

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ABI-DALZIM'S HORRID WILTING

8th-level necromancy

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a bit of sponge)

Duration: Instantaneous

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one.

Nonmagical plants in the area that aren't creatures, such as trees and shrubs, wither and die instantly.

ABSORB ELEMENTS

1st-level abjuration

Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

Range: Self

Components: S

Duration: 1 round

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

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

AGANAZZAR'S SCORCHER

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a red dragon's scale)

Duration: Instantaneous

A line of roaring flame 30 feet long and 5 feet wide emanates from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 3d8 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.

BEAST BOND

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of fur wrapped in a cloth)

Duration: Concentration, up to 10 minutes

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails

if the beast's Intelligence score is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

BONES OF THE EARTH

6th-level transmutation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of difficult terrain with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can create two additional pillars for each slot level above 6th.

CATAPULT

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous

Choose one object weighing 1 to 5 pounds within range that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can target with this spell increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

CATNAP

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S, M (a pinch of sand)

Duration: 10 minutes

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

CAUSE FEAR

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You awaken the sense of mortality in one creature you can see within range. A construct or an undead is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CEREMONY

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (25 gp worth of powdered silver, which the spell consumes)

Duration: Instantaneous

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment.

Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24

hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a *wish* spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

CHAOS BOLT

1st-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown below.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again.

A creature can be targeted only once by each casting of this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

CHARM MONSTER

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

CONTROL FLAMES

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose a nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

CONTROL WINDS

5th-level transmutation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 hour

You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

Gusts. A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that enter or leave the cube or pass through it have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Downdraft. You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone.

Updraft. You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

CREATE BONFIRE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a bonfire on ground that you can see within range. Until the spell ends, the magic bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried.

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

CREATE HOMUNCULUS

6th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (clay, ash, and mandrake root, all of which the spell consumes, and a jewel-encrusted dagger worth at least 1,000 gp)

Duration: Instantaneous

While speaking an intricate incantation, you cut yourself with a jewel-encrusted dagger, taking 2d4 piercing damage that can't be reduced in any way. You then drip your blood on the spell's other components and touch them, transforming them into a special construct called a homunculus.

The statistics of the homunculus are in the *Monster Manual*. It is your faithful companion, and it dies if you die. Whenever you finish a long rest, you can spend up to half your Hit Dice if the homunculus is on the same plane of existence as you. When you do so, roll each die and add your Constitution modifier to it. Your hit point maximum is reduced by the total, and the homunculus's hit point maximum and current hit points are both increased by it. This process can reduce you to no lower than 1 hit point, and the change to your and the homunculus's hit points ends when you finish your next long rest. The reduction to your hit point maximum can't be removed by any means before then, except by the homunculus's death.

You can have only one homunculus at a time. If you cast this spell while your homunculus lives, the spell fails.

CROWN OF STARS

7th-level evocation

Casting Time: 1 action

Range: Self



DANSE MACABRE

Components: V, S

Duration: 1 hour

Seven star-like motes of light appear and orbit your head until the spell ends. You can use a bonus action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote.

If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.

DANSE MACABRE

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

Threads of dark power leap from your fingers to pierce up to five Small or Medium corpses you can see within range. Each corpse immediately stands up and becomes undead. You decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the *Mon-*

ster Manual), and it gains a bonus to its attack and damage rolls equal to your spellcasting ability modifier.

You can use a bonus action to mentally command the creatures you make with this spell, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. 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 chamber or passageway against your foes. If you issue no commands, the creatures do nothing except 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 until the spell ends, after which they become inanimate once more.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you animate up to two additional corpses for each slot level above 5th.

DAWN

5th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a sunburst pendant worth at least 100 gp)

Duration: Concentration, up to 1 minute

The light of dawn shines down on a location you specify within range. Until the spell ends, a 30-foot-radius,