing, or thunder. For the duration, any damage to one of creatures selected when casting the spell is transferred to you instead. The spell ends early if you die.

## ANIMATE SHADOW

5th-level necromancy

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (a pinch of salt)

**Duration:** Instantaneous

**Classes:** Pale Master

This spell creates an undead servant. Choose a corpse of a Medium or Small humanoid within range. Your spell pulls forth dark remnants from creature's cold remains, raising it as a shadow (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it.

To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to two creatures you have animated with this spell, rather than animating a new one.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, you animate or reassert control over an additional shadow for every slot level above 5th. Each shadow must come from a different corpse.

*There are so many uses for creating shadows bound into servitude.*

- Grimlore

## ARMOR OF BONES

5th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

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

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

**Classes:** Cleric, Druid, Pale Master, Warlock, Wizard

You encase the armor of a willing creature that you can see within range in solid bone. While not impervious to degradation, this bone armor will grant the target a +3 bonus to AC for the duration.

Additionally, every time a creature within 5 feet lands a successful attack against the target, the attacker takes 3d6 piercing damage as bone shrapnel chips off and strikes the assailant.

## BANSHEE'S GRIEVANCE

5th-level enchantment

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V

**Duration:** Instantaneous

**Classes:** Bard, Pale Master

You unleash a mournful wail, harming creatures of your choosing that are within range and can hear you. A target must succeed on a Constitution saving throw or take 10d8 psychic damage and become deafened for 1 minute. At the end of each of its turns, a deafened creature can make another Constitution saving throw. On a success, the spell ends on the creature. This spell has no effect on undead or constructs.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.



## BLOOD OF THE MARTYR

5th-level abjuration

**Casting Time:** 1 reaction

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Classes:** Paladin

When you receive damage from a melee attack from a creature that is within 5 feet of you, you can choose to take an additional  $8d6$  damage of that damage type. Upon doing so, you can then use your reaction to make a melee attack with advantage against the creature that just attacked you. If your attack is successful, you deal your normal weapon damage plus an additional  $6d6$  weapon damage.

## CHAOTIC WELLSPRING

5th-level transmutation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Sorcerer

Select up to three creatures that you can see within range and force each of them to make a Wisdom saving throw. On a failed save, a creature experiences difficulty focusing. The next time it casts a spell within the next 10 minutes, it must immediately roll on the *Wild Magic* table, incurring the effect.

## COGNITION

5th-level enchantment

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

**Classes:** Wizard

You are able to use your vast intellect to overcome obstacles that would otherwise seem impossible. For the duration, you use your Intelligence modifier in place of Dexterity or Wisdom (your choice) for any saving throws or skill checks.

## DEFILE

5th-level necromancy

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid, Pale Master, Sorcerer, Warlock, Wizard

A wave of noxious energy flows out from your hands over the land, infecting everything in its path. Each creature you choose within a 30-foot cone must make a Constitution saving throw. A target takes  $4d10$  poison damage and becomes poisoned for 1 minute on a failed save, or half as much damage and is not poisoned on a successful one. Undead and Constructs automatically succeed on the save.

## FROST NOVA

5th-level evocation

**Casting Time:** 1 action

**Range:** Self (20-foot radius)

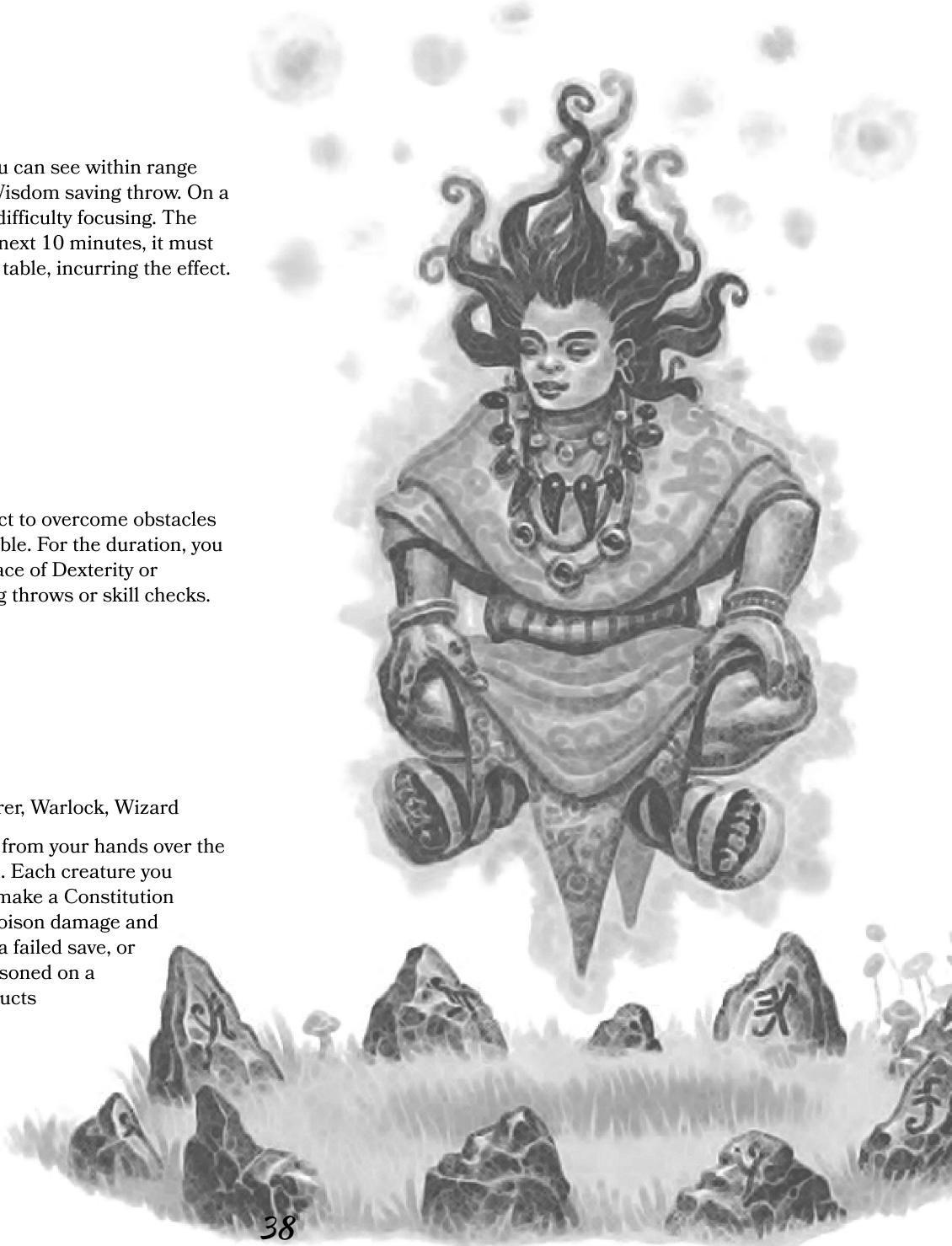
**Components:** V, S, M (white dragon scales worth 450 gp)

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You invoke the arctic cold to freeze your foes. All creatures other than yourself within 20 feet of you must succeed on a Dexterity saving throw or take  $8d8$  cold damage and suffer disadvantage on Dexterity saving throws until the start of your next turn. On a successful save, a target takes half damage and does not suffer disadvantage on Dexterity saves.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage of this spell increases by  $1d8$  for each slot level above 5th.



## GRIMLORE'S TOUCH OF UNDEATH

5th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You touch a creature, causing it to make a Constitution saving throw. For the duration, the target becomes incapacitated on a failed save. The target can make a Constitution save at the end of its turns, removing the incapacitated effect on a success. While incapacitated in this manner, the target begins to give off a toxic odor. Any creature that is within 5 feet of the target at the start of its turn must succeed on a Constitution saving throw or be poisoned until the end of its next turn. A remove curse spell ends this spell on an incapacitated creature.

**At Higher Levels.** If you cast this spell using a spell slot of 6th level or higher, an additional creature may become incapacitated by this spell. When the primary target succeeds on their Constitution saving throw and ends the incapacitated effect on itself, another creature within 5 feet of it must succeed on a Constitution save or become incapacitated for the remaining duration. Only 1 creature can be incapacitated by this spell at a time.

If you use a spell slot of 6th level or higher, this effect can spread to 1 additional creature. If you use a spell slot of 7th level or higher, this effect can spread to 2 additional creatures. If you use a spell slot of 8th level or higher, this effect can spread to 3 additional creatures. If you use a spell slot of 9th level or higher, this effect can spread to 4 additional creatures.

*Ah, my fabled touch of undeath. What a harsh name it has adopted... Make no mistake, when some madman threatens your life and is halted by this spell, you'll think twice the next time you hear someone talk ill of this incantation!*

- Grimlore

## HEDERAN EMBRACE

5th-level transmutation

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a piece of ivy)

**Duration:** Up to 24 hours

**Classes:** Druid, Ranger

Your limbs grow like the woody vines of a hedera plant. For the duration, your melee attack range increases up to a maximum of 15 feet. Additionally, other creatures provoke an opportunity attack from you when they enter your reach.

## HELLFIRE

5th-level evocation

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a piece of coal)

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

**Classes:** Sorcerer, Warlock, Wizard

A fiery coal ignites in the palm of your hand. A creature that you can see within range must make a Dexterity saving throw, as the coal flies towards the target. On a failed save, the target takes  $6d8$  fire damage initially and then  $2d8$  fire damage at the start of each of their turns for the duration. The target takes half as much initial damage and no subsequent damage on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, all damage instances increase by  $1d8$  for each slot level above 5th.

## ILMATER'S FORTUNE

5th-level divination (ritual)

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S

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

**Classes:** Cleric, Druid, Paladin, Pale Master, Ranger

You focus on the suffering of creatures around you. For the duration, you sense the health of any injured creatures within 1 mile of your current location that have less than half of their total hit points. You learn how critically a target is injured and the nature of any ailments affecting them, but not their identity.

Additionally, all restorative spells you cast for the duration gain  $2d6$  additional hit points of healing and you gain advantage on any Wisdom (Medicine) checks you make.



## MANIFEST MIMIC

5th-level transmutation (ritual)

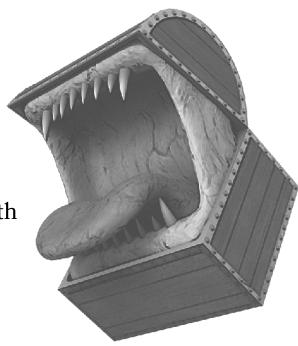
**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (an object worth at least 500 gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Bard, Wizard



A non-magical object of Large size or smaller comes to life at your command, in the form manifested mimic. The mimic is charmed by you until you or your companions do anything harmful to it. The charmed mimic regards you as a trusted friend to be heeded and protected. Although the mimic isn't under your control, it takes your requests or actions in the most favorable way it can.

The manifested mimic can understand the languages of its creator. It prefers to remain in its false appearance until instructed otherwise. The size of the object used in the spell dictates its combat statistics. A medium object becomes has the same statistics as a mimic (your DM has the stats). Other sizes of manifested mimics have different combat statistics (all statistics are as they appear in the mimic's stat block unless different below).

### MANIFESTED MIMIC STATISTICS

Size	HP	AC	Attack	Str	Dex
Tiny	41	18	+3 to hit, 1d4 + 1 damage	13	18
Small	50	16	+4 to hit, 1d6 + 2 damage	15	16
Medium	58	12	+5 to hit, 1d8 + 3 damage	17	12
Large	68	8	+6 to hit, 1d10 + 4 damage	19	8

You can only create one manifested mimic with this spell at a time. If you cast the spell again, the other manifested mimic is no longer charmed by you, it knows it was charmed, and it becomes hostile. If the manifested mimic is killed, the object used to create it is destroyed.

## MIDNIGHT

5th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (Bat fur and a drop of pitch or piece of coal)

**Duration:** Up to 1 hour

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.

## MUFFLE

5th-level illusion (ritual)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Up to 24 hours

**Classes:** Bard, Ranger, Wizard

You are able to magically reduce the noise an object makes so that it becomes silent for the duration or until you cast this spell again. If the target object would normally impose disadvantage on Dexterity based skill checks, it no longer does for the duration. You can dismiss this effect as a bonus action.

## MYSTRA'S BEQUEST

5th-level enchantment

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** Sorcerer

You select a target within range. The next time that creature casts a spell with a range of self or touch, you receive the benefit the spell as well.

## OGHMA'S KNOWLEDGE TRANSFERAL

5th-level transmutation

**Casting Time:** 1 reaction, which you take when a creature casts a spell

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

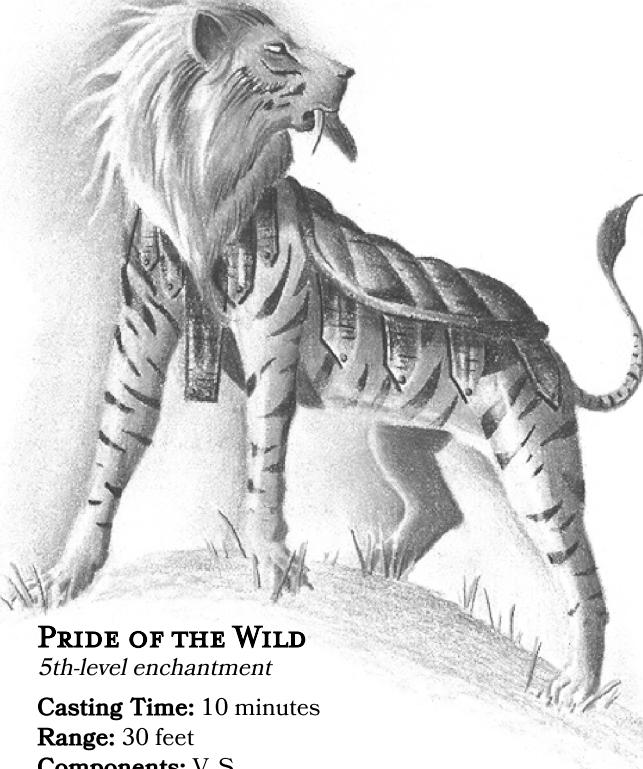
**Classes:** Pale Master, Sorcerer, Wizard

You are able to magically transfer your knowledge into another willing creature, allowing them to gain some of your arcane insight. When an ally would cast a spell of 3rd level or lower on their turn, you may use your reaction to grant them access to your list of prepared spells to select from, provided they can be cast at the given level.

Your ally's casting of the spell uses their spell slot of the appropriate level, and it behaves as though they cast it for the purposes of concentration, spell attack rolls, and saving throw DC.

**At Higher Levels.** If you cast this spell using a spell slot of 6th level or higher, the spell level that you can cast through an ally increases by one level for each spell level above 5th.





### PRIDE OF THE WILD

5th-level enchantment

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S

**Duration:** Up to 8 hours

**Classes:** Druid, Ranger

Up to 10 creatures of your choosing within range have their movement speed doubled for the duration. This effect is removed if a target takes a hostile action towards any creature.

### RUIN

5th-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Druid, Sorcerer, Warlock, Wizard

You create a maelstrom of fire and brimstone in a 20-foot-radius sphere at a point you can see within range. When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 5d8 fire damage or half as much on a success. Constructs and structures automatically fail the save and the spell deals maximum damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

### SUNDERING SMITE

5th-level enchantment

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

**Classes:** Paladin

The next time you hit with a melee weapon attack during the spell's duration, your attack deals an extra 6d8 radiant damage. The target must make a Strength save or suffer a -5 AC penalty until the end of its next turn.

### VEHEMENT INQUIRY

5th-level enchantment (ritual)

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (a drop of the target's blood)

**Duration:** Up to 1 hour

**Classes:** Bard, Paladin, Warlock

You can attempt to force a creature to truthfully answer your questions. Upon casting this spell, you immediately gain 1d4+1 levels of exhaustion.

If your current level of exhaustion does not result in your death, roll 1d4. This is the number of questions you can ask the target. After each question is asked, the target can make a Wisdom saving throw before it answers. You do not know if the target succeeds on their save. If the target fails its save, it must answer your question briefly in a truthful manner, while not providing any misleading information or it will take 4d6 psychic damage. If the target does not know the answer, it must say so or take 4d6 psychic damage as if it were lying. If the target succeeds the save, it can answer the question in any manner it wishes and does not take damage.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the number of questions increases by 1d4 for each slot level above 5th.

### VENGEANCE OF TALOS

5th-level evocation

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S, M (a weapon)

**Duration:** Instantaneous

**Classes:** Druid, Ranger, Sorcerer, Wizard

You channel the rage of Talos, god of storms, to strike down a foe where it stands. Make a melee attack with a weapon. On hit, the target suffers the attack's normal effects plus 6d8 lightning damage and becomes stunned until the start of its next turn. Additionally, every creature of Large size or smaller other than yourself within 20 feet of the target must make a Dexterity saving throw or be knocked prone, regardless of whether the initial attack was successful.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

### WALL

5th-level abjuration

**Casting Time:** 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell

**Range:** Self

**Components:** V

**Duration:** 1 round

**Classes:** Sorcerer, Wizard

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +7 bonus to AC and impose disadvantage on attacks made against you, including against the triggering attack, and you take no damage from magic missile.

# 6th Level Spells

## AMPLIFY MAGIC

*6th-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Sorcerer, Wizard

You use your bonus action to place a boon upon yourself, empowering the spells. While are under the effects of this spell, the next 3rd level spell that you cast using one of your available spell slots gains benefits as though it had been cast at 7th level.

## APOCALYPSE

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** V, S, M (a pinch of sulfur)

**Duration:** Instantaneous

**Classes:** Sorcerer, Wizard

You cause demonic symbols to appear beneath the feet of every creature you choose within range. Each creature must make a Dexterity saving throw or take 3d8 fire damage and become stunned until the end of its next turn. A creature takes half damage and is not stunned on a successful one. Creatures gain no benefit from cover for this save.

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

## BATTLE BEETLE

*6th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 24 hours

**Classes:** Sorcerer, Wizard

You summon a fey spirit, which takes the form of a huge beetle that appears in unoccupied space that you can see within range. The beast is considered fey, and it disappears when it drops to 0 hit points or when the spell ends. The summoned creature is friendly to you and your companions. Roll initiative for the summoned creature, which has its own turns. It obeys any verbal commands that you issue to them (no action required by you). If you don't issue any commands, it will defend itself from hostile creatures, but otherwise take no actions. The DM has the creatures' game statistics (stats as a Mammoth but gains 30 ft. fly speed).

Up to 5 creatures of medium size or smaller can mount the beetle at a time, but it only responds to commands given by you.

## BORROWED TIME

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

**Classes:** Bard, Cleric, Sorcerer, Warlock, Wizard

You open a rift and are able to reach through to borrow idle time from your future self. Once per round for 1d6+4 rounds, you may take an additional action or bonus action at the end of another creature's turn. Acting in this manner consumes your reaction. At any point for the duration, if you lose your concentration, you become stunned for a number of rounds equal to the initial roll of 1d6.

## BOUND INTO OBEDIENCE

*6th-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (Black sapphire dust worth 100 gp, which the spell consumes)

**Duration:** 10 days

**Classes:** Bard, Pale Master, Sorcerer, Warlock, Wizard

You touch a creature that is unconscious and cause ethereal chains to bind the creature's hands. If the target regains consciousness, it must succeed on a Wisdom saving throw at disadvantage or become charmed by you for the duration. While bound into your servitude in this manner, the target must obey your verbal commands to the best of its ability as your servant. The target will not willingly hurt itself. If you command the target to perform an action strongly opposed by its core values, or you or your companions take an action harmful to it, your DM might allow the creature to make another Wisdom saving throw to break its shackles and end this effect.

When the spell ends, the creature is no longer bound to you as a servant and has full knowledge of the tasks you made it perform. A *Remove Curse*, *Greater Restoration*, or *Wish* spell also ends it.

## GRACE OF SHAR

*6th-level divination*

**Casting Time:** 1 action

**Range:** Touch

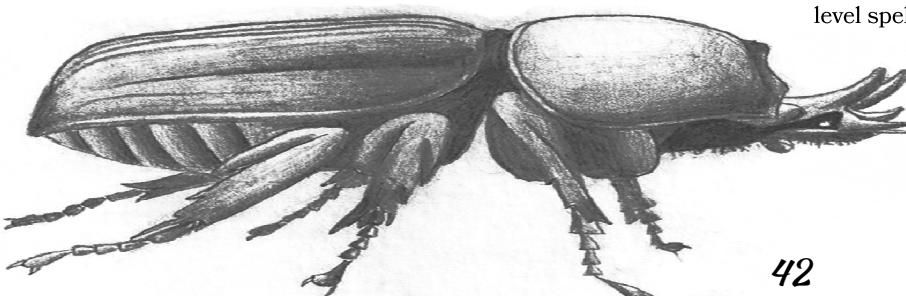
**Components:** V, S, M (a small black disk)

**Duration:** 1 hour

**Classes:** Bard, Cleric, Pale Master, Sorcerer, Wizard

A creature you touch is blessed with a sliver of Shar's umbral omniscience. For the duration, they gain blindsight out to a range of 30 feet.

**At Higher Levels.** When you cast this spell using a 9th level spell slot, you can select one additional creature.



## GRIMLORE'S APHOTIC ARMOR

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 1 hour

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You pull forth shadows that reside in the deepest corners of the realm, forming a shroud of darkness around yourself.

Upon casting this spell, you gain  $3d12 + 12$  temporary hit points. Additionally, while you have these hit points, you to become heavily obscured to others. If you take damage from any source, your attacker must succeed on a Wisdom saving throw or become frightened of you until the end of its next turn.

## ICE WAVE

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, S, M (white dragon scales worth 100 gp)

**Duration:** Instantaneous

**Classes:** Druid, Sorcerer, Wizard

You touch the ground within 5 feet of you, sending a wave of ice shooting forward. The ice forms a line outward from your position that can be up to 40 feet long, up to 10 feet wide, and up to 20 feet tall. Each creature within the area must make a Dexterity saving throw. On a failed save, a creature takes  $2d8$  cold damage and  $2d8$  bludgeoning damage. Additionally, its movement speed becomes 0 until the end of its next turn. On a successful save, a creature takes half as much damage and it does not suffer a movement speed penalty.

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

## INVESTITURE OF NECROSIS

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

Necrotic energies race across your body, shedding dim light in a 60-foot radius for the spell's duration. The necrosis doesn't harm you. Until the spell ends, you gain the following benefits:

- You are immune to necrotic damage and resistant to poison damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes  $1d10$  necrotic damage.
- You can use your action to create a line of necrotic energy 15 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes  $4d8$  necrotic damage on a failed save, or half as much damage on a successful one.



## KOSSUTH'S BURNING MARK

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Sorcerer, Wizard

You burn a fiery rune in the shape of Kossuth's symbol into the forehead of a creature. At the start of the targets turns, it must make a Constitution saving throw. On a failed save, the target takes  $1d8$  fire damage for every 5 feet it moves on during that turn. On a successful save, the target is not affected during that turn but the spell does not end.

## LINGERING VITALITY

*6th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

**Classes:** Bard, Cleric, Druid

You touch one willing creature, infusing its soul with pool of restorative magics that are slowly released over time. Roll  $10d8$ , which becomes the pool of hit points available to the target. As a reaction, the you can heal the target an amount of hit points equal to or less than those remaining in the in the pool.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the pool of hit points increases by  $2d8$  for each slot level above 6th.

## MANTLE OF MALAR

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a tuft of werewolf fur)

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

**Classes:** Cleric, Druid, Sorcerer

You adopt a spectral visage of a ravenous wolf spirit. For the duration, creatures of your choice within 30 feet of you gain advantage on attack rolls against their target if at least one of their allies is within 5 feet of that target and the ally isn't incapacitated.

Additionally, actions you take on your turn gain special aspects as you channel Malar's bestial will. If you take the Attack action, creatures of your choice within 10 feet of you when you make the attack must make a Wisdom saving throw or be frightened of you until the end of their next turn; if you take the Dash action your jump distance is tripled; if you take the Disengage action, your movement speed increases by 10 feet; if you take the Dodge action, you gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

## MYRKUL'S POWER

*6th-level necromancy*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, Pale Master, Warlock, Wizard

You hold your hands with fingers spread, drawing forth life force into your outstretched fingertips. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes  $5d6$  necrotic damage on a failed save, or half as much damage on a successful one. You regain hit points equal to half of the total damage dealt.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

## OPPRESSION

*6th-level evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, Wizard

Each creature in a 15-foot-radius sphere centered on a point you choose must make a Wisdom save. On a failed save, a target takes  $6d6$  force damage and suffers disadvantage on saving throws vs magical effects until the start of your next turn, or half as much damage and no other effects on a successful one. A creature with magic resistance automatically succeeds the save and the spell deals minimum damage.



## PERMAFROST

*6th-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (white dragon scales worth 500 gp)

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

**Classes:** Sorcerer, Wizard

An icy chill passes over your body, giving you a better understanding of winter's fury. For the duration, when you cast a spell that deals cold damage, you cause your target to become vulnerable to this damage type for the attack. When you cast any spells that deal cold damage to a target that is resistant to that damage type, you cause the target to lose their resistance to cold damage for the attack. When you cast any spells that deal cold damage on a target that is immune to this damage type, you cause your target to become resistant for the attack instead.

## PSYCHE ONSLAUGHT

*6th-level enchantment*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Bard, Cleric, Wizard

You create a 15-foot-radius sphere of thin hazy mist centered on a point you can see within range. The mist spreads around corners. It lasts for the duration or until strong wind disperses it, ending the spell. The area is heavily obscured. Creatures in to mist's area have disadvantage on all Intelligence, Wisdom, and Charisma saving throws and skill checks.

## RAMPART OF DISPEL MAGIC

*6th-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 90 feet

**Components:** V, S

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

**Classes:** Bard, Cleric, Sorcerer, Wizard

You create a pulsating wall of magical energy that purges magical effects from any creature that passes through it. The wall is a line that can be up to 40 feet in length, 40 feet high, and 5 feet thick. When you cast this spell, you cannot place it in any occupied space, and it must be placed in a space that you can see. The wall is visible to all creatures with an Intelligence score higher than 11. A creature that passes through the wall has any spell of 6th level or lower on it end. Spells of 7th level or higher on the target are unaffected.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the duration is 1 hour. If you use a spell slot of 8th level or higher, the duration is 24 hours. If you use an 9th level spell slot, the spell lasts for 1 month. Using a spell slot of 7th level or higher grants a duration that does not require Concentration.

## SOULTAP

*6th-level necromancy*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master

You embrace the life-force that flows inside all living creatures within range. As bonus action, you can take 1d6 psychic damage for every creature that you choose within range. When you make your next melee or spell attack, you can add this amount of damage as necrotic damage to the attack.

## ZARIEL'S MEMENTO

*6th-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Warlock, Wizard

You lash out at a creature, searing its flesh with the spiteful fires that burn in Avernus. Make a melee spell against the target. On a hit, the target takes 10d12 fire damage, and it is branded with the mark of Zariel that is fueled by combat and suffering for 1 minute. While branded, each time the creature takes critical damage from an attack, the critical damage is doubled.



# 7th Level Spells

## ACID RAIN

*7th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

**Classes:** Sorcerer, Wizard

You create gloomy storm clouds 50 feet above the ground, creating a mixture of dense fog and pouring acidic rain in a 15-foot-radius, 50-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder. Its area is heavily obscured and acts as difficult terrain. A creature that ends its turn in the cylinder must make a Constitution saving throw. A creature takes 8d10 acid damage on a failed save, or half on a success.

Additionally, each time a creature takes damage from the acid rain, metal items held or worn are exposed to the rain and might be destroyed. For metal weapons, armor, and objects, roll a d8. Non-magical metal weapons, armor, and objects are destroyed on a 3 or lower.

Uncommon items are destroyed on a 2 or lower.

Rare items are destroyed on a 1 or lower. Very Rare and

Legendary items are unaffected.

**At Higher Levels.** If you cast this spell using a spell slot of 8th level or higher, the Duration is 8 hours. If you use a 9th level spell slot, the spell lasts until you dismiss it as a bonus action.

## CONJURE SHAMBLING MOUND

*7th-level conjuration*

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V, S

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

**Classes:** Druid

You call forth an shambling mound created from any vegetation around you. Choose an unoccupied area near a source of vegetation that you can see within range. A shambling mound will rise from the ground in this location. The mound disappears when it drops to 0 hit points. The mound is friendly to you and your companions for the duration. Roll initiative for the mound, 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 to the mound, it defends itself from hostile creatures but otherwise takes no actions. If your concentration is broken before the spell's duration is reached, you lose control of the mound and it becomes hostile toward you and your companions. A hostile shambling mound can't be dismissed by you. It disappears when its hit points reach 0 or 1 hour after you summoned it, whichever happens first. The DM has the creature's game statistics.

**At Higher Levels.** When you cast this spell using a 9th-level spell slot, you summon two shambling mounds in unoccupied area that you can see.



## CONJURE WYRMLING

7th-level conjuration (ritual)

**Casting Time:** 1 minute

**Range:** 90 feet

**Components:** V, S, M (dragon scales and a jewel worth 10,000 gp, both of which the spell consumes)

**Duration:** Up to 8 hours

**Classes:** Sorcerer, Warlock, Wizard

You summon a dragon wyrmling of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The color of dragon scales used in the casting determines the type of wyrmling summoned. The wyrmling disappears when it drops to 0 hit points or when the spell ends. The wyrmling is friendly to you and your companions for the duration. Roll initiative for the wyrmling, 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 wyrmling, it defends itself from hostile creatures but otherwise takes no actions. The DM has the wyrmling's statistics. You can only have one wyrmling conjured at a time with this spell. Any additional castings of the spell within the duration will cause the prior wyrmling to cease existing or to extend the duration, depending on the scale used.

**At Higher Levels.** When you cast this spell using an 8th-level spell slot, the duration is up to 24 hours. When using a 9th-level spell slot, the duration is a year and a day.

## GRIMLORE'S DOOM

7th-level necromancy

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Up to 1 minute

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You spit an oath at a creature within range, who must succeed on a Wisdom saving throw or take  $5d12$  necrotic damage. They take half as much on a successful save.

Additionally, on a failed saving throw, the creature is frightened of you and is incapacitated. The creature also takes  $2d12$  necrotic damage at the end of each of its turns, after which it may make the saving throw again. On a success, the spell ends.



## KELEMVOR'S IRRADIATING BEAM

7th-level evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (holy symbol of Kelemvor)

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

**Classes:** Cleric, Wizard

You create a beam of radiant energy that burns undead creatures in a 20-foot radius cylinder up to 100 feet tall centered on a point that you can see within range. The cylinder is considered difficult terrain for undead creatures. When an undead creature enters the cylinder for the first time on a turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the undead creature takes  $6d10$  radiant damage or half as much on a success. Incorporeal undead automatically fail the save and take maximum damage from the spell. Living creatures are unaffected by the cylinder and it is not difficult terrain for them.

Additionally, the cylinder sheds bright light for 60 feet from its center and dim light for another 20 feet.

If you're within 60 feet of the cylinder, you can move it up to 30 feet as a bonus action.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the damage increases by  $1d10$  for each slot level above 7th.

## REVEILLE

7th-level conjuration

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a war horn)

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

**Classes:** Bard, Cleric, Wizard

You summon warriors to fight for you and your allies with a blast through a war horn that calls them to arms. Choose between a Knight or a Veteran; the chosen creature appears within range, as well as a squad of auxiliary warriors composed of  $2d4+4$  Guards or Bandits, respectively.

The summoned warriors are friendly to you and your companions for the duration. Roll initiative for the warriors, which have their own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to the warriors, they defend themselves from hostile creatures but otherwise take no actions.

If your concentration is broken, the warriors don't disappear. Instead, you lose command of them, and they become neutral to you and your companions, following the command of the Knight or Veteran (as appropriate). Uncontrolled warriors can't be dismissed by you and disappear 1 hour after they are summoned. The DM has the warriors' statistics.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level, the number of auxiliary warriors you may summon increases to  $2d6+6$ . When you cast it using a spell slot of 9th level, this number increases to  $2d8+8$ , or you may summon 12 auxiliary warriors and an additional Knight or Veteran, which must be of the same type as the initial choice.

## VAMPIRIC AURA

7th-level necromancy

**Casting Time:** 1 bonus action

**Range:** Self (30-foot-radius)

**Components:** V, S

**Duration:** Up to 10 minutes

**Classes:** Pale Master

A necrotic aura emanates from you, leeching the life out of your foes. When you cast this spell, you can designate any number of allies you can see to receive its benefit. When you or any allies within 30 feet of you damage an enemy, they gain half of the damage done as temporary hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can extend the radius by 10 feet for each slot level above 7th.



*The only easier method of conscription I've seen involves corpses. So many corpses... but no unions!*

- Grimlore

# 8th Level Spells

## Alluvial Pool

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a vial of ooze)

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

**Classes:** Druid, Sorcerer, Warlock, Wizard

Thick ooze fills an area of the ground you choose within range. The area by default is a 50-foot square, but its dimensions may be whatever you wish, provided it is one continuous pool and the total surface area does not exceed 2500 square feet. The resulting pool has a depth of 10 feet and is difficult terrain. The area looks like a shallow pool of water at first glance, and any creature that was not aware of the spell being cast must make an Intelligence (Investigation) or Wisdom (Perception) check against your spell DC to believe otherwise before contact is made with the pool.

A creature entering the pool for the first time on a turn or starting its turn there must make a Dexterity saving throw, taking  $4d6$  acid damage on a failed save and sinking into the pool, as the grappled condition. On a successful save, the creature takes half as much acid damage and is not grappled. A grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check (its choice) against your spell save DC. On a success, it frees itself. A creature of size Large or smaller that fails the saving throw while already grappled by the pool is also restrained against your spell save DC.

A restrained creature can't breathe, and any non-magical metal objects it carries begin to corrode. When the restrained creature takes acid damage from the pool, non-magical metal weapons and armor take a permanent, cumulative -1 penalty to their damage rolls and AC, respectively. If this penalty on a weapon reaches -5, the weapon is destroyed; similarly, armor is destroyed if its AC is reduced to 10. Other metal objects take cumulative damage as well, as the pool eats through a 1-inch-thickness of non-magical metal each round it is immersed.



## Armament of Irritants

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Up to 24 hours

**Classes:** Druid, Pale Master

One hundred tiny insects cover your body and grant you 100 temporary hit points. Also, you are immune to poisons and diseases for the duration. You gain additional effects depending on how many temporary hit points are remaining:

- **75 or more.** You have 3/4 cover.
- **45 or more.** You have half cover.

Additionally, once per round, if a single source of damage would remove more than 50 temporary hit points, you can use your reaction to only lose half of the temporary hit points instead. The spell lasts for the duration or when the temporary hit points are depleted, whichever happens first. You can only have one instance of this spell active at a time.

**At Higher Levels.** When you cast this spell using a spell slot of 9th level, you gain an additional 20 temporary hit points and the spell lasts for 10 days.

## Ascendancy of Vecna

*8th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a left hand clutching an eye encased in a gem worth at least 250 gp)

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

**Classes:** Pale Master, Warlock, Wizard

For the duration, you drawn upon the malice of The Whispered One to grant you dark powers. Your eye transforms, taking on a golden hue with a slit pupil like that of a cat. It glows green in the darkness and grants you True Sight out to a range of 30 feet.

Additionally, your hand begins to wither, leaving a blackened, mummified appendage that can be used to inflict terrible pain. For the duration, as an action on your turn, you can make a melee spell attack against a target within 5 feet of you, dealing  $6d6$  cold damage and  $6d6$  necrotic damage on a hit. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a Constitution saving throw or be slain instantly as your hand draws the life force from its body. Your eye and hand return to normal when the spell ends.

**At Higher Levels.** When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 1 hour. Casting this spell every day with a 9th level spell slot for a year makes its effects permanent and your alignment becomes Neutral Evil if it is not already.



## CHALICE OF THE NIGHT

8th-level necromancy

**Casting Time:** 1 hour

**Range:** Self

**Components:** V, S, M (1 ounce of vampire's blood, which the spell consumes, and a chalice worth 2,500 gp)

**Duration:** Up to 24 hours

**Classes:** Pale Master, Warlock, Wizard

You assume the form of a vampire until the next dawn, or the spell's duration, whichever happens first. You transform into an average vampire, one without any class levels or the Spellcasting trait.

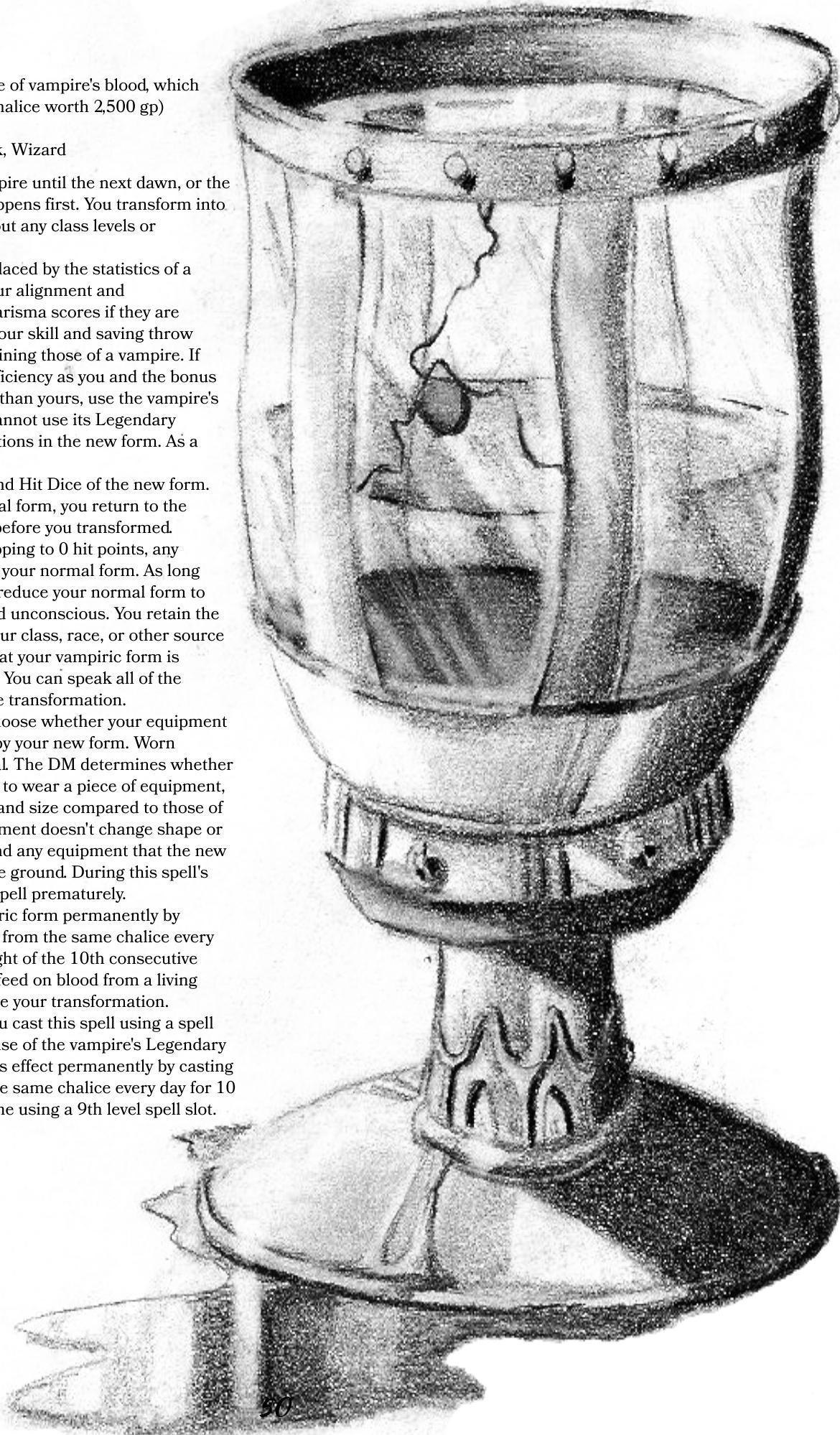
Your game statistics are replaced by the statistics of a vampire, though you retain your alignment and Intelligence, Wisdom, and Charisma scores if they are greater. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of a vampire. If the vampire has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the vampire's bonus in place of yours. You cannot use its Legendary Resistance or its legendary actions in the new form. As a vampire, you do not age.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You retain the benefit of any features from your class, race, or other source and can use them, provided that your vampiric form is physically capable of doing so. You can speak all of the languages you knew before the transformation.

When you transform, you choose whether your equipment falls to the ground or is worn by your new form. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear a piece of equipment, based on the vampire's shape and size compared to those of your original form. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must fall to the ground. During this spell's duration, you cannot end the spell prematurely.

You can assume your vampiric form permanently by casting this spell and drinking from the same chalice every day for 10 days. During the night of the 10th consecutive casting of this spell, you must feed on blood from a living humanoid creature to complete your transformation.

**At Higher Levels.** When you cast this spell using a spell slot of 9th level, you gain one use of the vampire's Legendary Resistance per day. To gain this effect permanently by casting this spell and drinking from the same chalice every day for 10 days, each casting must be done using a 9th level spell slot.



## GRIMLORE'S CRIPPLING INCURSION

*8th-level necromancy*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You point an outstretched hand with fingers spread and emanate a blanket of necrotic energy from your fingertips. Each creature that you choose in a 30-foot cone must make a Constitution saving throw. A creature takes  $5d12$  necrotic damage and suffers 2 levels of exhaustion on a failed save, as their bones become frail and strength leaves their body. On a successful save, they take half as much damage and do not become exhausted but become frightened of you until the end of their next turn.

## LEVITATE LANDSCAPE

*8th-level transmutation*

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (a blue sapphire worth at least 30,000 gp, which the spell consumes)

**Duration:** Instantaneous

**Classes:** Wizard

You bury a gemstone 1 foot below the surface and begin to enchant the surrounding area with magical energies native to the Elemental Plane of Air. After a strenuous casting recital consisting of 8 hours of uninterrupted devotion, the landscape begins to tear away from its surroundings up to a 250-foot-radius sphere in any direction from the gemstone, forming an island.

Once the spell has been completed, the island begins to lift into the air at a rate of 100 feet per 1 hour. You are able to use your action to stop the island from elevating at any point up to 1 mile above the surface. Once stopped, you are able to move the island by spending 1 hour in an uninterrupted recitation. Doing so will allow you to move the island in any direction at a rate of 20 feet per 1 hour. You may stop the island from moving at any time using your action. The buried gemstone can never be higher than 1 mile above the surrounding ground's surface. Removing the gemstone from the place it was buried requires a successful Intelligence (Arcana) and Strength (Athletic) check, each contested by your spell save DC. Succeeding on both checks ends the spell, causing the island to fall back towards the surface at a rate of 192 feet per round.

You may only have one instance of this spell active at a time. Casting the spell again will cause the other casting of this spell to lose its magical properties and the spell will end.

**At Higher Levels.** When you cast this spell using a slot of 9th level, you may have multiple instances of this spell active at a time, and casting the spell again no longer causes previous castings of this spell to end. When you complete the 1-hour recitation to move a Levitated Landscape, you instead move all Levitated Landscapes that you control.

## SCORNFUL MANTLE OF THE UNDAUNTED

*8th-level abjuration*

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (a ruby worth 1,000 gp)

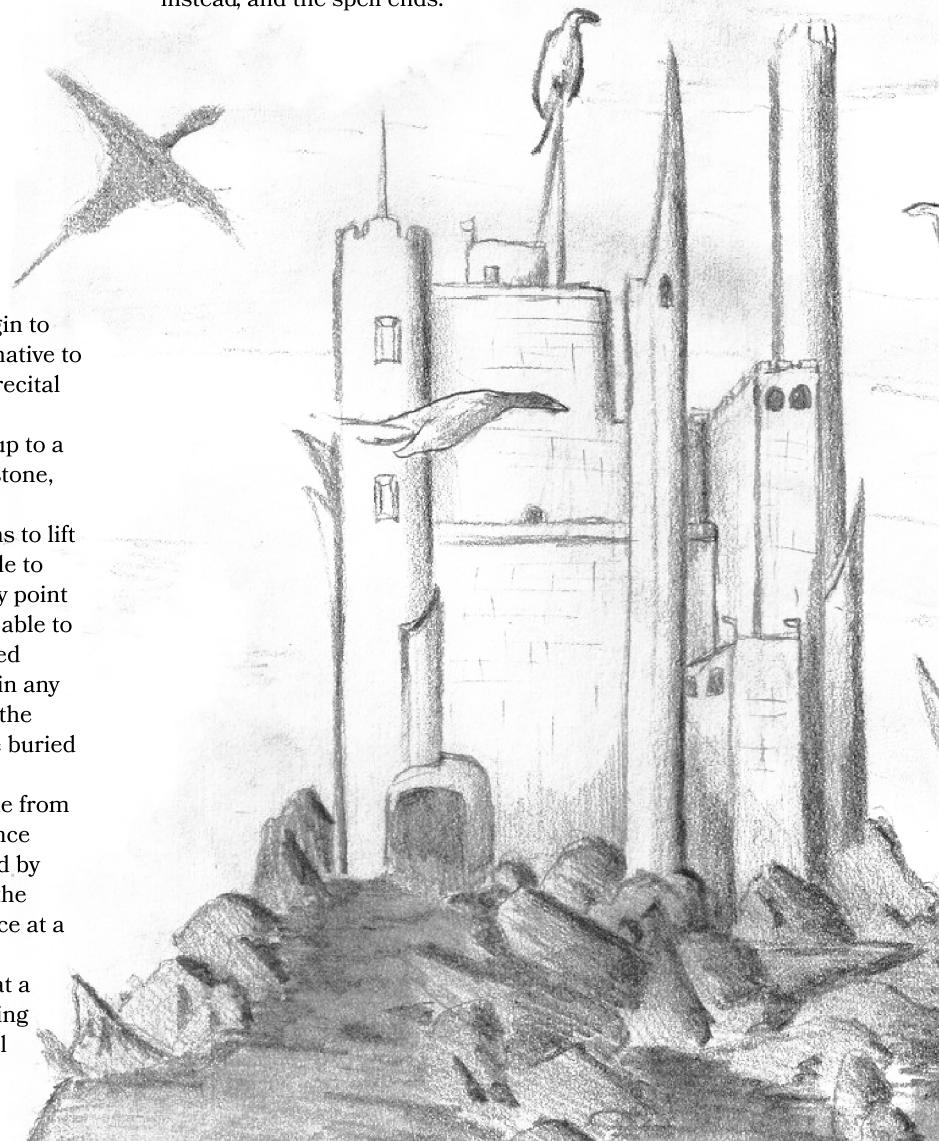
**Duration:** Up to 1 minute

**Classes:** Bard, Cleric, Pale Master

You touch a willing creature and strengthen its resolve, allowing it to become dauntless in the face of untold danger.

For the duration, the target becomes immune to all conditions. If the target is currently affected with any condition other than exhaustion or is unconscious, casting this spell will remove those conditions from the target.

Additionally, if a single source of damage would kill the target while the spell is active, the target's health is set to 1 hit point instead, and the spell ends.



*Solitude floating among the clouds allowed me to complete my work much quicker! I just wish it didn't empty my coffers to do so...*

*- Grimlore*

## SOUL IMPRISONMENT

8th-level transmutation

**Casting Time:** 1 reaction, which you take when a creature you can see within 60 feet of you dies

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Pale Master, Warlock, Wizard

This spell snatches the soul of a humanoid as it dies and merges it with your own. A possessed soul remains merged with your own until the spell ends or until you release, which ends the spell. While you possess a soul, you can exploit it in any of the ways described below. You can use a possessed soul up to ten times. Once you exploit a soul for the tenth time, you have the option to release it or destroy it, and the spell ends. While a soul is possessed, the dead humanoid it came from can't be revived.

You are able to use an action on your turn to invoke one of the following properties, which lasts for 24 hours. You can only have one property active at a time. If you invoke a new property while one is active, the active one ends and is replaced by the new one.

**Assimilate.** You gain one of the creature's traits (your choice).

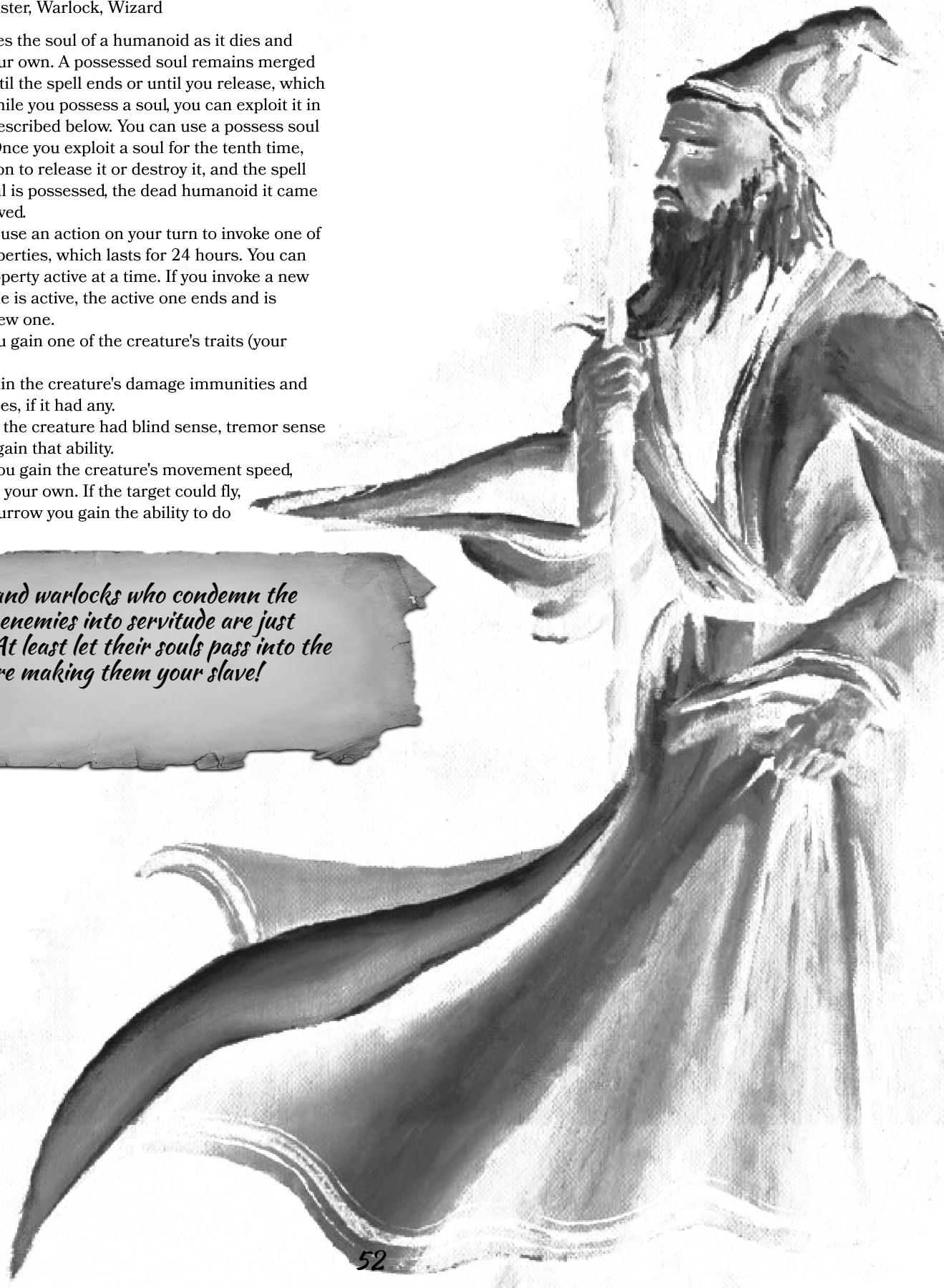
**Bolster.** You gain the creature's damage immunities and damage resistances, if it had any.

**Cognizance.** If the creature had blind sense, tremor sense or true sight you gain that ability.

**Pathfinding.** You gain the creature's movement speed, which is added to your own. If the target could fly, swim, climb, or burrow you gain the ability to do so as well.

*The wizards and warlocks who condemn the souls of their enemies into servitude are just deplorable... At least let their souls pass into the afterlife before making them your slave!*

- Grimlore



# 9th Level Spells

## ASMODEUS' ENTERAL SUFFERING

9th-level evocation

**Casting Time:** 1 action

**Range:** 666 feet

**Components:** V

**Duration:** Special

**Classes:** Cleric, Warlock, Wizard

You call upon the Supreme Master of the Nine Hells to mark an unfortunate soul for unending torment. Make a ranged spell against a target you can see within range. On a hit, the target takes 12d8 fire damage and the symbol of Asmodeus is branded into their forehead for 1 minute. The creature takes 6d8 fire damage each time it takes an action while it is branded in this manner.

If a creature is killed while under the effects of this spell, its soul becomes eternally damned. At the start of your next turn, the creature's soul rises as a shadow demon that is under your control for 24 hours, after which it stops obeying any command you've given it.

Any creature who is killed by this spell can be restored to life only by means of a *wish* spell if the shadow demon has been slain.

## BIXMODEUS' BINDING OF PERDURING

### POSSESSION

9th-level abjuration

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (an item to serve as a receptacle, made of materials worth at least 1,000gp per Hit Die of the target)

**Duration:** Special

**Classes:** Pale Master, Wizard

You embed the soul and personality of a willing target into an item. While affected by this spell, the target doesn't need to breathe, eat, or drink, and it doesn't age or die. It retains its senses. Divination spells can't locate or perceive the target.

The target's perception of the vessel may vary and is chosen by the caster as they form a mental image of the target's place of voluntary imprisonment. The target will be able to verbally communicate with creatures outside of the vessel, and to communicate telepathically with creatures attuned to the item. While within the vessel, the target may summon any mundane items they desire.

The item used as a vessel gains a magical aura about it and is inert to wear and damage. It also has advantage on saving throws against spells and other magical effects, and is resistant to damage originating from such. The item uses the statistics of the bound creature for saving throws, and the maximum value of the bound creature's Hit Dice (including its Constitution modifier) for determining the item's HP. Its AC is 25, and any damage to it is repaired at a rate of 5 HP per round.



**Ending the Spell** The spell may be ended through a ceremonial ritual where diamonds worth at least 500gp per Hit Die of the bound target are fired in a brazier for 24 hours, stoked and fueled with rare herbs native to the target's place of birth. The item must be laid upon the diamonds for the duration of the ceremony, and the true name of the target chanted at its zenith. Performing this ritual will expunge the target's soul from the item, releasing it to its expected destination upon death, and destroying the possessed item along with all resources used in the ritual.

A *dispel magic* spell can end the spell only if it is cast as a 9th-level spell, targeting the item.

## BLASPHEMOUS

9th-level evocation

**Casting Time:** 1 action

**Range:** Self (60-foot-radius sphere)

**Components:** V

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

**Classes:** Warlock, Wizard

You utter a phrase so baneful that it pains those who hear it, possibly even killing them. Choose any number of creatures you can see within range. Each creature that can hear you must make a Constitution saving throw. On a failed save, a creature takes 3d10 psychic damage when the spell is cast, and then again at the start of each of its turn for the duration. Additionally, it suffers an effect based on its current hit points:

- 90 hit points or less: incapacitated for the duration
- 70 hit points or less: stunned for the duration
- 50 hit points or less: paralyzed for the duration
- 30 hit points or less: killed instantly

At any point during the spell's duration, if an affected creature's current hit points are reduced to a point that would cause it to suffer a different effect, the creature must make a Constitution saving throw. On a failed save, the creature suffers the new effect. On a success, the spell ends for that creature.

Any creature who is killed by this spell can be restored to life only by means of a *true resurrection* or a *wish* spell.

## GRIMLORE'S CALAMITY

9th-level necromancy

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

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

**Classes:** Pale Master, Sorcerer, Warlock, Wizard

You create a shadowy pool centered on a flat surface that you can see within range. The pool is 30 feet in diameter and connects your plane to the Shadowfell. A spectral hand rises from the center of the pool and remains there for the duration of the spell. The spectral hand does not occupy its space.

When a creature enters the pool for the first time on a turn or starts its turn there, the creature must succeed on a Constitution saving throw or take  $10d12$  necrotic damage, or half as much damage on a success. Any creature that is reduced to 0 hit points while in the pool sinks to the bottom and is immediately transported to the Plane of Shadow, becoming trapped there.

Additionally, as a bonus action on your turn, you may command the spectral hand to beckon a creature within 120 feet of it. The target must make a Wisdom saving throw or have an enchantment placed upon it, causing it to approach the spectral hand. The creature must spend its turns trying to move as close to the spectral hand as it can, using the Dash action.

A creature enchanted in this manner can make a Wisdom saving throw at the end of each of its turns. If it successfully saves three times, the enchantment ends and the creature is immune to this effect for 24 hours. If it fails its save three times, it becomes stunned and the enchantment ends. The spectral hand can only enchant one target at a time in this manner.

## REPLICATE

9th-level conjuration

**Casting Time:** 12 hours

**Range:** Self

**Components:** V, S, M (Some hair, fingernail clippings, or other piece of your body; and a ruby worth 2,500 gp, which is consumed by the spell)

**Duration:** Permanent

**Classes:** Wizard

You create a duplicate of yourself that is similar to you in every way at the time of casting. You can communicate with your duplicate telepathically, and it obeys all of your commands. Your duplicate has all of the same abilities (though none of your equipment), spells and features that you do, but these become shared resources between you both. If your duplicate casts a spell, you both lose the corresponding spell slot, for example. Your duplicate ages at the same rate as you do and is immune to the dispel magic spell. You may only have one duplicate active at a time, and your duplicate is not able to cast the replicate spell.

The duplicate dies when it drops to 0 hit points, ending the spell. If you die while your duplicate is still alive, your soul is transferred to it, and it becomes your new form, ending the spell.



*While I should not endorse the ramifications of invoking a calamity, having a spell that opens a portal to the Shadowfell is simply invaluable!*

- Grimlore

## TAMARA'S REBIRTH

9th-level necromancy

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (diamonds worth at least 10,000 gp, which the spell consumes)

**Duration:** Up to 24 hours

**Classes:** Bard, Cleric, Druid, Pale Master

You touch a willing creature that has 1 or more hit points, infusing it with a blessing from Tamara, dragon goddess of life, light and mercy. If the target dies during the duration, for any reason except old age, the blessing is triggered. If its soul is free and willing, the target returns to life at the start of its next turn with hit points equal to half its hit point maximum. As a bonus action on the same turn, the target can expend as many of its hit dice as it chooses to heal itself. Roll each die spent, adding your Constitution modifier to each, and regain a number of hit points equal to the total.

This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs.

The spell can even provide a new body if the original no longer exists. The target then appears in an unoccupied space within 10 feet of where it died.

# Class Spell Lists

The following lists detail which spells are available to each class.

## Bard

### CANTRIPS (LEVEL 0)

Benediction  
Bolster  
Courage  
Dazzle  
Disarm  
Eidolic Chains  
Gleam  
Gloom  
Lullaby  
Manipulate Shadow  
Pacify  
Shawl of the Unseen  
Song of the Dead  
Thieves' Ruse  
Thunderous Chord  
Unhinging Inclination  
Venomous Strike

### 1ST LEVEL

Acrid Delight  
Animate Percussion  
Beguile

### Inaudible

Interpret Bone  
Murmurs of the Restless  
Slashing Step

### 2ND LEVEL

Analyze Blood  
Avian Geyser  
Cognizant  
Detect Familiar  
Druthers  
Elemental Anguish  
Shadow Bind

### 3RD LEVEL

Ameliorate  
Create Useful Robe Patch  
Distressing Melody  
Fire Whip  
Lunacy  
Mass Vicious Mockery  
Poison Darts  
Sphere of Deceit  
Thunderous Bellow

### 4TH LEVEL

Boundary  
Brook Healing  
Dusk Arrows  
Embers  
Hallowing Curse  
Observance  
Vacillate

### 5TH LEVEL

Banshee's Grievance  
Manifest Mimic  
Muffle  
Vehement Inquiry

### 6TH LEVEL

Borrowed Time  
Bound into Obedience  
Grace of Shar  
Lingering Vitality  
Oppression  
Psyche Onslaught  
Rampart of Dispel Magic

### 7TH LEVEL

Reveille

### 8TH LEVEL

Scornful Mantle of the Undaunted

### 9TH LEVEL

Tamara's Rebirth

## Cleric

### CANTRIPS (0 LEVEL)

Ascending Flame  
Benediction  
Bloodlink  
Bolster  
Commendation  
Courage  
Dazzle  
Disarm  
Gleam  
Gloom  
Pacify  
Peaceful Valediction  
Reassurance  
Unhinging Inclination  
Unholy Flame

### 1ST LEVEL

Cauterizing Flame  
Detect Chaos and Order  
Divine Arm

### Helm's Everwatchful Eye

Interpret Bone  
Murmurs of the Restless  
Shield of Devotion  
Zen Archery

### 2ND LEVEL

Analyze Blood  
Consecration  
Desecration  
Detect Familiar  
Divine Ward  
Elemental Anguish  
Holy Missile  
Radiating Blade of Tempus

### 3RD LEVEL

Absorbing Ward  
Ameliorate  
Invocation from Bahamut  
Lunar Blessing  
Mummify

### Sacred Ward

**4TH LEVEL**  
Boundary  
Brook Healing  
Dusk Arrows  
Hallowing Curse  
Lathander's Blessing  
Observance  
Torm's Safeguard  
Vacillate

### 5TH LEVEL

Ilmater's Fortune

### 6TH LEVEL

Borrowed Time  
Grace of Shar  
Lingering Vitality  
Mantle of Malar  
Myrkul's Power  
Psyche Onslaught  
Rampart of Dispel Magic

### 7TH LEVEL

Kelemvor's Irradiating Beam  
Reveille

### 8TH LEVEL

Scornful Mantle of the Undaunted

### 9TH LEVEL

Asmodeus' Enteral Suffering  
Tamara's Rebirth

# Druid

## CANTRIPS (0 LEVEL)

Courage  
Dazzle  
Gloom  
Manipulate Shadow  
Pacify  
Peaceful Valediction  
Reassurance  
Venomous Strike  
Wind Slash

## 1ST LEVEL

Acrid Delight  
Earthen Grip  
Earthen Pillar  
Inaudible  
Interpret Bone  
Last Breath  
Nightowl  
Rot  
Shed Skin  
Skein of Vines  
Zen Archery

## 2ND LEVEL

Amorphous Form  
Analyze Blood  
Avian Geyser  
Detect Familiar  
Gale of Obscurity  
Glacious  
Howling Downpour  
Mountains to Molehills  
Pullulate  
Silvanus' Blessing  
Silvanus' Favor  
Track  
Ubtao's Tiny Teraform

## 3RD LEVEL

Ameliorate  
Ancestral Guidance  
Frost Armor  
Healing Leeches  
Lunar Blessing  
Poison Darts  
Scaleskin

Steady Terrain

## 4TH LEVEL

Brook Healing  
Embers  
Healing Stone  
Hemorrhage  
Sticks to Snakes  
Vermintide

## 7TH LEVEL

Conjure Shambling Mound

## 8TH LEVEL

Alluvial Pool  
Armor of Irritants

## 9TH LEVEL

Tamara's Rebirth

## 5TH LEVEL

Defile  
Hederan Embrace  
Ilmater's Fortune  
Pride of the Wild  
Ruin  
Vengeance of Talos

## 6TH LEVEL

Battle Beetle  
Ice Wave  
Lingering Vitality  
Mantle of Malar

# Paladin

## 1ST LEVEL

Cauterizing Flame  
Detect Chaos and Order  
Divine Arm  
Helm's Everwatchful Eye  
Interpret Bone  
Shield of Devotion

## 3RD LEVEL

Absorbing Ward  
Ameliorate  
Invocation from Bahamut  
Sacred Ward  
Spectral Steed  
Sphere of Deceit  
Vaporous Smite

## 5TH LEVEL

Aegis  
Blood of the Martyr  
Ilmater's Fortune  
Sundering Smite  
Vehement Inquiry

## 2ND LEVEL

Consecration  
Desecration  
Detect Familiar  
Divine Ward  
Druthers  
Radiating Blade of Tempus

## 4TH LEVEL

Brook Healing  
Gift of Vivacity  
Lathander's Blessing  
Torm's Safeguard  
Vacillate

# Pale Master

## CANTRIPS (0 LEVEL)

Blood Siphon  
Bloodlink  
Corruption  
Eidolic Chains  
Gloom  
Grim Scythe  
Grimlore's Influence  
Manipulate Shadow  
Night Terror  
Pacify  
Peaceful Valediction  
Scourge  
Shadow Embrace  
Shadow Ink  
Shawl of the Unseen  
Song of the Dead  
Spare the Living  
Unholy Flame  
Waning Touch

## 1ST LEVEL

Animate Cranium  
Bone Storm  
Creeping Crawling Claw  
Cursed with Undeath  
Dark Pact  
Death's Grasp  
Dread

Grimlore's Shadowblight  
Guillotine  
Inaudible  
Injurious Spellbook  
Interpret Bone  
Larloch's Minor Drain  
Misery  
Murmurs of the Restless  
Rot  
Shed Skin

## 2ND LEVEL

Analyze Blood  
Desecration  
Detect Familiar  
Drain Life  
Elemental Anguish  
Grimlore's Shadowgrasp  
Manacle of Burden  
Necrotic Visage  
Shadow Bind  
Silvanus' Blessing  
Unseat Hand

## 3RD LEVEL

Grimlore's Affliction  
Lunar Blessing  
Mummify  
Poisoned Heart

## 4TH LEVEL

Army of the Dead  
Devastate Undead  
Dusk Arrows  
Embers  
Grimlore's Withering Coils  
Hallowing Curse  
Hemorrhage  
Plague  
Vaccinate

## 5TH LEVEL

Animate Shadow  
Armor of Bones  
Banshee's Grievance  
Defile  
Grimlore's Touch of Undeath  
Ilmater's Fortune  
Midnight  
Oghma's Knowledge  
Transferal

## 6TH LEVEL

Bound into Obedience  
Grace of Shar  
Grimlore's Aphotic Armor  
Investiture of Necrosis  
Myrkul's Power  
Soultap

## 7TH LEVEL

Grimlore's Doom  
Vampiric Aura

## 8TH LEVEL

Armament of Irritants  
Ascendancy of Vecna  
Chalice of the Night  
Grimlore's Crippling Incursion  
Scornful Mantle of the Undaunted  
Soul Imprisonment

## 9TH LEVEL

Bixmodeus' Binding of Perduring Possession  
Grimlore's Calamity  
mara's Rebirth

# Ranger

## 1ST LEVEL

Inaudible  
Interpret Bone  
Lunar Blessing  
Nightowl  
Shed Skin  
Skein of Vines  
Slashing Step  
Storm of Arrows  
Zen Archery

Silvanus' Favor  
Track

## 3RD LEVEL

Healing Leeches  
Lunar Blessing  
Poison Darts  
Scaleskin  
Steady Terrain

## 5TH LEVEL

Hederan Embrace  
Ilmater's Fortune  
Muffle  
Mystra's Bequest  
Pride of the Wild  
Vengeance of Talos

## 2ND LEVEL

Analyze Blood  
Avian Geyser  
Detect Familiar  
Mountains to Molehills  
Silvanus' Blessing

## 4TH LEVEL

Brook Healing  
Dusk Arrows  
Hemorrhage  
Observance  
Sticks to Snakes

# Sorcerer

## CANTRIPS (0 LEVEL)

Blood Dagger  
Blood Siphon  
Bloodlink  
Conflagrate  
Eidolic Chains  
Glacial Blade  
Gleam  
Grimlore's Influence  
Hinder  
Ice Shard  
Manipulate Shadow  
Phase  
Rancorous-Mist Blade  
Shadow Embrace  
Tormenting Flame

## 1ST LEVEL

Beguile  
Bone Storm  
Earthen Grip  
Grimlore's Shadowblight  
Inner Fire  
Last Breath  
Smolder

## 2ND LEVEL

Amorphous Form  
Analyze Blood  
Avian Geyser  
Detect Familiar  
Druthers  
Gale of Obscurity  
Glacious  
Grimlore's Shadowgrasp  
Mana Burn  
Shadow Bind  
Shadow Bind  
Veil of Elements

## 3RD LEVEL

Absorbing Ward  
Displacement  
Fire Whip  
Frost Armor  
Grimlore's Affliction  
Inferno  
Predominance  
Return  
Thunderous Bellow  
Wyrmiling's Vitriol

## 4TH LEVEL

Embers  
Grimlore's Withering Coils  
Hemorrhage  
Improved Mage Armor  
Raze

## 5TH LEVEL

Chaotic Wellspring  
Defile  
Frost Nova  
Grimlore's Touch of Undeath  
Hellfire  
Midnight  
Mystra's Bequest  
Oghma's Knowledge  
Transferral  
Ruin  
Vengeance of Talos  
Wall

## 6TH LEVEL

Amplify Magic  
Apocalypse  
Borrowed Time

Bound into Obedience

Grace of Shar  
Grimlore's Aphotic Armor  
Ice Wave  
Kossuth's Burning Mark  
Mantle of Malar  
Permafrost  
Rampart of Dispel Magic

## 7TH LEVEL

Acid Rain  
Conjure Wyrmiling  
Grimlore's Doom

## 8TH LEVEL

Alluvial Pool  
Grimlore's Crippling  
Incursion

## 9TH LEVEL

Grimlore's Calamity

# Warlock

## CANTRIPS (0 LEVEL)

Blood Dagger  
Blood Siphon  
Bloodlink  
Conflagrate  
Corruption  
Eidolic Chains  
Glacial Blade  
Gloom  
Grim Scythe  
Grimlore's Influence  
Hinder  
Manipulate Shadow  
Night Terror  
Rancorous-Mist Blade  
Shadow Embrace  
Spare the Living  
Tormenting Flame

## 1ST LEVEL

Beguile  
Bone Storm  
Creeping Crawling Claw

Cursed with Undeath

Death's Grasp  
Dread  
Grimlore's Shadowblight  
Inner Fire  
Larloch's Minor Drain  
Misery  
Rot  
Smolder

## 2ND LEVEL

Detect Familiar  
Druthers  
Elemental Anguish  
Grimlore's Shadowgrasp  
Manacle of Burden  
Necrotic Visage  
Shadow Bind  
Whispers of Hellfire

Inferno

Mummify  
Poisoned Heart  
Sphere of Deceit

## 4TH LEVEL

Devestate Undead  
Grimlore's Withering Coils  
Hallowing Curse  
Hemorrhage  
Plague

## 5TH LEVEL

Defile  
Grimlore's Touch of Undeath  
Hellfire  
Midnight  
Ruin  
Vehement Inquiry

Grimlore's Aphotic Armor

Investiture of Necrosis  
Myrkul's Power  
Zariel's Memento

## 7TH LEVEL

Conjure Wyrmiling  
Grimlore's Doom

## 8TH LEVEL

Alluvial Pool  
Ascendancy of Vecna  
Chalice of the Night  
Grimlore's Crippling  
Incursion  
Soul Imprisonment

## 9TH LEVEL

Asmodeus' Enteral Suffering  
Blasphemous  
Grimlore's Calamity

## 3RD LEVEL

Fire Whip  
Grimlore's Affliction

## 6TH LEVEL

Apocalypse  
Borrowed Time  
Bound into Obedience

# Wizard

## CANTRIPS (0 LEVEL)

Blood Siphon  
Conflagrate  
Corruption  
Dazzle  
Disarm  
Eidolic Chains  
Glacial Blade  
Gleam  
Gloom  
Grim Scythe  
Grimlore's Influence  
Hinder  
Ice Shard  
Manipulate Shadow  
Night Terror  
Phase  
Rancorous-Mist Blade  
Shadow Embrace  
Shadow Ink  
Shawl of the Unseen  
Spare the Living  
Thieves' Ruse  
Tormenting Flame  
Veil  
Wind Slash

## 1ST LEVEL

Acrid Delight  
Alacritous Interpretation  
Animate Percussion  
Bone Storm  
Creeping Crawling Claw  
Cursed with Undeath  
Death's Grasp  
Dread  
Earthen Grip  
Earthen Pillar

Grimlore's Shadowblight  
Guillotine  
Inaudible  
Injurious Spellbook  
Last Breath  
Larloch's Minor Drain  
Misery  
Rot  
Shed Skin  
Smolder

## 2ND LEVEL

Amorphous Form  
Avian Geyser  
Barricade  
Cognizant  
Detect Familiar  
Elemental Anguish  
Gale of Obscurity  
Glacious  
Grimlore's Shadowgrasp  
Howling Downpour  
Mana Burn  
Manacle of Burden  
Mountains to Molehills  
Necrotic Visage  
Shadow Bind  
Silvanus' Favor  
Ubtao's Tiny Teraform  
Veil of Elements

## 3RD LEVEL

Create Useful Robe Patch  
Displacement  
Fire Whip  
Frost Armor  
Grimlore's Affliction  
Mummify

Poison Darts  
Return  
Wyrmling's Vitriol

## 4TH LEVEL

Army of the Dead  
Boundary  
Devestate Undead  
Dusk Arrows  
Embers  
Furtive Armory  
Grimlore's Withering Coils  
Hallowing Curse  
Improved Mage Armor  
Raze  
Spellsteal  
Wax

## 5TH LEVEL

Cognition  
Defile  
Frost Nova  
Grimlore's Touch of Undeath  
Hellfire  
Manifest Mimic  
Midnight  
Muffle  
Oghma's Knowledge  
Transferal  
Ruin  
Vengeance of Talos  
Wall

## 6TH LEVEL

Amplify Magic  
Apocalypse  
Borrowed Time  
Bound into Obedience  
Grace of Shar

Grimlore's Aphotic Armor  
Ice Wave  
Investiture of Necrosis  
Kossuth's Burning Mark  
Mykul's Power  
Oppression  
Permafrost  
Psyche Onslaught  
Rampart of Dispel Magic  
Zariel's Memento

## 7TH LEVEL

Acid Rain  
Conjure Wyrmling  
Grimlore's Doom  
Kelemvor's Irradiating Beam  
Reveille  
Vampiric Aura

## 8TH LEVEL

Alluvial Pool  
Ascendancy of Vecna  
Chalice of the Night  
Grimlore's Crippling Incursion  
Levitate Landscape

## 9TH LEVEL

Bixmodeus' Binding of Perduring Possession  
Grimlore's Calamity  
Replicate

# Ritual Spells

Acrid Delight  
Alacritous Interpretation  
Analyze Blood  
Ancestral Guidance  
Animate Percussion  
Cognizant  
Conjure Wyrmling

Create Useful Robe Patch  
Creeping Crawling Claw  
Detect Familiar  
Healing Leeches  
Healing Stone  
Howling Downpour  
Ilmater's Fortune

Interpret Bone  
Manifest Mimic  
Mountains to Molehills  
Muffle  
Murmurs of the Restless  
Nightowl  
Pullulate

Steady Terrain  
Sticks to Snakes  
Track  
Unseat Hand  
Vehement Inquiry  
Vermintide