

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

### GUARDIAN OF NATURE

*4th-level transmutation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Primal Beast or Great Tree.

**Primal Beast.** Bestial fur covers your body, your facial features become feral, and you gain the following benefits:

- Your walking speed increases by 10 feet.
- You gain darkvision with a range of 120 feet.
- You make Strength-based attack rolls with advantage.
- Your melee weapon attacks deal an extra 1d6 force damage on a hit.

**Great Tree.** Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

- You gain 10 temporary hit points.
- You make Constitution saving throws with advantage.
- You make Dexterity- and Wisdom-based attack rolls with advantage.
- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

### GUST

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You seize the air and compel it to create one of the following effects at a point you can see within range:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to ripple in a breeze.

### HEALING SPIRIT

*2nd-level conjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

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

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube

you can see within range. The spirit looks like a transparent beast or fey (your choice).

Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead.

As a bonus action on your turn, you can move the spirit up to 30 feet to a space you can see.

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

### HOLY WEAPON

*5th-level evocation*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

You imbue a weapon you touch with holy power. Until the spell ends, the weapon emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration.

As a bonus action on your turn, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each creature of your choice that you can see within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success.

### ICE KNIFE

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a drop of water or a piece of ice)

**Duration:** Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

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

### ILLUSORY DRAGON

*8th-level illusion*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S

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

By gathering threads of shadow material from the Shadowfell, you create a Huge shadowy dragon in an unoc-



cupied space that you can see within range. The illusion lasts for the spell's duration and occupies its space, as if it were a creature.

When the illusion appears, any of your enemies that can see it must succeed on a Wisdom saving throw or become frightened of it for 1 minute. If a frightened creature ends its turn in a location where it doesn't have line of sight to the illusion, it can repeat the saving throw, ending the effect on itself on a success.

As a bonus action on your turn, you can move the illusion up to 60 feet. At any point during its movement, you can cause it to exhale a blast of energy in a 60-foot cone originating from its space. When you create the dragon, choose a damage type: acid, cold, fire, lightning, necrotic, or poison. Each creature in the cone must make an Intelligence saving throw, taking 7d6 damage of the chosen damage type on a failed save, or half as much damage on a successful one.

The illusion is tangible because of the shadow stuff used to create it, but attacks miss it automatically, it succeeds on all saving throws, and it is immune to all damage and conditions. A creature that uses an action to examine the dragon can determine that it is an illusion by succeeding on an Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through it and has advantage on saving throws against its breath.

## IMMOLATION

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V

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

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the spell's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the spell ends on a successful one. These magical flames can't be extinguished by nonmagical means.

If damage from this spell kills a target, the target is turned to ash.

## INFERNAL CALLING

*5th-level conjuration*

**Casting Time:** 1 minute

**Range:** 90 feet

**Components:** V, S, M (a ruby worth at least 999 gp)

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

Uttering a dark incantation, you summon a devil from the Nine Hells. You choose the devil's type, which must be one of challenge rating 6 or lower, such as a barbed

devil or a bearded devil. The devil appears in an unoccupied space that you can see within range. The devil disappears when it drops to 0 hit points or when the spell ends.

The devil is unfriendly toward you and your companions. Roll initiative for the devil, which has its own turns. It is under the Dungeon Master's control and acts according to its nature on each of its turns, which might result in its attacking you if it thinks it can prevail, or trying to tempt you to undertake an evil act in exchange for limited service. The DM has the creature's statistics.

On each of your turns, you can try to issue a verbal command to the devil (no action required by you). It obeys the command if the likely outcome is in accordance with its desires, especially if the result would draw you toward evil. Otherwise, you must make a Charisma (Deception, Intimidation, or Persuasion) check contested by its Wisdom (Insight) check. You make the check with advantage if you say the devil's true name. If your check fails, the devil becomes immune to your verbal commands for the duration of the spell, though it can still carry out your commands if it chooses. If your check succeeds, the devil carries out your command—such as “attack my enemies,” “explore the room ahead,” or “bear this message to the queen”—until it completes the activity, at which point it returns to you to report having done so.

If your concentration ends before the spell reaches its full duration, the devil doesn't disappear if it has become immune to your verbal commands. Instead, it acts in whatever manner it chooses for 3d6 minutes, and then it disappears.

If you possess an individual devil's talisman, you can summon that devil if it is of the appropriate challenge rating plus 1, and it obeys all your commands, with no Charisma checks required.

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

## INFESTATION

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a living flea)

**Duration:** Instantaneous

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

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INFERNAL CALLING

### INVESTITURE OF FLAME

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Flames race across your body, shedding bright light in a 30-foot radius and dim light for an additional 30 feet for the spell's duration. The flames don't harm you. Until the spell ends, you gain the following benefits:

- You are immune to fire damage and have resistance to cold damage.
- Any creature that moves within 5 feet of you for the first time on a turn or ends its turn there takes 1d10 fire damage.
- You can use your action to create a line of fire 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 fire damage on a failed save, or half as much damage on a successful one.

### INVESTITURE OF ICE

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Until the spell ends, ice rimes your body, and you gain the following benefits:

- You are immune to cold damage and have resistance to fire damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 10-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 15-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d6 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.

### INVESTITURE OF STONE

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Until the spell ends, bits of rock spread across your body, and you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.



- You can use your action to create a small earthquake on the ground in a 15-foot radius centered on you. Other creatures on that ground must succeed on a Dexterity saving throw or be knocked prone.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.

### INVESTITURE OF WIND

*6th-level transmutation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Until the spell ends, wind whirls around you, and you gain the following benefits:

- Ranged weapon attacks made against you have disadvantage on the attack roll.
- You gain a flying speed of 60 feet. If you are still flying when the spell ends, you fall, unless you can somehow prevent it.
- You can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet of you. Each creature in that area must make a Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

### INVULNERABILITY

*9th-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small piece of adamantite worth at least 500 gp, which the spell consumes)

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

You are immune to all damage until the spell ends.

### LIFE TRANSFERENCE

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, and one creature of your choice that you can see within range regains a number of hit points equal to twice the necrotic damage you take.

**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.

### MADDENING DARKNESS

*8th-level evocation*

**Casting Time:** 1 action

**Range:** 150 feet

**Components:** V, M (a drop of pitch mixed with a drop of mercury)

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

Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the spell ends. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Non-magical light, as well as light created by spells of 8th level or lower, can't illuminate the area.

Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.

### MAELSTROM

*5th-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (paper or leaf in the shape of a funnel)

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

A swirling mass of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range. The point must be on the ground or in a body of water. Until the spell ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center.

### MAGIC STONE

*Transmutation cantrip*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

You touch one to three pebbles and imbue them with magic. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling. If thrown, a pebble has a range of 60 feet. If someone else attacks with a pebble, that attacker adds your spellcasting ability modifier, not the attacker's, to the attack roll. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Whether the attack hits or misses, the spell then ends on the stone.

If you cast this spell again, the spell ends on any pebbles still affected by your previous casting.

### MASS POLYMORPH

*9th-level transmutation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a caterpillar cocoon)

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