



## Fire Spells

**Flame Dart** Cantrip, 1 Action, Single Target

**Range:** 8. **Damage:** 1d10, on crit: Smoldering.  
**High Levels:** +5 damage every 5 levels.

**Smoldering.** This condition does nothing on its own, though some spells and abilities have additional effects against Smoldering creatures.

**Heart's Fire** Cantrip, 1 Action, Single Target

**Range:** 4. Give an ally within range an extra Action. Spend 1 mana to cast this when it is not your turn.  
**High Levels:** +1 Range every 5 levels.

**Ignite** Tier 1, 2 Actions, Single Target

**Range:** 8. **Damage:** 4d10 to a Smoldering target, ending the condition on hit. **Upcast:** +10 damage.

**Enchant Weapon** Tier 2, 1 Action, Single Target

**Concentration:** Up to 1 minute. A weapon you touch is enchanted with magical flame for 1 minute. It deals +KEY damage and inflicts Smoldering on crit. **Upcast:** +KEY damage.

**Flame Barrier** Tier 3, 1 Action, Self

**Reaction:** When you would Defend, Defend for free. Until the start of your next turn, melee attackers against you take KEY damage (ignoring armor) and gain Smoldering. **Upcast:** +KEY damage.

**Pyroclasm** Tier 4, 2 Actions, AoE

**Reach:** 3. Others within reach make a DEX save or take 2d20+10 damage (ignoring armor), smoldering creatures automatically fail. Half damage on save. **Upcast:** +1 reach, +2 damage.

**Fiery Embrace** Tier 5, 2 Actions, AoE

**Concentration:** Up to 1 minute. **Reach:** 8. While within reach: 1 ally gains the effects of Enchant Weapon. Enemies gain Smoldering, lose damage resistance, and their damage immunity is reduced to resistance. **Upcast:** +1 ally.

**Living Inferno** Tier 7, 3 Actions, Self

Gain the effects of Flame Barrier until your next turn. At the end of this turn and your next turn, cast Pyroclasm for free. **Upcast:** Upcast Flame Barrier and Pyroclasm.

**Dragonform** Tier 9, 5 Actions, Self

Transform into a Huge dragon. Gain 3 Actions, a fly speed of 12, LVL Armor, 10×LVL temp HP, and:

- Tooth & Claw.** Action: (Reach 2) 1d20+LVL damage (ignoring armor). Inflicts Smoldering.
- Immolating Breath.** 2 Actions: (Reach: Cone 8) DC 20 DEX save, KEY d20 damage, half on save. Smoldering targets fail.

You can maintain this form for as long as the temp HP granted by this spell remain (max. 10 minutes). When it ends, you drop to 0 HP.



## Ice Spells

**Ice Lance** Cantrip, 1 Action, Single Target

**Range:** 12. **Damage:** 1d6 cold or piercing damage. On Hit: Slowed. **High Levels:** +3 damage every 5 levels.

**Snowblind** Cantrip, 1 Action, Single Target

**Reach:** 1. **Damage:** 1d6. On hit: Blinded 1 turn.  
**High Levels:** +3 damage every 5 levels.

**Frost Shield** Tier 1, 1 Action, Self

**Reaction:** When you would Defend, Defend for free. Gain 2×KEY temp HP. The ice melts and these temp HP are lost at the start of your next turn. **Upcast:** +2×KEY temp HP.

**Shatter** Tier 2, 2 Actions, Single Target

**Range:** 12. **Damage:** 3d6. If any die rolls the max against a Hampered target, this counts as a crit. On crit: +20 damage. **Upcast:** Increase the result of ANY die by 1. +5 damage on crit.

**Hampered.** Any creature with actions or movement reduced; e.g., Dazed, Slowed, Grappled/Restrained, Prone, in Difficult Terrain.

**Cryosleep** Tier 3, 2 Actions, AoE

**Reach:** 12. Creatures in a 2×2 area within range are Dazed. On a failed STR save, they fall asleep instead, becoming Incapacitated for their next 2 turns, until damaged, or until an ally uses an Action to wake them. **Upcast:** +1 area, +1 turn asleep.

**Rimeblades** Tier 4, 3 Actions, AoE

**Concentration:** Up to 1 minute. **Reach:** 12. Con-

jure razor sharp icy spikes in 5 contiguous spaces within reach; this area is difficult terrain. Creatures that enter these spaces (or who are in the area when you conjure them) suffer 2d6 damage for each space they touch. **Upcast:** +1 space, +1 damage.

**Arctic Blast** Tier 5, 2 Actions, AoE

**Reach:** Cone 4. Others within reach take 4d6+10 damage. This area is difficult terrain until the end of your next turn. Surviving creatures must make a STR save or be frozen in place (Restrained) for 1 turn; creatures that were already Hampered are Incapacitated for 1 turn instead. **Upcast:** +1 Reach.

**Glacier Strike** Tier 7, 3 Actions, AoE

**Range:** 12. **Damage:** d66 bludgeoning to creatures in a 2×2 area. Creatures adjacent to that area take half as much. The entire area permanently becomes difficult terrain. **Upcast:** +1 initial area.

**D66.** Roll 2d6. The first die is the tens place, and the second is the ones (e.g., 4 and 5 deal 45 damage).

**Arctic Annihilation** Tier 9, 3 Actions, AoE

**Reach:** 12. Choose any number of objects or willing creatures within reach to encase in ice. They are Incapacitated and immune to damage and negative effects until the start of their next turn. All other creatures and objects within reach take d66 damage. Any surviving creatures who took this damage must make a STR save or be Incapacitated for 1 round. Once you cast this spell, you must Safe Rest for 1 week before using it again.

# Lightning Spells

**Zap** Cantrip, 1 Action, Single Target

**Range:** 12. **Damage:** 2d8. On a miss: the lightning fails to find ground, and strikes you instead. **High Levels:** +6 damage every 5 levels.

**Electrical Discharge** Cantrip, 1 Action, AoE

Castable only if you are Charged, ending the condition. **Reach:** 2. **Damage:** 2d8 to others within reach. **High Levels:** +4 damage every 5 levels.

**Charged.** Whenever you take lightning damage you are Charged for 1 minute.

**Arc Lightning** Tier 1, 2 Actions, 2 Targets

**Range:** 12. **Damage:** 3d8. The bolt also strikes the next closest creature to your target. On a miss: the lightning fails to find ground and strikes you instead. **Upcast:** +4 damage.

**Next closest.** If you or an ally is the next closest, they are hit! If 2 creatures are equally close, the GM can roll for it or select the one wearing the most metal.

**Alacrity** Tier 2, 1 Action, Self

**Range:** 4. **Reaction:** When you would Defend, Defend for free. After damage is dealt, you gain the Charged condition then teleport anywhere within range. **Upcast:** +4 range.

**Electrolash** Tier 3, 2 Actions, AoE

**Line:** 12. **Damage:** 3d8+4. Surviving creatures are Dazed on a failed STR save, or Incapacitated instead for 1 turn if they fail by 5 or more. Ignores metal armor and creatures holding a large amount of metal (e.g., armor or a longsword) roll with disadvantage. **Upcast:** +4 damage.

**Electrickery** Tier 4, 3 Actions, 2 Targets

**Range:** 8. **Reaction:** When an enemy attacks an ally within range. Switch places of the ally and an other enemy within range on a failed WIL save. They become the new target. Costs 1 Action while Charged, ending the condition. **Upcast:** +2 range.

**Electrocharge** Tier 5, 2 Actions, Single Target

**Concentration:** Up to 1 minute. A creature you touch gains the Charged condition, +1 max action, +5 armor, 2x speed, and advantage on DEX saves. **Upcast:** +4 range.

**Ride the Lightning** Tier 6, 3 Actions, AoE

Teleport up to 12 spaces away to a spot you can see (if a willing creature is there, change places with them). Adjacent creatures take d88 damage. Surviving creatures must make a STR save or be hurled back 3 spaces, knocked Prone, and deafened for 1 day. **Upcast:** +1 reach and +1 spell save DC.

**D88.** Roll 2d8. The first die is the tens place, and the second is the ones (e.g., 4 and 5 deal 45 damage).

**Seething Storm** Tier 9, 3 Actions, AoE

**Concentration:** Up to 1 minute. **Reach:** 4. You become a cloud of tempestuous storm. You can fly, move for free 1/round and attacks against you are made with disadvantage. At the end of each of your turns, strike up to 4 creatures within reach with a bolt of lightning for d88 damage (a creature can only be struck 1/round). Costs 3 actions each round to maintain Concentration. The storm's reach and number of bolts increases by +2 each round. Once you cast this spell, you must Safe Rest for 1 week before you can use it again.

# Wind Spells

**Razor Wind** Cantrip, 1 Action, Single Target

**Range:** 12. **Damage:** 1d4 slashing (Vicious). Also damages up to 1 adjacent target. **High Levels:** +2 damage every 5 levels.

**Breath of Life** Cantrip, 1 Action, Single Target

**Range:** 6. Restore 1 HP to a Dying creature. **High Levels:** +2 range every 5 levels.

**Blustery Gale** Tier 1, 2 Actions, Single Target

**Range:** 12. **Damage:** 3d4 bludgeoning, advantage against flying, Small, or Tiny targets. On hit: move a Medium target 2 spaces; a Small/Tiny target twice as far; a Large target half as far (round down). Deal +5 damage instead of rolling dice from forced movement from this spell. **Upcast:** +1 movement.

**Barrier of Wind** Tier 2, 1 Action, Self

**Reaction:** When targeted by a ranged attack. Defend for free. Ranged attacks have disadvantage against you this round (including the triggering attack). **Upcast:** +2 Armor.

**Fly** Tier 3, 1 Action, Single Target+

**Concentration:** Up to 10 minutes. Touch a creature, grant a flying speed of 12. **Upcast:** +1 target.

**Eye of the Storm** Tier 4, 2 Actions, AoE

**Reach:** 3. **Damage:** 4d4+10 bludgeoning to enemies within reach. You may place surviving crea-

tures anywhere within 1 space of the storm's reach on a failed STR save. **Upcast:** +1 Reach.

**Updraft** Tier 5, 3 Actions, AoE

**Reach:** 12. Enemies within a 5×5 area must make a DEX save until they succeed. For each time they failed they suffer 1d6 falling damage and land prone. **Upcast:** +2 range, +1 area.

**Thousand Cuts** Tier 6, 3 Actions, AoE

**Range:** 12. **Damage:** d44 (roll with advantage), slashing damage, also damages enemies adjacent to your target. **Upcast:** +1 reach.

**D44 with advantage.** Roll 3d4 and drop the lowest die. The first die is the tens place, and the second is the ones (e.g., 2, 3, and 4 deals 34 damage).

**Boisterous Gale** Tier 7, 2 Actions, Multi-target

**Concentration:** Up to 1 minute. You and up to 12 allies gain. Ranged attacks have disadvantage against you, a flying speed of 12, and can move for free 1/round. **Upcast:** +1 minute or +2 targets.

**SONGWEAVER ONLY**

**Vicious Mockery** Cantrip, 1 Action, Single Target

**Range:** 12. **Damage:** 1d4+INT psychic (ignoring armor). The target's next attack is made with disadvantage. **High Levels:** +2 damage every 5 levels.



## Radiant Spells

**Rebuke** *Cantrip, 1 Action, Single Target*

**Reach:** 4. **Damage:** 1d6 (ignoring armor), does not miss. 2x damage against undead or cowardly (those Frightened or behind cover). **High Levels:** +2 damage every 5 levels.

**True Strike** *Cantrip, 1 Action, Single Target*

**Reach:** 2. Give yourself or an ally within reach advantage on the next attack they make (until the end of their next turn). **High Levels:** +1 reach every 5 levels.

**Heal** *Tier 1, 1 Action, Single Target+*

**Reach:** 1. Heal a creature 1d6+KEY HP. **Upcast:** Choose one: +1 target, +4 Reach, +1d6 healing. If 5+ mana is spent, you may also heal 1 negative condition (e.g., Blind, Poisoned, 1 Wound, etc.).

**Warding Bond** *Tier 2, 1 Action, Single Target*

Designate a willing creature as your ward for 1 minute. They take half damage from all attacks; you are attacked for the other half. **Upcast:** +1 creature.

**Shield of Justice** *Tier 3, 1 Actions, Self*

**Reaction:** When you would Defend. Defend for free and reflect Radiant damage back at the attacker equal to the amount blocked, ignoring armor. **Upcast:** +5 Armor.

**Condemn** *Tier 4, 2 Actions, Single Target*

**Reach:** 4. **Damage:** 30. Can only target an enemy that crit you or an ally since your last turn. This damage cannot be reduced by any means, and the next attack against this creature is made with advantage. **Upcast:** +1 reach, +1 attack with advantage.

**Vengeance** *Tier 5, 2 Actions, Single Target*

**Reach:** 1. **Damage:** 1d100, to a creature that attacked a Dying ally or reduced one to 0 HP since your last turn. **Upcast:** +1 Reach, roll w/ advantage.

**Sacrifice** *Tier 6, 1 Action, Single Target+*

**Reach:** 4. Reduce yourself to 0 HP. You cannot have more than 0 HP until you Safe Rest. Heal a number of HP equal to your maximum HP, divided as you choose to any other creatures within reach. You may revive a creature that has died in the past minute if you give them at least 20 HP (also healing 2 Wounds from them), provided they have not been revived with this spell before. **Upcast:** +4 reach.

**Redeem** *Tier 9, AoE*

**Casting Time:** 24 hours. **Requires:** A diamond worth at least 10,000 gp, which this spell consumes. Revive any number of deceased creatures you choose—within 1 mile—that have died in the past year, provided they have not died of old age or been revived with this spell before.

### SHEPHERD ONLY

**Lifebinding Spirit** *Tier 1, 1 Action*

*Summon a spirit companion that follows you and is immune to harm. It lasts until you cast this spell again, take a Safe Rest, or it heals a number of times equal to the mana spent summoning it.*

**Action:** It attacks or heals a creature within 4 spaces of you. It attacks for 1d6+WIL radiant damage (ignoring armor), or heals for the same amount.

**Upcast:** Increment its die size by 1 (max d12), +1 healing use.

**Flavor is Free.** Your Lifebinding Spirit can take the form of any small friendly animal or similar creature (dog, lamb, rabbit, sparrow, etc.). Make sure you give your little buddy a name, too!

**Outside of Combat.** Your companion is a spirit, so it can pass through walls and dangers harmlessly. It can briefly move away from you (but always prefers to be faithfully at your side). It cannot speak.



## Necrotic Spells

**Gangrenous Burst** *Tier 5, 2 Actions, AoE*

**Reach:** Up to 8. Other damaged creatures within reach must make a STR save or take 3d20 damage (ignoring armor), half on save. The save is rolled with disadvantage while Bloodied. **Upcast:** +10 damage.

**Withering Touch** *Cantrip, 1 Action, Single Target*

**Reach:** 1. **Damage:** 1d12. They are considered undead for 1 round. **High Levels:** +6 damage every 5 levels.

**Shadow Trap** *Tier 1, 2 Actions, Single Target*

**Concentration:** Up to 1 minute. The next creature to move adjacent to you suffers 3d12 damage; if Small or Tiny, it is also Grappled by shadowy tendrils. **Upcast:** +1 size category, +1d12 damage when they escape.

**Dread Visage** *Tier 2, 1 Action, Self*

**Reaction:** When you would Defend. Defend for free. Melee attackers are Frightened of you and suffer 1d12 damage whenever they attack you this round. Costs 2 mana less while dying. **Upcast:** +2 damage, +2 armor.

**Vampiric Greed** *Tier 3, 2 Actions, AoE*

Gain 1 Wound. Deal 4d12 damage to all adjacent creatures, heal HP equal to the damage done. Any surviving creatures make a STR save. Gain 1 additional Wound for each creature that saves. **Upcast:** +1 save DC.

**Greater Shadow** *Tier 4, 2 Actions*

Summon a 5d12 Greater Shadow minion (max 1) adjacent to you. When it dies, it explodes into 5 shadow minions (see Summon Shadow). Place them anywhere within 8 spaces. **Upcast:** +1d12 damage, +1 shadow minion on explosion.

### SHADOWMANER ONLY

**Shadow Blast** *Cantrip, 1 Action, Single Target*

**Range:** 8. **Damage:** 1d12+KEY 1/round. **Higher Levels:** +1d12 every 5 levels.

**Summon Shadow** *Cantrip, 1 Action*

*Summon a shadow minion within reach 1 (you can summon a max of INT or LVL minions this way, whichever is lower).*

*Your shadow minions follow the normal minion rules: They have 1 HP, no damage bonus, do not crit, and abandon you immediately outside of combat.*

**Action:** (1/turn) you may command ALL of your minions to move up to 6 then attack (reach 1, d12 each). **Higher Levels:** +1 reach every 5 levels.

# Utility Spells

Spellcasting classes can gain access to these additional spells as they level up. They do not cost any mana.

## Fire 🔥

### Kindle

**Action:** choose 1

- **Conjure** a minor visual illusion. OR:
- **Ignite** a small, unheld item within range of 6.

### Firebrand

**Action:** Touch a surface and secretly mark it with a symbol or brief message. Speaking a chosen command word reveals the hidden mark.

### Fire Step

**Casting Time:** 1 min. Touch a fire source and teleport to another fire source you can see.

## Ice ❄️

### Ice Disk

**Casting Time:** 1 minute. Conjure a disk of ice that floats just above the ground and follows you. It can carry up to 250 lbs of weight for 1 hour or until you cast this spell again.

### Chillcraft

- **Chill.** Harmlessly freeze, thaw, or move a bath-sized amount of water near you. OR:
- **Craft.** Conjure a sheet of opaque, mirror-like, or transparent ice the size of a window or small door

### Wintry Scrying

**Casting Time:** 10 minutes. Turn a small patch of water into a reflective icy mirror. Looking though it grants you vision of any desired location near this same body of water for 10 minutes.

## Lightning ⚡

### Spark Step

**Range:** 4. **Action:** Teleport to a metal object within range.

### Tempest's Command

- **Dispel** a minor magical effect, or temporarily suppress a stronger one (the more powerful an enchantment, the shorter the duration). OR:
- **Voice of Thunder.** Action: For 1 minute your eyes glow and your voice is greatly amplified to a booming, thunder-like volume.

### Spark Buddy

**Casting Time:** 1 minute. Conjure a tiny electrical helper (squirrel-sized) for up to 1 hour. It can fetch small objects (1 lb. max), open unlocked doors, illuminate a small area, or deliver a harmless shock. If it takes damage or moves further than 6 spaces away from you, it dissipates into sparks.

## Wind ☀️

### Wind Whisper

**Action:** You whisper a message into the wind and it will be secretly carried to a specified target within 100 miles.

### Helpful Gust

**Reach:** 6. **Action:** Gently move a tiny unheld item within reach in any direction; or generate an illusory scent.

### Feather Fall

**Reach:** 6. **Reaction:** When a creature within Reach falls, cause them to gently float to the ground unharmed.

## Radiant ☀️

### Light

**Action:** Cause an item to brightly glow with radiant light for as long as you hold it.

### Beautify

**Action:** Clean stains or repair a small tear/break in a non-magical item, or conjure tiny beautiful things: flowers, butterflies, etc.

### Bond of Peace

- You may telepathically communicate simple thoughts or feelings with a friendly creature you can see. OR:
- Imbue your spoken words with calming magic, granting advantage on any check made to soothe anger or fear in a creature within range.

## Necrotic 💀

### Gravewalk

- **Gravemark.** Action: Soil a surface with blood, filth, or other disgusting things. OR:
- **Gravework.** Casting time 1 minute: Shape/move a body-sized plot of earth.

### False Face

**Casting Time:** 1 minute. Change your appearance to look like someone else for 10 minutes. Requires a piece of that person.

### Thought Leech

**Reach:** 6. **Action:** Read the surface thoughts of a creature within reach. Unwilling creatures can sense you doing this and may not like it.

