

MORTAL SPELLBOOK



here are many spells wielded across the lands... here are a few mortal ones. Dragon magic overleaf.

1ST LEVEL

SUMMONS

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small model or figurine of the creature)

Duration: Concentration, up to 1 minute

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

Calling to the source of your power, you bring forth an extraplanar creature to act as your ally. It appears in the spot you designate within range, rolls its own initiative, and acts on that count, behaving in the manner that you direct, insofar as it can understand you. It will not take any overtly suicidal actions such as triggering a known trap or charging headlong into a mob of foes. The creature may have a CR of up to 1/4.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the creature's CR increases by 1/2 for each additional spell slot level above 1st.

LARLOUCH'S MINOR DRAIN

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (straw, hollow reed, or length of tubing)

Duration: Instantaneous

Classes: Wizard, Warlock, Sorcerer

You cast a needle of necrotic energy at your target, attempting to puncture their very life essence. The target must make a Wisdom saving throw against 4d4 necrotic damage, half on a successful save. Regardless, you gain half the damage dealt in HP, which may be granted to yourself or an ally within range as temporary HP, lasting one minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the damage dealt by 2d4 for each spell slot level above 1st.

DISCERN PROTECTIONS

1st-level divination

Casting Time: 1 bonus action

Range: 60 feet

Components: S, M (a shard of glass)

Duration: Instantaneous

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

Delving into a creature's essence, you attempt to better understand its strengths. You become aware of its intrinsic and magical defenses, and are told its resistances, armour class, approximate remaining HP %, and vulnerabilities.

At Higher Levels. When you cast this spell using a spell slot of 2nd level, you also become aware of any vulnerabilities the creature has. At 3rd level, and each spell slot level beyond that, you may target an additional creature with both effects.

BUDORES' RAY OF PESTILENCE

1st-level evocation

Casting Time: 1 action

Range: 90 feet

Components: M, V, S (mucus or pus)

Duration: Instantaneous

Classes: Wizard, Warlock, Sorcerer

A ray of sickening, greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 3d8 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn, and has vulnerability to poison damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the damage dealt by 1d8 for each spell slot level above 1st, and the duration (contingent upon another failed save) by one more turn.

GHOUL TOUCH

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Wizard, Warlock, Sorcerer, Cleric

You reach out, as your hand takes on a ghoulish character, and attempt a melee spell attack against your foe. On a hit, the target takes 2d12 necrotic damage and must make a Constitution saving throw, taking half damage on a successful save. If the target fails the save, it is paralysed until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the damage dealt by 1d12 for each spell slot level above 1st, and the duration (contingent upon another failed save) by one more turn.

MORDENKANIENS' WIZARDING WARD

1st-level abjuration

Casting Time: 1 reaction, which you take in response to a perceived threat

Range: Self

Components: V, S

Duration: 1 round

Classes: Wizard, Warlock, Sorcerer

A complex web of arcane wards springs up into being around you. Until the beginning of your next turn, you receive advantage on all saving throws against spells. You also count as having resistance against the first attack to hit you and deal elemental damage, i.e fire, cold, acid, necrotic, radiant, force, lightning, or thunder, during this time.

AJAX'S INSTANTANEOUS RUMMAGE

1st-level divination

Casting Time: 1 bonus action

Range: 30 feet

Components: M, S, V (a pocket full of at least twenty small items, which you turn out onto the floor)

Duration: Instantaneous

Classes: Wizard, Warlock, Cleric

Hastily casting your arcane eye around, you scour a cube 30 feet to a side. You become aware of any objects or creatures not explicitly hidden, including the contents of sealed containers, within this area.

Make an Investigation check, using your spell attack modifier as the bonus. You become aware of any hiding or invisible creatures in the area if your check beats their Stealth check; and you become aware of any concealed items, doors, or traps if your check beats their search DC.

This spell is blocked by a quarter of an inch of lead, half an inch of other metals, a foot of stone or wood, or two feet of dirt.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the size of the cube by 15' per spell level used.

BACKBITER

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: M, S, V (a length of broken dowel)

Duration: Instantaneous

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

Twisting the weapons of your opponents against them, you target a 10 foot radius around a point you can see. All enemies wielding artificial weapons in that radius are attacked by their own weapons, resolving an attack against themselves using your spell attack modifier and the damage dice of the weapon. Regardless of whether it hits, their first attack with that weapon in the next round has disadvantage, as the struggle continues.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, increase the size of the radius by 5' per spell level used, and the weapons inflict an additional die of damage with their attacks.

HYPNOTISM

1st-level enchantment

Casting Time: 1 action

Range: 15 feet

Components: M, S, V (a small pendulum or shiny object)

Duration: Concentration, up to 1 minute

Classes: Wizard, Warlock, Cleric, Druid, Bard

Your gestures and droning incantation fascinate all humanoids within range, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible.

Every creature affected must make a Wisdom saving throw. If they are in combat, they have advantage on the save. If they are out of combat and alone, they have disadvantage.

Whilst Fascinated, a creature is unable to take hostile actions, and is two steps friendlier towards you in attitude (Aggressive goes to Neutral, Neutral goes to Ally, etc). You may make a single brief and reasonable request to all affected creatures, which they will remain well-disposed towards even after the spell ends, and unable to remember that you ensorcelled it.

If a creature is attacked whilst Fascinated, or an ally uses a bonus action to snap it out of stupor, the spell ends for it.

KAUPAER'S SKITTISH NERVES

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, V, M (a high-tension wire or string)

Duration: 12 hours

Classes: Wizard, Bard

The creature you touch becomes incredibly alert and twitchy for the duration, receiving a +5 bonus to Initiative rolls for and a +2 bonus to Dexterity saves. However, their highly-strung demeanour is extremely unsettling, giving them disadvantage on all social checks and fine motor control tasks such as lockpicking. If the target is unwilling, it is entitled to a Constitution saving throw immediately, and every hour thereafter.

2ND LEVEL

MELF'S ACIDULOUS PROJECTILE

2nd-level evocation

Casting Time: 1 action

Range: 90'

Components: M, V, S (powdered rubharb leaf or an adder's stomach)

Duration: Instantaneous

Classes: Wizard, Warlock, Sorcerer, Bard

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell Attack against the target.

On a hit, the target takes 5d4 acid damage immediately, 3d4 acid damage during its next turn, and 1d4 acid damage during the turn after that. The target must make a Concentration check each time it takes an action while under this effect. On a failed save, any spells cast as part of the action fizzle, and any attacks taken have disadvantage.

Alternatively, the targeted creature may spend its Action removing the acid by any suitable means.

On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage on subsequent turns.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the damage dealt by each stage of the effect for 1d4 for each spell slot level above 2nd. If the damage of the last stage is 3d4, add an additional stage. For instance, casting with a 4th level spell slot would result in 7d4, 5d4, 3d4, and 1d4 damage over the next three rounds.

BUDORES' RAY OF ENFEEBLEMENT

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Classes: Wizard, Warlock, Sorcerer

A black beam of enervating energy springs from your finger toward a creature within range. Make a ranged spell Attack against the target. On a hit, the target takes 2d8 necrotic damage immediately, and deals only half damage with all weapon attacks, has disadvantage on Strength and Dexterity checks and saving throws, and moves at half its normal speed, until the spell ends.

At the end of each of the target's turns, it can make a Constitution saving throw against the spell. On a success, the spell ends; on a failure, it takes an additional 2d8 necrotic damage and the spell continues.

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

ENLARGE/REDUCE

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A spring)

Duration: Concentration, up to 1 minute

Classes: Wizard, Warlock, Sorcerer, Bard

Choose a creature or an object that is neither worn nor carried, and one of the following effects. If the target is unwilling, it can make a Constitution saving throw. On a success, the spell has no effect.

- **Enlarge:** The target's size doubles in all dimensions and its weight is multiplied by eight, going up a size category. If there isn't enough room, it attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength checks and saving throws, +2 Strength, and -1 to AC from its size. While the target's weapons are enlarged, they deal an additional die of damage, and have an additional 5 feet of reach.
- **Reduce:** The target's size is halved in all dimensions and its weight is reduced to one-eighth, going down a size category. Until the spell ends, the target also has disadvantage on Strength checks and saving throws, suffers -2 Strength, but +1 to AC from its size. While the target's weapons are reduced, they deal half their normal damage, but can't make damage less than 1.

If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may target an additional creature or object per additional spell level used.

KAUPAER'S MINDLESS RAGE

2nd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small finger puppet)

Duration: Concentration, up to 1 minute

Classes: Wizard, Warlock, Bard

One creature that you can see must make an Intelligence save. On a failed save, the target is compelled to move towards you and physically attack you with whatever weapons come to hand, though it may attack others if they come between you and it during this charge. If it succeeds on the save, the spell doesn't force its action for that turn, but the spell remains in effect until you cease concentrating on it, or the target moves more than 60 feet away from you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may target an additional creature per spell slot used.