

# Spells





# Necromancer Spells

## TIER 1

- First Gate
- Protection From Evil
- Seal Soul
- Turn Undead
- Undeath
- Withermark

## TIER 2

- Bane
- Command Undead
- Final Toll
- Ghoul Touch
- Lamentation
- Second Gate

## TIER 3

- Animate Dead
- Drain Life
- Lay To Rest
- Reap The Soul
- Speak With Dead
- Third Gate

## TIER 4

- Ashes To Ashes
- Excoriate
- Fourth Gate
- Necronomicon
- Revenant
- Vision

## TIER 5

- Anchor In Death
- Create Undead
- Dust To Dust
- Fifth Gate
- Riverwalk
- Summon Soul





## ANCHOR

*Tier 5, necromancer*

**Duration:** Permanent

**Range:** Close

One creature you touch of LV 10 or less becomes fixed to its location by a black thread that can only be cut by a silver or magic blade (this spell ends when it is severed).

The creature becomes comatose and immune to all harm while under the effects of this spell.



## ANIMATE DEAD

*Tier 3, necromancer*

**Duration:** 1 day

**Range:** Close

You touch one humanoid's remains, and it rises as a zombie or skeleton under your control. The remains must have at least three limbs and its head intact.

The undead creature acts on your turn. After 1 day, the creature collapses into grave dust.



## ASHES TO ASHES

*Tier 4, necromancer*

**Duration:** Focus

**Range:** Near

A living creature you target begins crumbling into ash.

You can target a creature you can see of LV 5 or less.

If you successfully focus on this spell for 3 rounds in a row, the target dies and crumbles into a pile of ash.



## BANE

*Tier 2, necromancer*

**Duration:** 5 rounds

**Range:** Close

One weapon you touch is empowered with necrotic energy. It deals an additional 1d6 damage against living creatures for the duration.





## COMMAND UNDEAD

*Tier 2, necromancer*

**Duration:** Focus

**Range:** Far

You issue a verbal command to one undead creature of LV 5 or less in range.

The command must be one word, such as “stop.” The target obeys the command for as long as you focus.



## CREATE UNDEAD

*Tier 5, necromancer*

**Duration:** 1 day

**Range:** Close

You conjure a vengeful undead creature to do your bidding.

When you cast this spell, you choose to summon either a wight or wraith. It appears next to you and is under your control.

The undead creature acts on your turn. After 1 day, it melts away into smoke.



## DRAIN LIFE

*Tier 3, necromancer*

**Duration:** Instant

**Range:** Close

One living creature you touch takes 2d6 damage.

You regain HP equal to half the damage you dealt (round down).

If you target an undead creature with this spell, you take damage and it regains HP instead.



## DUST TO DUST

*Tier 5, necromancer*

**Duration:** Instant

**Range:** Near

You command the spirits of the dead to seek their final rest.

All undead creatures of LV 10 or less within range must make a DC 15 CHA check. On a failure, they are destroyed.





## EXCORIATE

*Tier 4, necromancer*

**Duration:** Focus

**Range:** Near

You burn the life force away from one living creature in range, dealing it 1d10 damage per round. Undead creatures are healed by this spell instead.



## FIFTH GATE

*Tier 5, necromancer*

**Duration:** Instant

**Range:** Near

You can target one dying creature in range.

The target gains 5 rounds on its death timer. It becomes conscious and may act normally while dying.

If the creature would take damage while under the effects of this spell, it instead loses a round on its death timer.

If the creature dies while under the effects of this spell, it may make a DC 18 CON check. On a success, it returns to life at 1 HP.



## FINAL TOLL

*Tier 2, necromancer*

**Duration:** Instant

**Range:** Close

One undead you touch of LV 2 or less instantly crumbles to dust.



## FIRST GATE

*Tier 1, necromancer*

**Duration:** Instant

**Range:** Close

You can target a living creature of LV 2 or less or an undead creature of LV 4 or less.

The creature falls into a deep sleep. Being injured wakes it.





## FOURTH GATE

*Tier 4, necromancer*

**Duration:** 10 rounds

**Range:** Close

You transform a willing creature you touch of LV 10 or less into an undead creature of equal level or less for the spell's duration.

Any gear the target carries melds into its new form. It can't cast spells while under the effects of this one.

In place of the above effect, you can permanently restore a shape-changed creature back to its original form.



## GHOUL TOUCH

*Tier 2, necromancer*

**Duration:** Instant

**Range:** Close

You strike at the life force of a living creature, dealing it 1d6 damage. If the target is LV 4 or less, it becomes paralyzed for 1d4 rounds.



## LAMENTATION

*Tier 2, necromancer*

**Duration:** Focus

**Range:** Near

You sing a haunting death dirge about one creature in range. The target must be of a level equal to or less than your own.

The target cannot act on its turn unless it passes a CHA check equal to your last spellcasting check.



## LAY TO REST

*Tier 3, necromancer*

**Duration:** Instant

**Range:** Close

You instantly send an undead creature you touch to its final afterlife, destroying it utterly.

You can target an undead creature of LV 9 or less.





## NECRONOMICON

*Tier 4, necromancer*

**Duration:** 3 rounds

**Range:** Self

You draw on your knowledge of the Book of the Dead to divine portents reflected in the dark waters of the River of Death.

You can ask the GM up to three yes or no questions (one each round). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once a week, treat a failed spellcasting check for it as a critical failure instead.



## PROTECTION FROM EVIL

*Tier 1, necromancer*

**Duration:** Focus

**Range:** Close

For the spell's duration, chaotic beings have disadvantage on attack rolls and hostile spellcasting checks against the target. These beings also can't possess, compel, or beguile it.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the last spellcasting check. On a failure, the entity is expelled.





## REAP THE SOUL

*Tier 3, necromancer*

**Duration:** Instant

**Range:** Near

You draw life force from one creature in range that was killed within the last round.

You gain HP and a bonus to your next attack roll or spellcasting check equal to the target's level.



## REVENANT

*Tier 4, necromancer*

**Duration:** Instant

**Range:** Close

You bolster an undead creature, infusing it with potent energy.

Transform an undead creature you touch into another undead creature that is up to two levels higher.

You can't bring an undead creature above 10th level with this spell.



## RIVERWALK

*Tier 5, necromancer*

**Duration:** Instant

**Range:** Far

You can only cast this spell while standing in a river.

You briefly step into the River of Death, sliding between space and time itself.

You and any willing creatures you choose within close range teleport to another river you've stood in on your same plane.





## SEAL SOUL

*Tier 1, necromancer*

**Duration:** Permanent

**Range:** Close

One dead body you touch becomes sealed against necromantic energy.

This body cannot be used to create an undead creature or be possessed by a dead spirit.



## SECOND GATE

*Tier 2, necromancer*

**Duration:** Focus

**Range:** Near

You render one creature in range mute for the spell's duration. It cannot speak and has DISADV on spellcasting checks.

In place of the above effect, you can restore the lost speech and/or thought of one creature in range for the spell's duration.



## SPEAK WITH DEAD

*Tier 3, necromancer*

**Duration:** Instant

**Range:** Close

A dead body you touch answers your questions in a distant, wheezing voice.

You can ask the dead body up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.





## SUMMON SOUL

*Tier 5, necromancer*

**Duration:** 10 rounds

**Range:** Near

An undead being comes to your aid. You must know the being's name in order to summon it.

The being appears within near of you. It acts of free will to aid you on your turn, treating you as an ally for the spell's duration.

If you harm the being, the spell ends. After 10 rounds, the being departs.

You cannot cast this spell again to summon the same being for a year's time.



## THIRD GATE

*Tier 3, necromancer*

**Duration:** Instant

**Range:** Near

You read the mind of a creature within range, learning one of its memories of your choosing.

In place of the above effect, you can permanently erase one memory of a creature within range.



## TURN UNDEAD

*Tier 1, necromancer*

**Duration:** Instant

**Range:** Near

You rebuke undead creatures, forcing them to flee.

Undead creatures within near of you must make a CHA check vs. your spellcasting check.

If a creature fails by 10+ points and is equal to or less than your level, it is destroyed.

Otherwise, on a fail, it flees from you for 5 rounds.





## UNDEATH

*Tier 1, necromancer*

**Duration:** 5 rounds

**Range:** Close

You touch one humanoid's remains, and it rises as a zombie or skeleton under your control. The remains must have at least three limbs and its head intact.

The creature acts on your turn.

You can only create one undead creature with this spell at a time. When the spell ends, the corpse collapses into grave dust.



## VISION

*Tier 4, necromancer*

**Duration:** 5 rounds

**Range:** Self

You can only cast this spell while standing in a river.

The waters around you become the River of Death itself, and visions dance on its surface.

For the spell's duration, you can see and hear a creature or location you choose.

Treat a failed spellcasting check for this spell as a critical failure.



## WITHERMARK

*Tier 1, necromancer*

**Duration:** Instant

**Range:** Far

You fling a dark rune of necrotic energy at a target in range.

The target takes 1d4 damage. This damage increases to 2d4 when you reach 5th level.

Undead creatures are unharmed by this spell.



# Priest Spells

## Lawful



Priests who worship a **lawful** deity can choose from the below spells in addition to standard priest spells.

### TIER 1

- Prayer
- Fortify

### TIER 2

- Consecrate
- Peace

### TIER 3

- Covenant
- Revitalize

### TIER 4

- Halo
- Wheel of Flames

### TIER 5

- Death Ward
- Rapture





## CONSECRATE

*Tier 2, priest (L)*

**Duration:** 5 rounds

**Range:** Close

A near-sized area around where you cast this spell becomes sanctified with a holy blessing.

Chaotic creatures of LV 4 or less cannot physically enter this area for the spell's duration.

If your deity is Saint Terragnis, cast this spell with ADV.



## COVENANT

*Tier 3, priest (L)*

**Duration:** 5 rounds

**Range:** Self

You become a beacon of cosmic order, banishing the forces of chaos and entropy.

For the spell's duration, you are immune to all spells and magical effects from chaotic sources.

If your deity is Madeera, cast this spell with ADV.



## DEATH WARD

*Tier 5, priest (L)*

**Duration:** 5 rounds

**Range:** Close

You touch a living creature, sealing its life force against death itself.

The target of this spell cannot go below 1 HP for the duration.



## HALO

*Tier 4, priest (L)*

**Duration:** 10 rounds

**Range:** Self

A brilliant halo of golden light appears over your head.

Hostile spells that target you are DC 18 to cast for this spell's duration.





## FORTIFY

*Tier 1, priest (L)*

**Duration:** 5 rounds

**Range:** Close

One creature you touch gains 1d6 temporary HP for the spell's duration.

You cannot target the same creature with this spell again until its effects end.



## PEACE

*Tier 2, priest (L)*

**Duration:** 5 rounds

**Range:** Near

You calm the anger and hostility of all creatures of LV 4 or less within near range.

These creatures will not attack you or your allies for the spell's duration. This spell ends if the creatures notice any attempts to harm them.

When this spell ends, the creatures revert to their original dispositions.





## PRAYER

*Tier 1, priest (L)*

**Duration:** 5 rounds

**Range:** Close

You say a prayer over one creature, granting it resolve.

The next time the target fails an attack roll during this spell's duration, it succeeds instead and this spell ends.

You cannot target the same creature with this spell again until its effects end.



## RAPTURE

*Tier 5, priest (L)*

**Duration:** Instant

**Range:** Far

The searing light of Law itself blazes out from you, washing over everything in sight.

All other creatures of LV 15 or less in range must pass a DC 15 CHA check or be permanently rendered mute and blind.

You cannot cast this spell again until you complete penance.



## REVITALIZE

*Tier 3, priest (L)*

**Duration:** Instant

**Range:** Close

One creature you touch surges with healing energy.

Roll a number of d10s equal to 1 + half your level (rounded down).

The target regains that many hit points.



## WHEEL OF FLAMES

*Tier 4, priest (L)*

**Duration:** Instant

**Range:** Near

You summon a blazing wheel of flames and eyes that envelops one creature in holy energy.

The target takes 3d6 damage.

If the target is a demon or devil, it must pass a DC 15 CHA check or be paralyzed for 3 rounds.



# Neutral



Priests who worship a **neutral** deity can choose from the below spells in addition to standard priest spells.

## TIER 1

- Detect Magic
- Thorn

## TIER 2

- Feast
- Regrowth

## TIER 3

- Dispel Magic
- Serpent

## TIER 4

- Bear Shape
- Siphon

## TIER 5

- Balance
- Root





## BALANCE

*Tier 5, priest (N)*

**Duration:** Instant

**Range:** Close

One creature you touch of LV 10 or less becomes partially or fully petrified in the exact manner of your choosing (for instance, one limb, both eyes, whole body).

You also become petrified in the exact same way.



## BEAR SHAPE

*Tier 4, priest (N)*

**Duration:** 10 rounds

**Range:** Self

You and your gear transform into a bear of your choice for the spell's duration.

You assume the bear's STR, DEX, CON, HP, AC, speed, attacks, and physical characteristics, but retain your INT, WIS, and CHA.

You can cast spells in this form. If you go to 0 HP, you revert to your true shape at 0 HP.



## DETECT MAGIC

*Tier 1, priest (N)*

**Duration:** Focus

**Range:** Near

You can sense the presence of magic within near range for the spell's duration. If you focus for two rounds, you discern its general properties.

Full barriers block this spell.



## DISPEL MAGIC

*Tier 3, priest (N)*

**Duration:** Instant

**Range:** Near

End one spell that affects one target you can see in range.





## FEAST

*Tier 2, priest (N)*

**Duration:** Instant

**Range:** Near

All food within near of you is blessed by Gede's bounty.

Creatures who willingly join you in eating the food who are not friendly toward you become so for one day. This effect ends if you do anything to harm them.

Creatures who are already friendly toward you regain 1d6 HP and may make an additional check to end any poisons or diseases affecting them.

Uneaten food loses the effects of this spell after the meal is over.



## REGROWTH

*Tier 2, priest (N)*

**Duration:** Instant

**Range:** Close

One creature you touch regains 1d6 HP or a severed limb of your choice.



## ROOT

*Tier 5, priest (N)*

**Duration:** Focus

**Range:** Close

One creature you touch is immune to damage for the spell's duration.

You cannot cast this spell again until you complete penance.



## SERPENT

*Tier 3, priest (N)*

**Duration:** 5 rounds

**Range:** Close

An ordinary stick you touch turns into a loyal cobra.

The cobra acts on your turn and follows simple instructions you give it, such as "attack" or "wait."

When the spell ends, the cobra slithers away.





## SIPHON

*Tier 4, priest (N)*

**Duration:** Focus

**Range:** Far

You suppress the magical effects on one creature or from one object in range for the spell's duration.

You also suppress the effects of all spells cast on the target except this spell for its duration.

You have ADV on the next spell you cast after this one ends.

If your deity is Ord, cast this spell with ADV.



## THORN

*Tier 1, priest (N)*

**Duration:** 5 rounds

**Range:** Close

A weapon or suit of armor you touch sprouts dense thorns.

Weapons become magical and deal +1d4 damage for the spell's duration.

Armor becomes magical and deals 1d4 damage to anyone who touches its wearer for the spell's duration.

If your deity is Gede, cast this spell with ADV.



# Chaotic



Priests who worship a **chaotic** deity can choose from the below spells in addition to standard priest spells.

## TIER 1

- Darkness
- Protection From Good

## TIER 2

- Extract
- Inflict Wounds

## TIER 3

- Blood Rite
- Rend

## TIER 4

- Contagion
- Unhinge

## TIER 5

- Damnation
- Harm





## BLOOD RITE

*Tier 3, priest (C)*

**Duration:** 5 rounds

**Range:** Self

You enter a supernatural rage.

For the spell's duration, you have ADV on melee attacks, and your attacks deal +1d8 damage.

You must make a melee attack against the creature nearest to you on your turn, even if it's an ally. If you cannot, the spell ends.

If your deity is Ramlaat, cast this spell with ADV.



## CONTAGION

*Tier 4, priest (C)*

**Duration:** Permanent

**Range:** Close

A creature you touch is inflicted with a horrible wasting disease.

Choose a stat. The target must pass a DC 15 CON check each day or lose 1d6 points from this stat. The target dies when the stat reaches 0.



## DAMNATION

*Tier 5, priest (C)*

**Duration:** Instant

**Range:** Near

Choose one creature in range of LV 10 or less. You can only target the same creature with this spell one time.

The creature is cast into your god's domain. Unless the creature is a worthy follower of your god, it is trapped there to suffer eternal punishment.

You cannot cast this spell again until you complete penance.





## DARKNESS

*Tier 1, priest (C)*

**Duration:** Instant

**Range:** Near

The light cast by one object in range (even a magical object) is permanently extinguished.



## EXTRACT

*Tier 2, priest (C)*

**Duration:** Instant

**Range:** Close

A creature you touch is compelled to tell you its secrets.

On its turn, the target tells you the secret it holds most dear that you do not already know.

If your deity is Shune the Vile, cast this spell with ADV.



## HARM

*Tier 5, priest (C)*

**Duration:** Instant

**Range:** Close

One creature you touch goes to 0 hit points.

You cannot cast this spell again until you complete penance.



## INFLICT WOUNDS

*Tier 2, priest (C)*

**Duration:** Instant

**Range:** Near

A vile word you utter drains the life from a creature in range.

The target takes 2d4 damage.





## REND

*Tier 3, priest (C)*

**Duration:** 5 rounds

**Range:** Self

You become a conduit of pure chaos, shredding all organized magic around you.

For the spell's duration, you are immune to all spells and magical effects from lawful sources.

If your deity is Memnon, cast this spell with ADV.



## PROTECTION FROM GOOD

*Tier 1, priest (C)*

**Duration:** Focus

**Range:** Close

For the spell's duration, lawful beings have disadvantage on attack rolls and hostile spellcasting checks against the target. These beings also can't possess, compel, or beguile it.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the last spellcasting check. On a failure, the entity is expelled.



## UNHINGE

*Tier 4, priest (C)*

**Duration:** Focus

**Range:** Near

One creature in range of LV 5 or less descends into total madness.

It spends its turn raving and stalking around uselessly.

If you successfully focus on this spell for 3 rounds in a row, the madness becomes permanent.

If your deity is The Lost, cast this spell with ADV.



# Seer Spells

## TIER 1

- Chant
- Evoke Rage
- Potion
- Trance

## TIER 2

- Fate
- Read The Runes
- Sacrifice
- Soulbind

## TIER 3

- Cast Out
- Hallucinate
- Raven
- Wolfshape

## TIER 4

- Freya's Omen
- Loki's Trickery
- Odin's Wisdom
- Thor's Thunder

## TIER 5

- Ragnarok
- Valkyrie
- World Serpent
- World Tree





## CAST OUT

*Tier 3, seer*

**Duration:** Focus

**Range:** Far

You turn a creature aside, throwing it out of your presence.

Choose a creature you can see. For the spell's duration, that creature can't come within near range of you. It can still attack you from outside of near range.



## CHANT

*Tier 1, seer*

**Duration:** Focus

**Range:** Self

You begin an unearthly chant that lifts your vision beyond its ordinary limitations.

For the spell's duration, you can see all invisible and hidden things as though they were plainly visible. This spell does not allow you to see in a way that you could not normally, such as in darkness or through walls.



## EVOKE RAGE

*Tier 1, seer*

**Duration:** 1d4 rounds

**Range:** Close

You call out the berserk rage locked inside someone.

One willing humanoid you touch enters a berserk state. The target is immune to morale checks, has ADV on STR checks and melee attacks, and deals +1d4 damage for the spell's duration.

If the target does not attack another creature on its turn, the spell ends.



## FATE

*Tier 2, seer*

**Duration:** Instant

**Range:** Near

You painfully twist the golden threads of a creature's fate.

One creature you target in range takes 1d10 damage and loses any luck tokens it has.





## FREYA'S OMEN

*Tier 4, seer*

**Duration:** 1d6 rounds

**Range:** Self

For the spell's duration, you do not lose the ability to cast a spell if you fail its spellcasting check.

If you critically fail a spellcasting check, you may reroll your check once. You must use the new result.



## HALLUCINATE

*Tier 3, seer*

**Duration:** Focus

**Range:** Near

One creature you target in near whose level is less than or equal to your own is overcome by visions of what might yet come to pass.

For the spell's duration, the target cannot act on its turn unless it passes a Wisdom check equal to your last spellcasting check.



## LOKI'S TRICKERY

*Tier 4, seer*

**Duration:** Instant

**Range:** Near

You are filled with Loki's hypnotic guile. Creatures who hear you speak will alter their own beliefs and memories to match your suggestion.

Target one creature who can hear and understand you within range. You make one plausible statement, true or not.

The target must make a Wisdom check vs. your spellcasting check. If it fails, it now believes what you stated as though it were fact, regardless of what it knows.



## ODIN'S WISDOM

*Tier 4, seer*

**Duration:** 1d6 rounds

**Range:** Self

For the spell's duration, add your level as an additional bonus to your Wisdom checks and spellcasting checks.





## POTION

*Tier 1, seer*

**Duration:** Instant

**Range:** Close

As a part of casting this spell, you must bless a single drink of any liquid.

The liquid gains healing properties for 1 day. A creature who imbibes it may end the effects of one poison or may immediately stop dying (the creature remains at 0 HP).



## RAGNAROK

*Tier 5, seer*

**Duration:** Instant

**Range:** Far

You look deep into the strands of fate, learning the final destiny of one soul after the battle of Ragnarok. Do they live, or die?

Choose one creature in range. You can only target the same creature with this spell one time.

That creature must pass a CON check equal to your spellcasting check or die instantly.



## RAVEN

*Tier 3, seer*

**Duration:** Instant

**Range:** Unlimited

You whisper a message to Odin's own ravens, and they carry it across all worlds to its recipient.

Speak a short sentence, and the name of its recipient, dead or alive. That creature hears your utterance whispered in its mind.



## READ THE RUNES

*Tier 2, seer*

**Duration:** Instant

**Range:** Self

You ask the gods a question and cast the runestones, interpreting the meaning of the results.

Ask the Game Master one yes or no question. The Game Master truthfully answers "yes" or "no."





## SACRIFICE

*Tier 2, seer*

**Duration:** Instant

**Range:** Close

As a part of casting this spell, you must ritually sacrifice a living creature of LV 2 or higher.

The target you touch gains a bonus to their next check or attack roll equal to the sacrificed creature's level.



## SOULBIND

*Tier 2, seer*

**Duration:** Focus

**Range:** Close

You seal the soul of a living creature, preventing magic from leeching into it.

One creature you touch becomes nearly impervious to all magic. For the spell's duration, all other spells targeting the creature (harmful or helpful) are DC 18 to cast.

This spell ends as soon as the target is affected by another spell.



## THOR'S THUNDER

*Tier 4, seer*

**Duration:** Instant

**Range:** Far

Thor casts down a bolt of lightning to strike one target. The target takes 3d6 damage.



## TRANCE

*Tier 1, seer*

**Duration:** Instant

**Range:** Close

You enter a trance, catching small glimpses of a creature's fate. One humanoid creature you touch (you can't target yourself) gains a luck token. It can't have more than one luck token at once.





## VALKYRIE

*Tier 5, seer*

**Duration:** 10 rounds

**Range:** Near

You summon a valkyrie to your aid. She appears in a location within near and acts of her own free will to help you. She returns to Valhalla when the spell ends.

You can't cast this again until you complete penance.



## WOLFSHAPE

*Tier 3, seer*

**Duration:** Focus

**Range:** Self

You and your gear transform into a wolf for the spell's duration. You assume the wolf's STR, DEX, CON, HP, AC, speed, attacks, and physical characteristics, but retain your INT, WIS, and CHA.

You can cast spells in this form. If you go to 0 HP, you revert to your true shape at 0 HP.

If you are level 5+, you can transform into a dire wolf or a winter wolf instead.



## WORLD SERPENT

*Tier 5, seer*

**Duration:** Focus

**Range:** Close

The torturous venom of the World Serpent drips from the weapons of a creature you touch.

The target deals x2 damage with each attack (x4 on a critical hit) for the spell's duration.



## WORLD TREE

*Tier 5, seer*

**Duration:** Focus

**Range:** Close

The roots of the life-giving World Tree wrap around the soul of a creature you touch.

For the spell's duration, the target can't be brought below 1 HP.



# Witch Spells

## TIER 1

- Cauldron
- Charm Person
- Eyebite
- Fog
- Hypnotize
- Oak, Ash, Thorn
- Puppet
- Shadowdance
- Willowman
- Witchlight

## TIER 2

- Alter Self
- Augury
- Bogboil
- Cacklerot
- Cat's Eye
- Frog Rain
- Invisibility
- Poison
- Spidersilk
- Toadstool

## TIER 3

- Broomstick
- Coven
- Divination
- Howl
- Mistletoe
- Pin Doll
- Speak With Dead
- Swarm
- Void Stare
- Whisper

## TIER 4

- Beguile
- Cloak of Night
- Curse
- Dimension Door
- Glassbones
- Moonbeam
- Nightmare
- Polymorph



## **TIER 5**

- Anathema
- Dreamwalk
- Enfeeble
- Finger of Death
- Mother of Night
- Scrying
- Shapechange
- Soul Jar





## ALTER SELF

*Tier 2, witch*

**Duration:** 5 rounds

**Range:** Self

You magically change your physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.



## ANATHEMA

*Tier 5, witch*

**Duration:** Instant

**Range:** Close

All allies revile and abandon the creature you touch for 1 day.

Each time you or your allies harm the target, its former allies may pass a DC 15 Wisdom check to end the effects of the spell.



## AUGURY

*Tier 2, witch*

**Duration:** Instant

**Range:** Self

You interpret the meaning of supernatural portents and omens. Ask the GM one question about a specific course of action. The GM says whether the action will lead to “weal” or “woe.”





## BEGUILE

*Tier 4, witch*

**Duration:** Focus

**Range:** Near

You conjure a convincing visible and audible illusion within range.

Creatures who perceive the illusion react to it as though it were real, although it can't cause actual harm.

Touching the illusion instantly reveals its false nature.

You may force a creature who interacts with the illusion to make a DC 15 Wisdom check. If the creature fails, it is enchanted by the illusion for the spell's duration and seeks to protect it.



## BOGBOIL

*Tier 2, witch*

**Duration:** 5 rounds

**Range:** Far

You turn a near-sized cube of ground within range into a muddy, boiling bog of quicksand.

A creature stuck in the bog can't move and must succeed on a Dexterity check vs. your spellcasting check to free itself.



## BROOMSTICK

*Tier 3, witch*

**Duration:** Focus

**Range:** Self

You conjure a flying broomstick in your hand. The broomstick's rider can fly a near distance each round and can hover in place.





## CAACKLEROT

*Tier 2, witch*

**Duration:** Focus

**Range:** Close

One target you touch of LV 4 or less collapses helplessly with disturbing, pained laughter for the spell's duration.



## CAT'S EYE

*Tier 2, witch*

**Duration:** Focus

**Range:** Self

Your irises grow to fill your eyes and your pupils turn into black, vertical slits.

You can see invisible creatures and secret doors for the spell's duration.



## CAULDRON

*Tier 1, witch*

**Duration:** 1 round

**Range:** Close

You conjure a bubbling cauldron next to you. It can produce one of the following effects:

- Any broken mundane item placed inside the cauldron is repaired.
- A fat, croaking toad leaps out and follows your instructions for the next 3 rounds.
- You can place up to 3 item slots of items inside the cauldron. The cauldron expels these items the next time you cast this spell (expelling items counts as the cauldron's single effect).





## CHARM PERSON

*Tier 1, witch*

**Duration:** 1d8 days

**Range:** Near

You magically beguile one humanoid of level 2 or less within near range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything to hurt it that it notices.

The target knows you magically enchanted it after the spell ends.



## CLOAK OF NIGHT

*Tier 4, witch*

**Duration:** 8 rounds

**Range:** Self

You wrap yourself in a swirling cloak of shadows. For the spell's duration, your armor class becomes 17 (20 on a critical spellcasting check).

You have advantage on Dexterity checks to sneak and hide for the spell's duration.



## COVEN

*Tier 3, witch*

**Duration:** Instant

**Range:** Self

You call upon the magic you share with your fellow witches.

You regain the use of one tier 3 spell or lower that you can no longer cast for the day.

After successfully casting this spell, you can't do so again until you complete a rest.



## CURSE

*Tier 4, witch*

**Duration:** Permanent

**Range:** Close

A creature you touch is afflicted by one of the following curses:

- Hideous boils and warts
- All food tastes of ash
- Voice becomes shrill
- Disturbing nightmares
- Always lose at gambling
- An ally turns into an enemy
- Fear of something ordinary





## DIMENSION DOOR

*Tier 4, witch*

**Duration:** Instant

**Range:** Self

You teleport yourself and up to one other willing creature within close to any point you can see.



## DIVINATION

*Tier 3, witch*

**Duration:** Instant

**Range:** Self

You throw the divining bones or peer into the blackness between the stars, seeking a portent.

You can ask the GM one yes or no question. The GM truthfully answers "yes" or "no."

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.



## DREAMWALK

*Tier 5, witch*

**Duration:** Instant

**Range:** Close

You and any willing creatures you choose within close range step into the dream of a sleeping creature you name that is on your same plane.

You and anyone traveling with you can step out of the creature, appearing next to it as if having teleported there.



## ENFEEBLE

*Tier 5, witch*

**Duration:** Instant

**Range:** Close

A creature you touch has a random stat reduced to 3 (-4) for one week. Roll a d6 to determine which stat:

**1.** Strength, **2.** Dexterity, **3.** Constitution, **4.** Intelligence, **5.** Wisdom, **6.** Charisma.

If you fail the spellcasting check, you have a random stat reduced to 3 for a week instead.





## EYEBITE

*Tier 1, witch*

**Duration:** Instant

**Range:** Near

One creature you target takes 1d4 damage, and it can't see you until the end of its next turn.



## FINGER OF DEATH

*Tier 5, witch*

**Duration:** Instant

**Range:** Close

One creature you touch of LV 9 or less dies.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.



## FOG

*Tier 1, witch*

**Duration:** Focus

**Range:** Close

A thick cloud of fog blooms in a close area around you, making you hard to see. The cloud moves with you. Attacks against creatures in the cloud have disadvantage.



## FROG RAIN

*Tier 2, witch*

**Duration:** Instant

**Range:** Far

A rain of indignant frogs pelts a near-sized cube around a point you can see within range.

All creatures within the frog rain take 1d6 damage. Any surviving frogs hop away and disappear.



## GLASSBONES

*Tier 4, witch*

**Duration:** Focus

**Range:** Close

A creature you touch becomes fragile. It takes double damage for the spell's duration.



## HOWL

*Tier 3, witch*

**Duration:** Instant

**Range:** Near

All enemies within near range of you must immediately make a morale check. This spell does not affect creatures that are immune to morale checks.





## HYPNOTIZE

*Tier 1, witch*

**Duration:** Focus

**Range:** Near

One creature of LV 3 or less that can see you is rendered stupefied.

Breaking the creature's line of sight to you allows it to make a DC 15 Charisma check. On a success, the spell ends.



## INVISIBILITY

*Tier 2, witch*

**Duration:** 10 rounds

**Range:** Close

A creature you touch becomes invisible for the spell's duration. The spell ends if the target attacks or casts a spell.



## MISTLETOE

*Tier 3, witch*

**Duration:** 1d8 days

**Range:** Near

Two creatures you can see within near of you become enchanted with each other for 1d8 days.

Each time one of the affected creatures takes damage, it may make a DC 15 Charisma check. On a success, the spell ends.



## MOONBEAM

*Tier 4, witch*

**Duration:** Instant

**Range:** Far

A wavering ray of silvery moonlight strikes one creature within far. It takes 3d6 damage.



A dark, textured header image for the Nightmare spell, featuring a silhouette of a castle or fortress.

## NIGHTMARE

*Tier 4, witch*

**Duration:** Focus

**Range:** On the same plane

You visit the dreams of one sleeping creature, sending it heart-stopping nightmares.

You can target a creature whose level is less than or equal to half your level rounded down (minimum 1). The target must be sleeping, and you must have seen it before in person.

If you successfully focus on this spell for 3 rounds in a row, the creature dies of fright.

A dark, textured header image for the Mother of Night spell, featuring a silhouette of a castle or fortress.

## MOTHER OF NIGHT

*Tier 5, witch*

**Duration:** Instant

**Range:** Self

You beseech the Mother of Night to lend you power.

Make a single wish, stating it as exactly as possible. Your wish occurs, as interpreted by the GM.

If you fail this spellcasting check, the Mother of Night pulls you into The Nightfall for judgment. You can't cast this spell again until you appease her demands.

A dark, textured header image for the Oak, Ash, Thorn spell, featuring a silhouette of a castle or fortress.

## OAK, ASH, THORN

*Tier 1, witch*

**Duration:** Focus

**Range:** Self

For the spell's duration, faeries, demons, and devils can't attack you. These beings also can't possess, compel, or beguile you.





## PIN DOLL

*Tier 3, witch*

**Duration:** Focus

**Range:** On the same plane

You pin a piece of hair or flesh taken from one creature to a small, burlap doll the spell conjures.

On your turn while focusing on this spell, you can push a pin into the doll. Each time you do this, the creature who the hair or flesh belonged to takes 2d6 damage. After this spell ends, the piece of hair or flesh burns to ash.



## POISON

*Tier 2, witch*

**Duration:** 5 rounds

**Range:** Close

One worn or carried object you touch becomes toxic for the spell's duration. Any creature in contact with the object at the start of its turn takes 1d6 damage.



## POLYMORPH

*Tier 4, witch*

**Duration:** 10 rounds

**Range:** Close

You transform a creature you touch into another natural creature you choose of equal or smaller size. Any gear the target carries melds into its new form.

The target gains the creature's physical stats and features, but it retains its non-physical stats and features.

If the target goes to 0 hit points, it reverts to its true form at half its prior hit points.

You can target any willing creature with this spell, or an unwilling creature whose level is less than or equal to half your level rounded down (min. 1).





## PUPPET

*Tier 1, witch*

**Duration:** Focus

**Range:** Close

One humanoid creature of LV 2 or less you touch becomes ensnared by your movements. On your turn, the creature mimics all your movements.

If mimicking you would cause the creature to directly harm itself or an ally, it can make a DC 15 Charisma check. On a success, it resists mimicking you.



## SCRYING

*Tier 5, witch*

**Duration:** Focus

**Range:** Self

You look into a crystal ball or reflecting pool, calling up images of a distant place.

For the spell's duration, you can see and hear a creature or location you choose that is on the same plane.

This spell is DC 18 to cast if you try to scry on a creature or location that is unfamiliar to you.

Each round, creatures you view may make a Wisdom check vs. your last spellcasting check. On a success, they become aware of your magical observation.





## SHADOWDANCE

*Tier 1, witch*

**Duration:** 3 rounds

**Range:** Near

You spin shadowstuff into a convincing visible and audible illusion at a point within near.

The illusion can be as big as a person and can move within a near range of where it appeared.

The illusion can't affect physical objects. Touching the illusion reveals its false nature.



## SHAPECHANGE

*Tier 5, witch*

**Duration:** Focus

**Range:** Self

You transform yourself and any gear you carry into another natural creature you've seen of level 10 or less. You assume the creature's physical stats and features, but you retain your non-physical stats and features (including INT, WIS, and CHA).

If you go to 0 HP while under the effects of this spell, you revert to your true form at 1 HP.



## SOUL JAR

*Tier 5, witch*

**Duration:** Permanent

**Range:** Close

You transfer the soul of one creature you touch of LV 9 or less into a vessel, such as a jar. The creature's body becomes comatose, but it doesn't die.

If the vessel opens or breaks, the creature's soul returns to its body.

You can possess the empty body with your own spirit, taking control of it. Your body becomes comatose during this time. If the body dies while you possess it, your soul returns to your body.





## SPEAK WITH DEAD

*Tier 3, witch*

**Duration:** Instant

**Range:** Close

A dead body you touch answers your questions in a distant, wheezing voice.

You can ask the dead body up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.



## SPIDERSILK

*Tier 2, witch*

**Duration:** Focus

**Range:** Self

Sticky spidersilk covers your hands and feet.

For the spell's duration, you can walk on vertical surfaces as easily as if it were flat ground.



## SWARM

*Tier 3, witch*

**Duration:** Focus

**Range:** Far

A dense swarm of biting bats, rats, or locusts appears in a near-sized cube around a point you can see within range.

All creatures that start their turn within the swarm take 2d6 damage and are blinded.



## TOADSTOOL

*Tier 2, witch*

**Duration:** Instant

**Range:** Self

You conjure a plump, speckled toadstool in your hand. It disappears at the end of your next turn.

A creature that eats the toadstool regains 1d6 hit points.





## VOID STARE

*Tier 3, witch*

**Duration:** Focus

**Range:** Far

Your eyes turn black as you look into the dark between the stars.

One creature of LV 6 or less you can see falls under your control. You decide its actions during its turn.



## WHISPER

*Tier 3, witch*

**Duration:** Instant

**Range:** Close

You whisper into another creature's ear, planting a false memory in its mind.

You describe one brief, false memory that the target believes is true going forward.

If you fail this spellcasting check, the GM chooses a short, false memory to plant in your mind instead.



## WILLOWMAN

*Tier 1, witch*

**Duration:** Instant

**Range:** Near

You call upon the Willowman to appear in one creature's mind, filling it with supernatural terror.

Choose one creature of LV 2 or less within range. That creature must immediately make a morale check.

Even creatures that are not normally subject to morale checks (such as undead) must do so.



## WITCHLIGHT

*Tier 1, witch*

**Duration:** Focus

**Range:** Near

You summon a floating marsh light that bobs in the air and casts light out to a close radius around it.

The light can change colors and take on vague shapes. It can float up to a near distance on your turn.



**PLACEHOLDER  
FOR ART**



# Wizard Spells

## Druids

**Neutral** wizards can choose from the below spells in addition to standard wizard spells.

### TIER 1

- Breath
- Instill
- Oxidize
- Whisperwind

### TIER 2

- Barkskin
- Befriend
- Magnetize
- Truespeech

### TIER 3

- Alchemy
- Anima
- Locusts
- Treeshape

### TIER 4

- Mycelium
- Summon Storm

### TIER 5

- Earthquake
- Naming





## ALCHEMY

*Tier 3, wizard (N)*

**Duration:** Instant

**Range:** Close

One inanimate object of human size or less you touch turns into another material of equal or lesser value.



## ANIMA

*Tier 3, wizard (N)*

**Duration:** Focus

**Range:** Close

You animate the life force of one natural object you touch the size of a horse or less.

The object becomes a loyal creature for the spell's duration using the below stats. Its level is equal to yours.

The creature acts on your turn. You may use your action to command it, which it obeys. Otherwise, it does not act.

**AC** 10 + LV, **HP** 4.5 x LV, **ATK** 2  
bash +7 (1d12), **MV** near, **S** +4, **D**  
+0, **C** +0, **I** -4, **W** +0, **Ch** +0, **AL** N,  
**LV** \*



## BARKSKIN

*Tier 2, wizard (N)*

**Duration:** 1 day

**Range:** Self

Your skin hardens into tough tree bark. Your AC becomes 15 (18 on a critical spellcasting check) for the spell's duration.

You take double damage from fire while you are under the spell's effects.



## BEFRIEND

*Tier 2, wizard (N)*

**Duration:** 5 rounds

**Range:** Close

A tiny natural creature you touch (such as a mouse or moth) regards you as a friend for the spell's duration.

You may give the creature one command, which it tries to complete to the best of its ability and intelligence even after the spell ends.

If the command would directly harm the creature, it abandons the task.





## BREATH

*Tier 1, wizard (N)*

**Duration:** 10 rounds

**Range:** Self

You can hold your breath for the spell's duration.



## EARTHQUAKE

*Tier 5, wizard (N)*

**Duration:** Instant

**Range:** Double near

The earth shakes violently and splits open, swallowing creatures down to their doom.

All creatures standing on the ground within double near of you take 4d6 damage.

Each affected creature of LV 9 or less must pass a DEX check equal to the damage they took or else be swallowed by the earth, never to be seen again.



## INSTILL

*Tier 1, wizard (N)*

**Duration:** 5 rounds

**Range:** Self

One weapon you wield is imbued with life force. It becomes a +1 weapon for the spell's duration.

If the weapon is a staff, it deals d6 damage instead of d4.



## LOCUSTS

*Tier 3, wizard (N)*

**Duration:** Focus

**Range:** Near

A disorienting cloud of angry, biting locusts fills an area around you out to near.

The cloud moves with you as you move. You are not affected by it.

Creatures in the area of effect take 1d10 damage per round at the start of their turn. They must pass a CON check equal to your last spellcasting check or be unable to move on their turn.





## MAGNETIZE

*Tier 2, wizard (N)*

**Duration:** 5 rounds

**Range:** Close

One object you touch up to the size of a horse becomes powerfully magnetized.

It attracts all smaller magnetic objects within near.

If it can move, it is pulled toward larger magnetic objects within near. A metal creature must pass a STR check equal to your spellcasting check to resist.



## MYCELIUM

*Tier 4, wizard (N)*

**Duration:** Instant

**Range:** Self

You connect your mind with the earth's vast fungi network.

Ask the GM one question of up to 15 words. The GM answers truthfully using up to 15 words.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.



## NAMING

*Tier 5, wizard (N)*

**Duration:** Instant

**Range:** Close

You learn the *True Name* (*Shadowdark RPG* pg. 319) of one creature you touch.

If the creature is willing, you may give it a new *True Name*. A creature may only change its *True Name* once in its lifetime.

If it does so, its alignment changes to your alignment.



## OXIDIZE

*Tier 1, wizard (N)*

**Duration:** Instant

**Range:** Close

One inanimate object you touch the size of a door or less ages d100 years.



## SUMMON STORM

*Tier 4, wizard (N)*

**Duration:** 10 rounds

**Range:** 1 mile

You summon a violent storm that affects an area around you out to one mile for the duration.

The storm brings darkened skies, severe wind, and driving rain.

For the duration of the spell, you can cast *control water* (*Shadowdark RPG* pg. 57), even if you do not know the spell.

For the duration of the spell, you can cast *lightning bolt* (*Shadowdark RPG* pg. 64), even if you do not know the spell.

## TREESHAP

*Tier 3, wizard (N)*

**Duration:** 10 rounds

**Range:** Self

You and your gear turn into a treant with the below stats for the spell's duration.

You do not have the treant's *Animate Tree* talent.

You cannot cast spells while under the effect of this spell.

You retain your INT, WIS, and CHA stats.

**AC** 14, **HP** 38, **ATK** 2 slam +8 (1d12) or 1 rock (far) +8 (2d6), **MV** near, **S** +4, **D** -1, **C** +2, **I** \*, **W** \*, **Ch** \*, **AL** N, **LV** 8





## TRUESPEECH

*Tier 2, wizard (N)*

**Duration:** Instant

**Range:** Close

A natural creature you touch understands and can communicate with you in the true language of all animals.

You can ask the creature one yes or no question. The GM truthfully answers "yes" or "no."

If you cast this spell more than once on the same creature in 24 hours, treat a failed spellcasting check for it as a critical failure instead.



## WHISPERWIND

*Tier 1, wizard (N)*

**Duration:** Instant

**Range:** Far

You send a brief, whispered message that reaches any creature in range.



# Pages



**Lawful** wizards can choose from the below spells in addition to standard wizard spells.

## **TIER 1**

- Cleanse
- Flare
- Reveal
- Ward

## **TIER 2**

- Absorb
- Meld
- Pacify
- Push/Pull

## **TIER 3**

- Banish
- Forbid
- Identify
- Speak With Object

## **TIER 4**

- Glyph
- Stasis

## **TIER 5**

- Abjure
- Permanence





## ABJURE

*Tier 5, wizard (L)*

**Duration:** Instant

**Range:** Close

You and one creature you touch both die.



## ABSORB

*Tier 2, wizard (L)*

**Duration:** 5 rounds

**Range:** Self

You create an absorptive barrier of force around you.

Halve all damage you take for the spell's duration (round down).



## BANISH

*Tier 3, wizard (L)*

**Duration:** Instant

**Range:** Near

With a word of power, you send one extraplanar creature of LV 6 or less who hears you back to its dimension of origin.



## CLEANSE

*Tier 1, wizard (L)*

**Duration:** Instant

**Range:** Close

You expunge natural toxins from one creature you touch.

End the effects of one poison currently affecting the target.



## FLARE

*Tier 1, wizard (L)*

**Duration:** 1 round

**Range:** Near

A flash of blinding, white light bursts from you. All enemies in range who see it are blinded for the spell's duration.





## FORBID

*Tier 3, wizard (L)*

**Duration:** 10 rounds

**Range:** Self

Creatures cannot teleport into, out of, or within an area of effect extending out to double near from you. This area of effect moves with you.



## GLYPH

*Tier 4, wizard (L)*

**Duration:** 1 week

**Range:** Close

You draw an arcane symbol on an object that imparts one of the following magical effects:

- **Bind.** A reader of LV 6 or less is paralyzed for 1 hour.
- **Harm.** The reader takes 3d6 damage.
- **Message.** The reader hears a brief mental message.
- **Teleportation Sigil.** Treat the object as a teleportation sigil per the *teleport* spell.

The glyph disappears once activated.





## IDENTIFY

*Tier 3, wizard (L)*

**Duration:** Instant

**Range:** Touch

You learn all the magical properties of one item you touch. You cannot cast this spell again until you complete a rest.



## MELD

*Tier 2, wizard (L)*

**Duration:** 5 rounds

**Range:** Self

You merge slightly with the ethereal plane, freeing yourself from physical hindrances.

You may ignore any effect that would impact your movement for the spell's duration.



## PACIFY

*Tier 2, wizard (L)*

**Duration:** Instant

**Range:** Near

Choose one creature within range of LV 3 or less. It must make a morale check (creatures immune to morale checks are not affected by this spell).



## PERMANENCE

*Tier 5, wizard (L)*

**Duration:** 1 year

**Range:** Close

In order to cast this spell, you must sprinkle a powdered diamond on the target.

Choose one object in range that is currently under the effects of a spell you have cast. The duration of that spell becomes 1 year.

You cannot alter the original spell's effects after casting *permanence*. For instance, you can no longer move an object under the effects of *telekinesis*.



## PUSH/PULL

*Tier 2, wizard (L)*

**Duration:** Instant

**Range:** Near

You move one human-sized object or a creature of LV 4 or less a near distance.

If the target is anchored in a way that prevents free movement, the DC to cast this spell is 18.





## REVEAL

*Tier 1, wizard (L)*

**Duration:** Instant

**Range:** Near

End all invisibility effects out to a near distance from you.

You also become aware of the location of any hiding creatures within range.



## SPEAK WITH OBJECT

*Tier 3, wizard (L)*

**Duration:** Instant

**Range:** Close

An object you touch mentally answers your questions.

The object's wit matches the rarity of its primary materials. A diamond is wittier than a stone.

You can ask the object up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.





## STASIS

*Tier 4, wizard (L)*

**Duration:** Indefinite

**Range:** Close

A willing creature you touch becomes suspended in time. If the target is unwilling, it must be of LV 5 or less.

The target becomes unconscious and does not age. Its bodily functions cease, though it remains alive.

You may end the spell at any time or when a predefined condition you chose while casting the spell is met.



## WARD

*Tier 1, wizard (L)*

**Duration:** 10 rounds

**Range:** Self

You ward yourself with a magical charm against ambush.

For the spell's duration, you can't be surprised (you roll initiative during surprise rounds and are treated as aware of all enemies).



# Sorcerers



**Chaotic** wizards can choose from the below spells in addition to standard wizard spells.

## TIER 1

- Blight
- Eyebite
- Mischief
- Protection From Good

## TIER 2

- Envenom
- Phantoms
- Wither
- Wrack

## TIER 3

- Betrayal
- Defile
- Mazzim's Mesmerism
- Unlife

## TIER 4

- Dismember
- Dominate

## TIER 5

- Feeblemind
- Subjugate





## BETRAYAL

*Tier 3, wizard (C)*

**Duration:** Focus

**Range:** Near

One creature of LV 7 or less you can see in range turns on its allies, regarding them as hostile enemies for the spell's duration.



## BLIGHT

*Tier 1, wizard (C)*

**Duration:** 5 rounds

**Range:** Self

When you cast this spell, a close-sized patch of earth around you crumbles into lifeless ash.

You gain +1 to your spellcasting checks for the spell's duration.



## DEFILE

*Tier 3, wizard (C)*

**Duration:** 5 rounds

**Range:** Self

When you cast this spell, a near-sized circle of earth around you disintegrates into infertile ash.

For this spell's duration, treat all tier 1-3 spells you successfully cast as critical successes.

You cannot cast this spell while under its effects.



## DISMEMBER

*Tier 4, wizard (C)*

**Duration:** Focus

**Range:** Near

One creature in range of LV 9 or less loses an arm or leg (roll randomly to determine which). It takes 1d8 damage each time this happens.

The target loses a new limb each round of the spell's duration. If it has no other limbs to lose, it is instead beheaded and dies.





## DOMINATE

*Tier 4, wizard (C)*

**Duration:** Focus

**Range:** Near

You subjugate the will of one creature of LV 9 or less that you can see within range.

The creature cannot act except to follow your commands for the spell's duration.

On your turn, you can command the creature to take actions and move.

The creature acts and moves on its turn, following any instructions you gave it.



## ENVENOM

*Tier 2, wizard (C)*

**Duration:** Instant

**Range:** Close

You turn one cup or vial of potable liquid into a toxic poison. It still appears to be the original liquid in all ways.

A living creature of LV 10 or less who drinks the liquid must pass a DC 15 CON check or go to 0 HP.





## EYEBITE

*Tier 1, wizard (C)*

**Duration:** Instant

**Range:** Near

One creature you target takes 1d4 damage, and it can't see you until the end of its next turn.



## FEEBLEMIND

*Tier 5, wizard (C)*

**Duration:** 1d8 days

**Range:** Near

One creature of LV 10 or less within range has its INT and CHA reduced to 1 for the duration. It can't cast spells.



## MAZZIM'S MESMERISM

*Tier 3, wizard (C)*

**Duration:** Focus

**Range:** Near

You weave a mind-numbing miasma of dark magic around your targets.

At the start of their turn, all humanoid creatures of LV 5 or less in range must pass a CHA check vs. the last spellcasting check you made.

Creatures who fail stand motionless and agape, staring at unseen images.





## MISCHIEF

*Tier 1, wizard (C)*

**Duration:** 5 rounds

**Range:** Near

You magically beguile one humanoid of level 2 or less within near range.

The target is overcome with a compulsion to commit harmful mischief for the spell's duration.

Each round, it tries to commit a sneaky, cruel act that would hinder or inconvenience its nearest ally.

The spell ends if you or your allies do anything to hurt the target that it notices.



## PHANTOMS

*Tier 2, wizard (C)*

**Duration:** Instant

**Range:** Near

You conjure a terrifying illusion that appears in the mind of one target of LV 3 or less in range.

The target must immediately make a morale check.



## PROTECTION FROM GOOD

*Tier 1, wizard (C)*

**Duration:** Focus

**Range:** Close

For the spell's duration, lawful beings have disadvantage on attack rolls and hostile spellcasting checks against the target. These beings also can't possess, compel, or beguile it.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the last spellcasting check. On a failure, the entity is expelled.





## SUBJUGATE

*Tier 5, wizard (C)*

**Duration:** 1 year

**Range:** Close

In order to cast this spell, you must sprinkle a powdered diamond on the target.

Choose one creature in range that is currently under the effects of a *dominate*, *feeblemind*, or *polymorph* spell you have cast. The duration of that spell becomes 1 year.



## UNLIFE

*Tier 3, wizard (C)*

**Duration:** 1 day

**Range:** Close

A humanoid skull you touch regains a semblance of its former life, animating with red witchlight in its eyes.

The skull can converse in Common. It retains its personality and memories from life, but its recall can be spotty if it's been dead a long time.

When the spell ends, the skull crumbles into grave dust.



## WITHER

*Tier 2, wizard (C)*

**Duration:** Instant

**Range:** Close

Your touch drains the life-energy of one target in range, dealing it 1d6 damage.

The target takes double damage from the next attack or damage-dealing spell that strikes it.



## WRACK

*Tier 2, wizard (C)*

**Duration:** Focus

**Range:** Far

A creature you can see within range of LV 5 or less is overcome by agonizing pain.

The target must pass a CON check on its turn equal to your last spellcasting check or it cannot move or act.



# Diabolical Mishaps

## DIABOLICAL MISHAP 1-3

| d12 | Effect  |
|-----|---|
| 1   | <b>Diablerie!</b> Roll twice and combine both effects (reroll any further 1s)   |
| 2   | <b>Wither!</b> You take 1d6 damage per spell tier   |
| 3   | <b>Newt!</b> You turn into a tiny, 1 hit point newt for 3 rounds. You can't cast spells in this form  |
| 4   | <b>Shune's baleful gaze!</b> You can't cast this spell and another random spell again for a week  |
| 5   | <b>Thieving fairies!</b> You lose a random piece of gear  |
| 6   | <b>Cobwebs!</b> Mental cobwebs cloud your mind; you can't cast this spell again for a week  |
| 7   | <b>Cackles!</b> You fall to the ground in a fit of cackling, unable to do anything but laugh for the next 3 rounds  |
| 8   | <b>Double trouble!</b> You lose the ability to cast a random spell until you complete a rest  |
| 9   | <b>Swamp gas!</b> The air fills with sulfurous gas in a near-sized cube around you. All creatures who end their turn in it are blinded and take 1d6 damage. It lasts 3 rounds |
| 10  | <b>Bat!</b> An angry bat appears on your head, flapping and clinging to your face. You are blinded for 3 rounds or until you can toss the beastie away from you               |
| 11  | <b>Salt!</b> You're surrounded by a ring of salt and can't touch it or pass through it until something breaks the ring  |
| 12  | <b>Siphon!</b> You have disadvantage on casting spells of the same tier or lower for the next 10 rounds   |



## DIABOLICAL MISHAP 4-5

| d12 | Effect   |
|-----|--|
| 1   | <b>Maelstrom!</b> Roll twice and combine both effects (reroll any further 1s)  |
| 2   | <b>Ruin!</b> You take 1d8 damage per spell tier  |
| 3   | <b>Mind rot!</b> You permanently forget one random spell   |
| 4   | <b>The Willowman!</b> You summon The Willowman (who is angry with you) in a space near to you. He stays for 1d6 rounds before disappearing from whence he came |
| 5   | <b>Accursed imps!</b> Cackling imps from hell swarm you, stealing three pieces of random gear and flapping away  |
| 6   | <b>Lightning blast!</b> You deal 3d6 damage to yourself and all nearby creatures   |
| 7   | <b>Cold iron!</b> Spikes of cold iron lance from the ethereal realm, piercing you. You take 2d6 damage and are paralyzed for 2 rounds                          |
| 8   | <b>Mother of Night!</b> You displease the Dark Mother and lose the ability to cast this spell until atoning to her   |
| 9   | <b>Catatonia!</b> You stare blankly and can't take any actions for the next hour   |
| 10  | <b>Tongue of dog!</b> Your tongue lolls every time you try to cast a spell of a random tier, ruining the magic. This persists until you complete a rest        |
| 11  | <b>Fiddlesticks!</b> You have disadvantage on casting all spells for the next 10 rounds  |
| 12  | <b>Nemesis!</b> Somewhere, a child is born who will grow up to become a mighty, sworn enemy to you   |



# Necromancer Mishaps

## NECROMANCER MISHAP 1-3

| d12 | Effect  |
|-----|---|
| 1   | <b>Calamity!</b> Roll twice and combine both effects (reroll any further 1s)  |
| 2   | <b>Life drain!</b> You take 1d6 damage per spell tier   |
| 3   | <b>Zombification!</b> You transform into a mindless zombie for 1d4 rounds (if you go to 0 HP, you return to normal at 1 HP) |
| 4   | <b>Misfire!</b> Your spell targets a random creature you can see, even if it would not normally be possible                 |
| 5   | <b>Spectral hands!</b> You lose a random piece of gear  |
| 6   | <b>Skeletons!</b> 1d4 hostile <b>skeletons</b> appear within near of you and target you with their attacks                  |
| 7   | <b>Leech!</b> You cannot cast this spell again for a week   |
| 8   | <b>Silence!</b> You cannot speak or cast spells for 10 rounds   |
| 9   | <b>Somnolence!</b> You fall into a deep sleep for 1d4 rounds  |
| 10  | <b>Slow!</b> For the next 5 rounds, you can only move or take an action on your turn, not both                              |
| 11  | <b>Ennui!</b> Next round, you must pass a DC 12 CHA check on your turn or you cannot act                                    |
| 12  | <b>Memory fog!</b> You have DISADV on casting spells of the same tier for the next 10 rounds                                |



## NECROMANCER MISHAP 4-5

| d12 | Effect   |
|-----|--|
| 1   | <b>Calamity!</b> Roll twice and combine both effects (reroll any further 1s)   |
| 2   | <b>Necrotic backlash!</b> You deal 3d8 damage to yourself and all living creatures within near; all undead within the same area are healed this amount   |
| 3   | <b>Pain for power!</b> You must permanently sacrifice either 1d4 HP or the ability to cast this spell  |
| 4   | <b>Flung into death!</b> You are ripped away on an involuntary tumble through the River of Death; you reappear after 1d4 rounds standing in the nearest river  |
| 5   | <b>Hunger of the dead!</b> Greedy spirits permanently take 1d4 random pieces of your gear  |
| 6   | <b>Decay!</b> You are cursed with necrotic rot; you lose 1 point of CON each day until you find a way to end the curse   |
| 7   | <b>Memento mori!</b> Visions of mortality fill your mind, causing you to lose 1d4 spells from each tier until you rest   |
| 8   | <b>Possession!</b> A hostile <b>ghost</b> appears and uses its action to try to possess you for 1d4 rounds before disappearing   |
| 9   | <b>Escapees!</b> 1d4 <b>wraiths</b> break through the border between life and death and wreak havoc on the living around them  |
| 10  | <b>Hopelessness!</b> Your spirit is drained of all hope and will, leaving you unable to act for the next 5 rounds  |
| 11  | <b>Sap power!</b> You have DISADV on casting all spells for the next 10 rounds   |
| 12  | <b>Wellspring!</b> The River of Death breaks through into the world where you stand, causing a spring of necrotic water to bubble forth; hordes of undead emerge through this breach each day until it is somehow closed |



