

- 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

You transform up to ten creatures of your choice that you can see within range. An unwilling target must succeed on a Wisdom saving throw to resist the transformation. An unwilling shapechanger automatically succeeds on the save.

Each target assumes a beast form of your choice, and you can choose the same form or different ones for each target. The new form can be any beast you have seen whose challenge rating is equal to or less than the target's (or half the target's level, if the target doesn't have a challenge rating). The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen beast, but the target retains its hit points, alignment, and personality.

Each target gains a number of temporary hit points equal to the hit points of its new form. These temporary hit points can't be replaced by temporary hit points from another source. A target reverts to its normal form when it has no more temporary hit points or it dies. If the spell ends before then, the creature loses all its temporary hit points and reverts to its normal form.

The creature is limited in the actions it can perform by the nature of its new form. It can't speak, cast spells, or do anything else that requires hands or speech.

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

MAXIMILIAN'S EARTHEN GRASP

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a miniature hand sculpted from clay)

Duration: Concentration, up to 1 minute

You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes 2d6 bludgeoning damage and is restrained for the spell's duration.

As an action, you can cause the hand to crush the restrained target, which must make a Strength saving throw. The target takes 2d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

To break out, the restrained target can use its action to make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand.

As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.

MELF'S MINUTE METEORS

3rd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S, M (niter, sulfur, and pine tar formed into a bead)

Duration: Concentration, up to 10 minutes

You create six tiny meteors in your space. They float in the air and orbit you for the spell's duration. When you cast the spell—and as a bonus action on each of your turns thereafter—you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120 feet of you. Once a meteor reaches its destination or impacts against a solid surface, the meteor explodes. Each creature within 5 feet of the point where the meteor explodes must make a Dexterity saving throw. A creature takes 2d6 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 4th level or higher, the number of meteors created increases by two for each slot level above 3rd.

MENTAL PRISON

6th-level illusion

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the spell ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't see or hear anything beyond it and is restrained for the spell's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the spell ends.

MIGHTY FORTRESS

8th-level conjuration

Casting Time: 1 minute

Range: 1 mile

Components: V, S, M (a diamond worth at least 500 gp, which the spell consumes)

Duration: Instantaneous

A fortress of stone erupts from a square area of ground of your choice that you can see within range. The area is 120 feet on each side, and it must not have any buildings or other structures on it. Any creatures in the area are harmlessly lifted up as the fortress rises.

The fortress has four turrets with square bases, each one 20 feet on a side and 30 feet tall, with one turret on each corner. The turrets are connected to each other by stone walls that are each 80 feet long, creating an en-



MIGHTY FORTRESS

closed area. Each wall is 1 foot thick and is composed of panels that are 10 feet wide and 20 feet tall. Each panel is contiguous with two other panels or one other panel and a turret. You can place up to four stone doors in the fortress's outer wall.

A small keep stands inside the enclosed area. The keep has a square base that is 50 feet on each side, and it has three floors with 10-foot-high ceilings. Each of the floors can be divided into as many rooms as you like, provided each room is at least 5 feet on each side. The floors of the keep are connected by stone staircases, its walls are 6 inches thick, and interior rooms can have stone doors or open archways as you choose. The keep is furnished and decorated however you like, and it contains sufficient food to serve a nine-course banquet for up to 100 people each day. Furnishings, food, and other objects created by this spell crumble to dust if removed from the fortress.

A staff of one hundred invisible servants obeys any command given to them by creatures you designate when you cast the spell. Each servant functions as if created by the *unseen servant* spell.

The walls, turrets, and keep are all made of stone that can be damaged. Each 10-foot-by-10-foot section of stone has AC 15 and 30 hit points per inch of thickness. It is immune to poison and psychic damage. Reducing a section of stone to 0 hit points destroys it and might cause connected sections to buckle and collapse at the DM's discretion.

After 7 days or when you cast this spell somewhere else, the fortress harmlessly crumbles and sinks back

into the ground, leaving any creatures that were inside it safely on the ground.

Casting this spell on the same spot once every 7 days for a year makes the fortress permanent.

MIND SPIKE

2nd-level divination

Casting Time: 1 action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 hour

You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

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.

MOLD EARTH

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 hour (see below)

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

NEGATIVE ENERGY FLOOD

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, M (a broken bone and a square of black silk)

Duration: Instantaneous

You send ribbons of negative energy at one creature you can see within range. Unless the target is undead, it must make a Constitution saving throw, taking 5d12 necrotic damage on a failed save, or half as much damage on a successful one. A target killed by this damage rises up as a zombie at the start of your next turn. The zombie pursues whatever creature it can see that is closest to it. Statistics for the zombie are in the *Monster Manual*.

If you target an undead with this spell, the target doesn't make a saving throw. Instead, roll 5d12. The target gains half the total as temporary hit points.

POWER WORD PAIN

7th-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that causes waves of intense pain to assail one creature you can see within range. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the spell has no effect on it. A target is also unaffected if it is immune to being charmed.

While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a Constitution saving throw, or the casting fails and the spell is wasted.

A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

PRIMAL SAVAGERY

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You channel primal magic to cause your teeth or fingernails to sharpen, ready to deliver a corrosive attack. Make a melee spell attack against one creature within 5 feet of you. On a hit, the target takes 1d10 acid damage. After you make the attack, your teeth or fingernails return to normal.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

PRIMORDIAL WARD

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You have resistance to acid, cold, fire, lightning, and thunder damage for the spell's duration.

When you take damage of one of those types, you can use your reaction to gain immunity to that type of damage, including against the triggering damage. If you do so, the resistances end, and you have the immunity until the end of your next turn, at which time the spell ends.

PSYCHIC SCREAM

9th-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of 2 or lower are unaffected.

Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, its head explodes, assuming it has one.

A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

PYROTECHNICS

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Choose an area of nonmagical flame that you can see and that fits within a 5-foot cube within range. You can extinguish the fire in that area, and you create either fireworks or smoke when you do so.

Fireworks. The target explodes with a dazzling display of colors. Each creature within 10 feet of the target