

# The Cydran Spellbinder

Vol. 5.2

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**Note:** Spells marked with an asterisk\* are from *Xanathar's Guide to Everything*.

# Bard Spells

## Cantrips

- 1 Amanuensis
- 2 Arcane Mark
- 3 Dictation
- 4 Erase
- 5 Fell
- 6 Flare
- 7 Fleetness
- 8 Genderbend
- 9 Guided Strike
- 10 Hesitant Step
- 11 Hornung's Guess
- 12 Inhibit
- 13 Know Age
- 14 Know Name
- 15 Lorbrit's Direction Sense
- 16 Moment of Insight
- 17 Peacebond
- 18 Reveille
- 19 Spook
- 20 Thunderclap\*
- 21 Wizard Glue

## 1<sup>st</sup> Level Spells

- 1 Accuracy
- 2 Amplify
- 3 Appraise
- 4 Assess Caster (*ritual*)
- 5 Backbiter
- 6 Beguiling Strands
- 7 Blessed Aim
- 8 Cause Fear
- 9 Contrariness
- 10 Debilitating Agony
- 11 Detect Secret Doors
- 12 Fee
- 13 Heshwat's Harness
- 14 Insidious Rhythm
- 15 Inspirational Boost
- 16 Intoxicate
- 17 Jinx
- 18 Joyful Noise
- 19 Metamorphose Liquid  
(*ritual*)

- 20 Nahal's Reckless Dweomer
- 21 Never Trust a Fart
- 22 Oblivious Joy
- 23 Paint Memory
- 24 Phantasmal Image
- 25 Remove Charm
- 26 Repair Damage
- 27 Resist Poison
- 28 Sliding Stance
- 29 Speak With Undead
- 30 Standstill
- 31 Swim
- 32 Synchronicity
- 33 Taunt
- 34 Thought Capture
- 35 Vigor
- 36 Weighty Chest (*ritual*)
- 37 Whelm

## 2<sup>nd</sup> Level Spells

- 1 Absorb Weapon
- 2 Activate Crossing
- 3 Alustriel's Banner (*ritual*)
- 4 Animal Trance
- 5 Animate Rope
- 6 Astonishing Sight
- 7 Chill Metal
- 8 Constant Missteps
- 9 Critical Edge
- 10 Daunting Presence
- 11 Deadly Weapon
- 12 Death Recall
- 13 Delicious Aroma
- 14 Detect Psionics
- 15 Detect Spellcaster
- 16 Dictate Topic
- 17 Disarm
- 18 Dissonant Chant
- 19 Entice Gift
- 20 Exacting Utterance
- 21 False Lie
- 22 Far Strike
- 23 Forget
- 24 Frisky Chest (*ritual*)
- 25 Fuzzy Head
- 26 Getaway
- 27 Gift of Speech

- 28 Glitterdust
- 29 Green Eyes
- 30 Heroic Interjection
- 31 Idea
- 32 Illusion of Greatness
- 33 Insatiable Thirst
- 34 Know Motivation
- 35 Lighten Load (*ritual*)
- 36 Lively Step
- 37 Majestic Word
- 38 Malevolent Mischief
- 39 Merciful Mindset
- 40 Misdirecting Taunt
- 41 Mist Sight
- 42 Moon Rune
- 43 Nail in the Heel
- 44 Protection from Pickpockets  
(*ritual*)
- 45 Pyrotechnics\*
- 46 Quickness
- 47 Rally
- 48 Reflective Disguise
- 49 Repair Object
- 50 Roses of Distraction
- 51 Saga of Rivalry
- 52 Saint Elmoe's Fire
- 53 Satiric Barb
- 54 Scare
- 55 Skywrite\* (*ritual*)
- 56 Sound Bubble
- 57 Sufferance
- 58 Sylph's Kiss
- 59 Tactical Precision
- 60 Vacillation
- 61 Vertigo
- 62 Visions of Avarice
- 63 Warding Wind

## 3<sup>rd</sup> Level Spells

- 1 Allegro
- 2 Alter Fortune
- 3 Analyze Portal (*ritual*)
- 4 At Your Expense
- 5 Babble
- 6 Black Visions
- 7 Charm of Misplaced Wrath
- 8 Cloak of Bravery

- 9 Cloak of Shadows
- 10 Create Audience
- 11 Create or Break Campsite  
(ritual)
- 12 Cruel Fate
- 13 Curse of Femininity or  
Masculinity
- 14 Elasticity
- 15 Enemies Abound\*
- 16 Enhance Familiar
- 17 Fantastic Inspiration
- 18 Fey Lantern
- 19 Focus Effort
- 20 Follow Sorcery's Trail
- 21 Fool's Speech (ritual)
- 22 Francisco's Reprisal
- 23 Hand of Lester (ritual)
- 24 Harmonic Chorus
- 25 Improved Magic Mouth  
(ritual)
- 26 Jabruxes' Entropy Bender
- 27 Jabruxes' Spatial Direction  
Distorter
- 28 Know Customs (ritual)
- 29 Make Whole
- 30 Malford's Doppelgangment
- 31 Malison
- 32 March, My Pretties!
- 33 Psychic Disturbance
- 34 Regroup
- 35 Ritual of the Lotus (ritual)
- 36 Robe of Things
- 37 Selective Invisibility
- 38 Singalong
- 39 Song of Speed
- 40 Spelltemper
- 41 Spring Traps
- 42 Steal Speed
- 43 Unseen Strike
- 44 Veil of Privacy
- 45 Yolanda's Lucidity

#### 4<sup>th</sup> Level Spells

- 1 Airy Water (ritual)
- 2 Baleful Transposition
- 3 Becalm
- 4 Benign Transposition
- 5 Bewitch
- 6 Charm Monster\*
- 7 Charm of the Defender
- 8 Defensive Harmony
- 9 Detect Shapechanger
- 10 Dispel Exhaustion
- 11 Doublespeak
- 12 Follow the Leader
- 13 Greed's Call
- 14 Incredible Curse
- 15 Mage Hunter
- 16 Malford's Hell on Earth
- 17 Melf's Slumber Arrows
- 18 Mists of Melancholy
- 19 Morality Undone
- 20 Oops, Sorry
- 21 Overwhelm
- 22 Shout
- 23 Treasure Sense
- 24 Verify
- 25 Wall of Shadows

#### 5<sup>th</sup> Level Spells

- 1 Break Spirit
- 2 Consequence (ritual)
- 3 Create Thief
- 4 Crushing Despair
- 5 Estelias' Body
- 6 Hymn of the Daring Rescue
- 7 Malford's Group Invisibility
- 8 Mass Vigor
- 9 Phlegmatic Spray
- 10 Prying Eyes
- 11 Sensory Deprivation
- 12 Skill Empowerment\*
- 13 Steal Spell
- 14 Synaptic Static\*
- 15 Wall of Hate
- 16 Yolanda's Xenophilia

#### 6<sup>th</sup> Level Spells

- 1 Cloak of the Sea
- 2 Dirge
- 3 Disbelief
- 4 Dramatic Intercession
- 5 Filch
- 6 Fizzle Bump
- 7 Leomund's Lamentable  
Belaborment
- 8 Phantasmal Disorientation
- 9 Protege
- 10 Pull the Strings
- 11 Ray of Light
- 12 Reveal Creature (ritual)
- 13 Self-Destruction
- 14 Speech Ward (ritual)
- 15 Steal Secrets
- 16 Stone Tell
- 17 Trade
- 18 Word Lock (ritual)

#### 7<sup>th</sup> Level Spells

- 1 Fate of One
- 2 Fraught with Failure
- 3 Illusory Assailant
- 4 Insanity
- 5 Insolent Insult
- 6 Mortal Terror
- 7 Path of Ruin
- 8 Sense
- 9 Word of Obeisance

#### 8<sup>th</sup> Level Spells

- 1 Affability
- 2 Airboat
- 3 Charm of False Heroism
- 4 Great Shout
- 5 Magic Resistance
- 6 Mind of Rage
- 7 Overwhelming Advance
- 8 Phantom Legion
- 9 Piercing Clarity
- 10 Screen (ritual)
- 11 Speak with Anything
- 12 Ultimate Concentration
- 13 Vision

## 9<sup>th</sup> Level Spells

- 1 Deadly Insult
- 2 Exhortation to Battle
- 3 Extraordinary Intellect
- 4 Legion's Hold
- 5 Mass Polymorph\*
- 6 Programmed Amnesia
- 7 Psychic Scream\*
- 8 Purge the Written Word  
(ritual)
- 9 Stygian Oblivion (ritual)
- 10 Wave of Intoxicating  
Sweetness

## Cleric Spells

### Cantrips

- 1 Amanuensis
- 2 Bite Spirit
- 3 Dictation
- 4 Diminish Pain
- 5 Draw Upon Inner Strength
- 6 Erase
- 7 Fell
- 8 Guided Strike
- 9 Hesitant Step
- 10 Hornung's Guess
- 11 Inhibit
- 12 Know Age
- 13 Know Name
- 14 Lorbrit's Direction Sense
- 15 Moment of Insight
- 16 Peacebond
- 17 Reveille
- 18 Toll the Dead\*
- 19 Word of Radiance\*

### 1<sup>st</sup> Level Spells

- 1 Appraise
- 2 Assess Caster (ritual)
- 3 Blade of Blood
- 4 Blessed Aim
- 5 Blessed Watchfulness
- 6 Cause Fear
- 7 Combine
- 8 Detect Undead

- 9 Reaving Aura
- 10 Remove Charm
- 11 Repair Damage
- 12 Resist Poison
- 13 Slumber of the Blessed
- 14 Standstill
- 15 Taunt
- 16 Thought Capture
- 17 Vigor
- 18 Walking Wounded
- 19 Water Weapon
- 20 Weighty Chest (ritual)

### 2<sup>nd</sup> Level Spells

- 1 Activate Crossing
- 2 Alter Unborn (ritual)
- 3 Call Upon Faith
- 4 Chant
- 5 Command Undead
- 6 Constant Missteps
- 7 Corpse Vision
- 8 Critical Edge
- 9 Deadly Weapon
- 10 Death Recall
- 11 Delicious Aroma
- 12 Detect Psionics
- 13 Detect Spellcaster
- 14 Dictate Topic
- 15 Divine Castigation
- 16 Exacting Utterance
- 17 Far Strike
- 18 Focus Effort
- 19 Frisky Chest (ritual)
- 20 Green Eyes
- 21 Heroic Interjection
- 22 Idea
- 23 Know Motivation
- 24 Lighten Load (ritual)
- 25 Merciful Mindset
- 26 Nail in the Heel
- 27 Protection from Pickpockets  
(ritual)
- 28 Rally
- 29 Repair Object
- 30 Status
- 31 Sufferance
- 32 Tactical Precision

- 33 Withdraw

### 3<sup>rd</sup> Level Spells

- 1 Alter Fortune
- 2 Analyze Portal (ritual)
- 3 Animate Dead Animals
- 4 Anticipate Teleportation  
(ritual)
- 5 Armor of Light
- 6 Attune Form (ritual)
- 7 Babble
- 8 Cloak of Bravery
- 9 Create or Break Campsite  
(ritual)
- 10 Curse of Femininity or  
Masculinity
- 11 Death's Door (ritual)
- 12 Energy Vulnerability
- 13 Fantastic Inspiration
- 14 Francisco's Reprisal
- 15 Hand of Lester (ritual)
- 16 Invisibility Purge
- 17 Jabruxes' Entropy Bender
- 18 Jabruxes' Spatial Direction  
Distorter
- 19 Know Customs (ritual)
- 20 Lester's Antielemental Bolts
- 21 Make Whole
- 22 Malison
- 23 Protection from Hunger and  
Thirst (ritual)
- 24 Psychic Disturbance
- 25 Regroup
- 26 Speed Ship
- 27 Spelltemper
- 28 Strength of One
- 29 Teleport Ward
- 30 Undead Lieutenant (ritual)
- 31 Undead Torch (ritual)
- 32 Veil of Privacy
- 33 Yolanda's Lucidity

#### 4<sup>th</sup> Level Spells

- 1 Absorb Strength
- 2 Air Walk
- 3 Cerulean Sign
- 4 Clutch of Orcus
- 5 Crusade
- 6 Defensive Harmony
- 7 Detect Shapechanger
- 8 Dimensional Anchor
- 9 Ghoul Gauntlet
- 10 Imbue with Spell Ability
- 11 Impeding Permission
- 12 Mage Hunter
- 13 Morality Undone
- 14 Poison
- 15 Recitation
- 16 Restore Vitality
- 17 Spell Immunity
- 18 Spirit Jaunt
- 19 Verify

#### 5<sup>th</sup> Level Spells

- 1 Atonement (*ritual*)
- 2 Break Spirit
- 3 Consequence (*ritual*)
- 4 Dancing Dead (*ritual*)
- 5 Dawn\*
- 6 Dimensional Spikes
- 7 Disrupt Protections
- 8 Dzaram's Manumission
- 9 Holy Weapon\*
- 10 Iron to Glass
- 11 Keep Fighting!
- 12 Lockbox (*ritual*)
- 13 Magesurge
- 14 Mass Vigor
- 15 Pariah's Curse
- 16 Rainbow
- 17 Refusal
- 18 Stream of Life
- 19 The Light of Truth
- 20 Total Carnage
- 21 Treachery
- 22 Unceasing Vigilance of the  
Holy Sentinel  
(*ritual*)
- 23 Vitality

#### 24 Zone of Revelation

#### 6<sup>th</sup> Level Spells

- 1 Charnel Dust
- 2 Cloak of the Sea
- 3 Disbelief
- 4 Discern Vulnerabilities and  
Strengths
- 5 Dzaram's Rot
- 6 Evolve Undead
- 7 Fizzle Bump
- 8 Paro's Internal Integrity
- 9 Repulsion
- 10 Reveal Creature (*ritual*)
- 11 Revive Undead
- 12 Seal Portal
- 13 Searing Orb
- 14 Speech Ward (*ritual*)
- 15 Thunderous Blows
- 16 Trade
- 17 Word Lock (*ritual*)
- 18 Zealous Oratory

#### 7<sup>th</sup> Level Spells

- 1 Blessed Abundance (*ritual*)
- 2 Clarion Call
- 3 Crushing Walls (*ritual*)
- 4 Dictum
- 5 Dimensional Lock (*ritual*)
- 6 Dispel Damage
- 7 Fate of One
- 8 Insanity
- 9 Mortal Terror
- 10 Poisoner's Punishment
- 11 Redirect Damage
- 12 Sense
- 13 Spirit Shock
- 14 Temple of the Gods\*
- 15 Word of Obeisance

#### 8<sup>th</sup> Level Spells

- 1 Avatar
- 2 Magic Resistance
- 3 Overwhelming Advance
- 4 Piercing Clarity
- 5 Ultimate Concentration
- 6 Vision

#### 9<sup>th</sup> Level Spells

- 1 Act of God
- 2 Anathema
- 3 Army of Faith
- 4 Bond of Sacred Unity
- 5 Purge the Written Word `(*ritual*)
- 6 Righteous Zeal
- 7 Snuff
- 8 Soul Bind (*ritual*)
- 9 Stygian Oblivion (*ritual*)

### Druid Spells

#### Cantrips

- 1 Control Flames\*
- 2 Create Bonfire\*
- 3 Draw Upon Inner Strength
- 4 Erase
- 5 Fist of Stone
- 6 Fleetness
- 7 Gust\*
- 8 Infestation\*
- 9 Know Age
- 10 Magic Stone\*
- 11 Mold Earth\*
- 12 Predict Weather
- 13 Primal Savagery\*
- 14 Reveille
- 15 Shape Water\*
- 16 Thunderclap\*

#### 1<sup>st</sup> Level Spells

- 1 Absorb Elements\*
- 2 Analyze Balance (*ritual*)
- 3 Assess Caster (*ritual*)
- 4 Beast Bond\*
- 5 Blazing Starfall
- 6 Close to the Kill
- 7 Fountain of Flame
- 8 Ice Knife\*
- 9 Intoxicate
- 10 Never Trust a Fart
- 11 Remove Charm
- 12 Resist Poison
- 13 Slumber of the Blessed

- 14 Snare\*
- 15 Swim
- 16 Vigor
- 17 Water Weapon

## 2<sup>nd</sup> Level Spells

- 1 Activate Crossing
- 2 Alter Unborn (*ritual*)
- 3 Animal Trance
- 4 Call Forth the Spirit Pack
- 5 Chill Metal
- 6 Cover Scent
- 7 Create Snowdrifts (*ritual*)
- 8 Creeping Cold
- 9 Death Recall
- 10 Delicious Aroma
- 11 Detect Psionics
- 12 Detect Spellcaster
- 13 Dust Devil\*
- 14 Earth Lock
- 15 Earthbind\*
- 16 Earthen Limb
- 17 Echoing Thunder
- 18 Flameburst
- 19 Gift of Speech
- 20 Green Eyes
- 21 Insatiable Thirst
- 22 Lighten Load (*ritual*)
- 23 Malevolent Mischief
- 24 Mist Sight
- 25 Moon Rune
- 26 Repair Object
- 27 Rolling Thunder
- 28 Roses of Distraction
- 29 Saint Elmoe's Fire
- 30 Shark-Sword
- 31 Skywrite\* (*ritual*)
- 32 Sufferance
- 33 Sylph's Kiss
- 34 Tremor
- 35 Warding Wind\*
- 36 Waterball

## 3<sup>rd</sup> Level Spells

- 1 Accelerate (*ritual*)
- 2 Attune Form (*ritual*)
- 3 Create or Break Campsite (*ritual*)
- 4 Cull the Herd
- 5 Death's Door (*ritual*)
- 6 Earthguard
- 7 Erupting Earth\*
- 8 Ferocious Transformation
- 9 Fey Lantern
- 10 Flame Arrows\*
- 11 Fog Bank
- 12 Francisco's Reprisal
- 13 Hail of Stone
- 14 Hungry Earth
- 15 Know Customs (*ritual*)
- 16 Lester's Antielemental Bolts
- 17 Neutralize Acid
- 18 Primal Roar
- 19 Protection from Hunger and Thirst (*ritual*)
- 20 Protective Shock
- 21 Psychic Disturbance
- 22 Quench
- 23 Ritual of the Lotus (*ritual*)
- 24 Shatterstaff
- 25 Sinkhole
- 26 Sonar
- 27 Teleport Ward
- 28 Thunder
- 29 Tidal Wave\*
- 30 Wall of Honey
- 31 Wall of Water\*
- 32 Watery Double (*ritual*)
- 33 Wood Shape
- 34 Zsady's Airquake

## 4<sup>th</sup> Level Spells

- 1 Air Walk
- 2 Airy Water (*ritual*)
- 3 Becalm
- 4 Cerulean Sign
- 5 Charm Monster\*
- 6 Detect Shapechanger
- 7 Dig
- 8 Elemental Bane\*

- 9 False Food
- 10 Famish
- 11 Foul Cloud
- 12 Guardian of Nature\*
- 13 Hardening
- 14 Knurl
- 15 Lay of the Land
- 16 Lightning Serpent
- 17 Lunar Cage
- 18 Mists of Melancholy
- 19 Murderous Mist
- 20 Orbius' Gem Fusion (*ritual*)
- 21 Poison
- 22 Primal Restoration
- 23 Salt of Purity
- 24 Shroud of Ash
- 25 Vapor Strike
- 26 Watery Sphere\*
- 27 Wildfire

## 5<sup>th</sup> Level Spells

- 1 Animal Growth
- 2 Atonement (*ritual*)
- 3 Control Winds\*
- 4 Crumble
- 5 Druid Grove\*
- 6 Frostburn
- 7 Investiture of Flame\*
- 8 Investiture of Ice\*
- 9 Investiture of Stone\*
- 10 Investiture of Wind\*
- 11 Mass Vigor
- 12 Mudstorm
- 13 Persistent Lightning
- 14 Plague of Embers
- 15 Primordial Ward\*
- 16 Rainbow
- 17 Stream of Life
- 18 Transmute Rock\*
- 19 Vitality
- 20 Waterquake

### 6<sup>th</sup> Level Spells

- 1 And the Sea Gives Up Its Dead
- 2 Anger of the Noonday Sun
- 3 Blizzard
- 4 Bones of the Earth
- 5 Cloak of the Sea
- 6 Drown
- 7 Icy Duplicates
- 8 Ivy Siege
- 9 Phantasmal Disorientation
- 10 Poison Web
- 11 Poisonous Rain
- 12 Rain of Leeches
- 13 Seal Portal
- 14 Shift the Earth
- 15 Stone Tell
- 16 Thunderous Blows
- 17 Tunnel Swallow
- 18 Unwilling Wood
- 19 Wall of Vipers
- 20 Word Lock (*ritual*)

### 7<sup>th</sup> Level Spells

- 1 Changestaff
- 2 Curtain of Rain
- 3 Fiery Curtain
- 4 Ice Blight
- 5 Immolation
- 6 Poisoner's Punishment
- 7 Whirlwind\*
- 8 Xorn Movement

### 8<sup>th</sup> Level Spells

- 1 Airboat
- 2 Dead Air
- 3 Deadfall
- 4 Magic Resistance
- 5 Polar Ray
- 6 Shroud of Winter
- 7 Speak with Anything
- 8 Ultimate Concentration

### 9<sup>th</sup> Level Spells

- 1 Chariot of Sustarre
- 2 Cleansing Rain
- 3 Elemental Swarm
- 4 Frost Aura
- 5 Nature's Avatar
- 6 Obedient Avalanche
- 7 Raise Volcano
- 8 Volcanic Eruption
- 9 Wild Growth

## Paladin Spells

### 1<sup>st</sup> Level Spells

- 1 Blessed Watchfulness
- 2 Cause Fear
- 3 Detect Undead
- 4 Divine Sanction
- 5 Reaving Aura
- 6 Remove Charm
- 7 Resist Poison
- 8 Sliding Stance
- 9 Slumber of the Blessed
- 10 Taunt
- 11 Vigor
- 12 Walking Wounded
- 13 Water Weapon

### 2<sup>nd</sup> Level Spells

- 1 Alustriel's Banner (*ritual*)
- 2 Angelskin
- 3 Deadly Weapon
- 4 Disarm
- 5 Divine Castigation
- 6 Far Strike
- 7 Fiendskin
- 8 Know Motivation
- 9 Nail in the Heel
- 10 Rally
- 11 Scare
- 12 Slayer
- 13 Sufferance

### 3<sup>rd</sup> Level Spells

- 1 Cloak of Bravery
- 2 Death's Door (*ritual*)
- 3 Enduring Scrutiny
- 4 Fantastic Inspiration
- 5 Invisibility Purge
- 6 Recuperating Smite
- 7 Regroup
- 8 Spelltemper
- 9 Strength of One

### 4<sup>th</sup> Level Spells

- 1 Cerulean Sign
- 2 Crusade
- 3 Detect Shapechanger
- 4 Find Greater Steed\*
- 5 Implacable Pursuer
- 6 Lifeburst
- 7 Mage Hunter
- 8 Morality Undone
- 9 Recitation
- 10 Restore Vitality
- 11 Shielding Smite
- 12 Teleport Ward

### 5<sup>th</sup> Level Spells

- 1 Atonement (*ritual*)
- 2 Holy Weapon\*
- 3 Keep Fighting!
- 4 Mass Vigor
- 5 Refusal
- 6 The Light of Truth
- 7 Unceasing Vigilance of the Holy Sentinel (*ritual*)
- 8 Vitality

## Ranger Spells

### 1<sup>st</sup> Level Spells

- 1 Absorb Elements\*
- 2 Accuracy
- 3 Beast Bond\*
- 4 Blessed Aim
- 5 Bloodhound
- 6 Cause Fear
- 7 Close to the Kill

- 8 Detect Secret Doors
- 9 Jackal Ploy
- 10 Mount
- 11 Paint the Target
- 12 Resist Poison
- 13 Sliding Stance
- 14 Snare\*
- 15 Standstill
- 16 Swim
- 17 Synchronicity
- 18 Taunt
- 19 Vigor
- 20 Water Weapon
- 21 Zephyr Strike\*

### 2<sup>nd</sup> Level Spells

- 1 Absorb Weapon
- 2 Cover Scent
- 3 Critical Edge
- 4 Deadly Weapon
- 5 Death Recall
- 6 Delicious Aroma
- 7 Disarm
- 8 Duck and Draw
- 9 Earthen Limb
- 10 Far Strike
- 11 Green Eyes
- 12 Lighten Load (*ritual*)
- 13 Mist Sight
- 14 Moon Rune
- 15 Quickness
- 16 Rally
- 17 Scare
- 18 Shark-Sword
- 19 Slayer
- 20 Sufferance
- 21 Sylph's Kiss
- 22 Tremor

### 3<sup>rd</sup> Level Spells

- 1 Arrow Storm
- 2 Cloak of Shadows
- 3 Create or Break Campsite  
(*ritual*)
- 4 Cull the Herd
- 5 Flame Arrows\*
- 6 Fog Bank

- 7 Fool's Speech (*ritual*)
- 8 Know Customs (*ritual*)
- 9 Marked for Death
- 10 Shatterstaff
- 11 Speed Ship
- 12 Spelltemper
- 13 Teleport Ward
- 14 Unseen Strike
- 15 Watery Double (*ritual*)
- 16 Wood Shape

### 4<sup>th</sup> Level Spells

- 1 Detect Shapechanger
- 2 Dig
- 3 Guardian of Nature\*
- 4 Lay of the Land
- 5 Mage Hunter
- 6 Primal Restoration

### 5<sup>th</sup> Level Spells

- 1 Animal Growth
- 2 Mass Vigor
- 3 Steel Wind Strike\*
- 4 Vitality
- 5 Wrath of Nature\*

## Sorcerer Spells

### Cantrips

- 1 Apprentice Wizard
- 2 Arcane Mark
- 3 Bite Spirit
- 4 Control Flames\*
- 5 Create Bonfire\*
- 6 Erase
- 7 Fell
- 8 Flare
- 9 Gust\*
- 10 Hesitant Step
- 11 Infestation\*
- 12 Inhibit
- 13 Mold Earth\*
- 14 Phantom Bolt
- 15 Scorching Burst
- 16 Shape Water\*
- 17 Spook
- 18 Thunderclap\*

### 1<sup>st</sup> Level Spells

- 1 Absorb Elements\*
- 2 Assess Caster (*ritual*)
- 3 Backbiter
- 4 Beguiling Strands
- 5 Blade of Blood
- 6 Blazing Starfall
- 7 Catapult\*
- 8 Cause Fear
- 9 Chaos Bolt\*
- 10 Conjure Spider
- 11 Debilitating Agony
- 12 Dire Radiance
- 13 Fountain of Flame
- 14 Heshwat's Harness
- 15 Ice Knife\*
- 16 Intoxicate
- 17 Mount
- 18 Nahal's Reckless Dweomer
- 19 Pain Transfixation
- 20 Paint Memory
- 21 Slap
- 22 Speak With Undead
- 23 Standstill
- 24 Summon Monster
- 25 Whelm

### 2<sup>nd</sup> Level Spells

- 1 Aganazzar's Scorchers\*
- 2 Awful Stench
- 3 Bolts of Dalibrius
- 4 Choke
- 5 Concussive Echo
- 6 Deadly Weapon
- 7 Dragon's Breath\*
- 8 Dust Devil\*
- 9 Earthbind\*
- 10 Echoing Thunder
- 11 Entice Gift
- 12 Far Strike
- 13 Flameburst
- 14 Ghoul Touch
- 15 Irritation
- 16 Maximilian's Earthen  
Grasp\*
- 17 Merciful Mindset



- 18 Moon Rune
- 19 Nail in the Heel
- 20 Pyrotechnics\*
- 21 Rolling Thunder
- 22 Scare
- 23 Shadow Blade\*
- 24 Shattering Pulse
- 25 Snilloc's Snowball Swarm\*
- 26 Steam Jet
- 27 Summon Object
- 28 Warding Wind\*
- 29 Zeebo's Dyslexia

### 3<sup>rd</sup> Level Spells

- 1 Attune Form (*ritual*)
- 2 Bisect
- 3 Black Visions
- 4 Bloodbath
- 5 Charm of Misplaced Wrath
- 6 Curse of Femininity or  
Masculinity
- 7 Enemies Abound\*
- 8 Enhance Familiar
- 9 Erupting Earth\*
- 10 Flame Arrows\*
- 11 Follow Sorcery's Trail
- 12 Hail of Stone
- 13 Hemophilia
- 14 Jerakai's Embrace
- 15 Lance of Disruption
- 16 Make Whole
- 17 Malford's Doppelgangment
- 18 Malison
- 19 Melf's Minute Meteors\*
- 20 Protection from Normal  
Missiles
- 21 Protective Shock
- 22 Shadow Magic
- 23 Spelltemper
- 24 Thunder
- 25 Thunder Step\*
- 26 Tidal Wave\*
- 27 Veil of Privacy
- 28 Wall of Water\*

### 4<sup>th</sup> Level Spells

- 1 Absorb Strength
- 2 Acid Spray
- 3 Acid Web
- 4 Airy Water (*ritual*)
- 5 Baleful Transposition
- 6 Barrage
- 7 Benign Transposition
- 8 Blast of Dalibrius
- 9 Bonebreak
- 10 Cerulean Sign
- 11 Charm Monster\*
- 12 Charm of the Defender
- 13 Detect Shapechanger
- 14 Defenestrating Sphere
- 15 Dispel Exhaustion
- 16 Enervating Bolt
- 17 Force Orb
- 18 Greed's Call
- 19 Lifeburst
- 20 Malford's Hell on Earth
- 21 Overwhelm
- 22 Power Sink
- 23 Sickening Radiance\*
- 24 Storm Sphere\*
- 25 Vapor Strike
- 26 Vitriolic Sphere\*
- 27 Watery Sphere\*

### 5<sup>th</sup> Level Spells

- 1 Acid Spheres
- 2 Arcane Fusion
- 3 Break Spirit
- 4 Control Winds\*
- 5 Crushing Despair
- 6 Dzaram's Soulbiter
- 7 Enervation\*
- 8 Far Step\*
- 9 Frostburn
- 10 Iceweb
- 11 Infernal Calling\*
- 12 Negative Energy Flood\*
- 13 Refusal
- 14 Seeker Missiles
- 15 Sensory Deprivation
- 16 Steal Spell
- 17 Synaptic Static\*

- 18 Thermius' Flame Breath
- 19 Wall of Acid
- 20 Wall of Hate
- 21 Wall of Light\*

### 6<sup>th</sup> Level Spells

- 1 Bladebane
- 2 Broadblast
- 3 Eyes of the Victim
- 4 Investiture of Flame\*
- 5 Investiture of Ice\*
- 6 Investiture of Stone\*
- 7 Investiture of Wind\*
- 8 Mental Prison\*
- 9 Poison Web
- 10 Pull the Strings
- 11 Rain of Leeches
- 12 Ray of Light
- 13 Scatter\*
- 14 Self-Destruction
- 15 Servants of Arion
- 16 Soul Cage\*
- 17 Trade
- 18 Tunnel Swallow
- 19 Word Lock (*ritual*)

### 7<sup>th</sup> Level Spells

- 1 All-Consuming Flames
- 2 Crown of Stars\*
- 3 Fiery Curtain
- 4 Fleshflow
- 5 Insanity
- 6 Path of Ruin
- 7 Power Word Pain\*
- 8 Whirlwind\*

### 8<sup>th</sup> Level Spells

- 1 Abi-Dalzim's Horrid  
Wilting\*
- 2 Airboat
- 3 Arion's Unstoppable Force  
Missiles
- 4 Blackfire
- 5 Fear Made Flesh
- 6 Flensing
- 7 Mind of Rage
- 8 Mysterious Redirection

- 9 Polar Ray
- 10 Puncture
- 11 Suffocate

#### 9<sup>th</sup> Level Spells

- 1 Absorption
- 2 Detonate
- 3 Discharge
- 4 Energy Drain
- 5 Mass Polymorph\*
- 6 Psychic Scream\*
- 7 Reality Maelstrom
- 8 Snuff
- 9 Sphere of Ultimate Destruction
- 10 Superior Teleport
- 11 Wail of the Banshee
- 12 Wildzone
- 13 World of Deception

## Warlock Spells

#### Cantrips

- 1 Create Bonfire\*
- 2 Erase
- 3 Fell
- 4 Hesitant Step
- 5 Infestation\*
- 6 Inhibit
- 7 Know Name
- 8 Magic Stone\*
- 9 Thunderclap\*
- 10 Toll the Dead\*
- 11 Touch of Idiocy

#### 1<sup>st</sup> Level Spells

- 1 Backbiter
- 2 Beguiling Strands
- 3 Blade of Blood
- 4 Cause Fear\*
- 5 Death State
- 6 Dire Radiance
- 7 Heshwat's Harness
- 8 Jinx
- 9 Mount
- 10 Pain Transfixation
- 11 Phantasmal Image

- 12 Reaving Aura
- 13 Standstill

#### 2<sup>nd</sup> Level Spells

- 1 Choke
- 2 Constant Missteps
- 3 Daunting Presence
- 4 Earthbind\*
- 5 Far Strike
- 6 Insatiable Thirst
- 7 Nail in the Heel
- 8 Scare
- 9 Shadow Blade\*
- 10 Vampiric Ray
- 11 Vertigo
- 12 Whelm

#### 3<sup>rd</sup> Level Spells

- 1 Babble
- 2 Black Visions
- 3 Blacklight
- 4 Bloodbath
- 5 Charm of Misplaced Wrath
- 6 Curse of Femininity or Masculinity
- 7 Enemies Abound\*
- 8 Enhance Familiar
- 9 Fool's Speech (*ritual*)
- 10 Hemophilia
- 11 Malison
- 12 Jerakai's Embrace
- 13 Malford's Doppelgangment
- 14 Momentary Banishing (abj)
- 15 Selective Invisibility
- 16 Spelltemper
- 17 Spirit Armor
- 18 Summon Lesser Demons\*
- 19 Thunder Step\*
- 20 Unseen Strike

#### 4<sup>th</sup> Level Spells

- 1 Absorb Strength
- 2 Acid Spray
- 3 Bewitch
- 4 Bolts of Bedevilment
- 5 Charm Monster\*
- 6 Charm of the Defender
- 7 Detect Shapechanger
- 8 Dread Star
- 9 Elemental Bane\*
- 10 Enervating Bolt
- 11 Essence
- 12 Face One's Own Death
- 13 Famish
- 14 Feedback
- 15 Greed's Call
- 16 Malford's Hell on Earth
- 17 Mists of Melancholy
- 18 Overwhelm
- 19 Shadow of Moil\*
- 20 Sickening Radiance\*
- 21 Summon Greater Demon\*
- 22 Taunting Phantoms

#### 5<sup>th</sup> Level Spells

- 1 Break Spirit
- 2 Create Thief
- 3 Dancing Dead (*ritual*)
- 4 Danse Macabre\*
- 5 Enervation\*
- 6 Far Step\*
- 7 Infernal Calling\*
- 8 Lower Magic Resistance
- 9 Marius' Aging Attack
- 10 Negative Energy Flood\*
- 11 Refusal
- 12 Sensory Deprivation
- 13 Steal Summoning
- 14 Synaptic Static\*
- 15 Wall of Hate
- 16 Wall of Light\*

## 6<sup>th</sup> Level Spells

- 1 Blackmantle
- 2 Eyes of the Victim
- 3 Investiture of Flame\*
- 4 Investiture of Ice\*
- 5 Investiture of Stone\*
- 6 Investiture of Wind\*
- 7 Mental Prison\*
- 8 Phantasmal Disorientation
- 9 Pull the Strings
- 10 Scatter\*
- 11 Soul Cage\*
- 12 Steal Secrets

## 7<sup>th</sup> Level Spells

- 1 Crown of Stars\*
- 2 Devouring Death
- 3 Drain Youth
- 4 Malestrom of Despair
- 5 Path of Ruin
- 6 Power Word Pain\*
- 7 Word of Obeisance
- 8 Wrath of Acamar

## 8<sup>th</sup> Level Spells

- 1 Arrangement of Disorder
- 2 Fear Made Flesh
- 3 Flensing
- 4 Maddening Darkness\*
- 5 Mysterious Redirection
- 6 Suffocate
- 7 Void Star

## 9<sup>th</sup> Level Spells

- 1 Defeat
- 2 Energy Drain
- 3 Programmed Amnesia
- 4 Psychic Scream\*
- 5 Reality Maelstrom
- 6 Snuff
- 7 Sphere of Ultimate Destruction
- 8 Wail of the Banshee

# Wizard Spells

## Cantrips

### Abjuration:

- 1 Diminish Pain

### Conjuration:

- 1 Create Bonfire\*
- 2 Infestation\*

### Divination:

- 1 Hornung's Guess
- 2 Index
- 3 Know Age
- 4 Know Name
- 5 Lorbrit's Direction Sense
- 6 Moment of Insight

### Enchantment:

- 1 Hesitant Step
- 2 Inhibit
- 3 Spook
- 4 Touch of Idiocy

### Evocation:

- 1 Apprentice Missile
- 2 Flare
- 3 Scorching Burst
- 4 Thunderclap\*

### Illusion:

- 1 Illusory Obstruction
- 2 Phantom Bolt

### Necromancy:

- 1 Bite Spirit
- 2 Toll the Dead\*

### Transmutation:

- 1 Amanuensis
- 2 Arcane Mark
- 3 Control Flames\*
- 4 Dictation
- 5 Erase
- 6 Fell
- 7 Fist of Stone
- 8 Fleetness

- 9 Genderbend
- 10 Gust\*
- 11 Mold Earth\*
- 12 Peacebond
- 13 Shape Water\*
- 14 Wizard Glue

## 1<sup>st</sup> Level Spells

### Abjuration:

- 1 Absorb Elements\*
- 2 Hold Portal
- 3 Remove Charm
- 4 Snare\*
- 5 Turn Metal

### Conjuration:

- 1 Conjure Spider
- 2 Ice Knife\*
- 3 Mount
- 4 Summon Monster

### Divination:

- 1 Appraise
- 2 Assess Caster (*ritual*)
- 3 Detect Secret Doors
- 4 Detect Undead

### Enchantment:

- 1 Beguiling Strands
- 2 Contrariness
- 3 Debilitating Agony
- 4 Heshwat's Harness
- 5 Intoxicate
- 6 Standstill
- 7 Taunt

### Evocation:

- 1 Bigby's Bookworm Bane
- 2 Dire Radiance
- 3 Fountain of Flame
- 4 Nahal's Reckless Dweomer
- 5 Slap

### Illusion:

- 1 Paint Memory
- 2 Phantasmal Image

Necromancy:

- 1 Blade of Blood
- 2 Cause Fear\*
- 3 Death State
- 4 Pain Transfixation
- 5 Ray of Fatigue
- 6 Sense Link
- 7 Speak With Undead

Transmutation:

- 1 Accuracy
- 2 Backbiter
- 3 Catapult\*
- 4 Lorbrit's Weight  
Displacement
- 5 Metamorphose Liquid  
(ritual)
- 6 Never Trust a Fart
- 7 Repair Damage
- 8 Swim
- 9 Water Weapon
- 10 Weighty Chest (ritual)

**2<sup>nd</sup> Level Spells**

Abjuration:

- 1 Protection from Pickpockets  
(ritual)
- 2 Sufferance

Conjuration:

- 1 Choke
- 2 Dimension Hop
- 3 Dust Devil\*
- 4 Glitterdust
- 5 Rolling Thunder
- 6 Summon Object
- 7 Waterball

Divination:

- 1 Death Recall
- 2 Detect Psionics
- 3 Detect Spellcaster
- 4 Idea
- 5 Tactical Precision

Enchantment:

- 1 Constant Missteps
- 2 Dictate Topic
- 3 Entice Gift
- 4 Forget
- 5 Fuzzy Head
- 6 Insatiable Thirst
- 7 Merciful Mindset
- 8 Scare
- 9 Vacillation
- 10 Whelm
- 11 Wizard's Fury

Evocation:

- 1 Aganazzar's Scorcher\*
- 2 Bigby's Tripping Hand
- 3 Bolts of Dalibrius
- 4 Concussive Echo
- 5 Disarm
- 6 Flameburst
- 7 Shattering Pulse
- 8 Snilloc's Snowball Swarm\*
- 9 Warding Wind\*

Illusion:

- 1 Alustriel's Banner (ritual)
- 2 Delicious Aroma
- 3 Horrible Wound
- 4 Illusion of Greatness
- 5 Moon Rune
- 6 Reflective Disguise
- 7 Shadow Blade\*
- 8 Vertigo
- 9 Visions of Avarice

Necromancy:

- 1 Command Undead
- 2 Corpse Vision
- 3 Ghoul Touch
- 4 Vampiric Ray

Transmutation:

- 1 Absorb Weapon
- 2 Activate Crossing
- 3 Alter Unborn (ritual)
- 4 Animate Rope
- 5 Awful Stench
- 6 Critical Edge
- 7 Deadly Weapon
- 8 Dragon's Breath\*
- 9 Earth Lock
- 10 Earthbind\*
- 11 Far Strike
- 12 Frisky Chest (ritual)
- 13 Green Eyes
- 14 Irritation
- 15 Lorbrit's Ideal  
Encumbrance  
Allocation (ritual)
- 16 Maximilian's Earthen  
Grasp\*
- 17 Nail in the Heel
- 18 Pyrotechnics\*
- 19 Quickness
- 20 Repair Object
- 21 Shark-Sword
- 22 Skywrite\* (ritual)
- 23 Steam Jet
- 24 Sylph's Kiss
- 25 Zeebo's Dyslexia

**3<sup>rd</sup> Level Spells**

Abjuration:

- 1 Anticipate Teleportation  
(ritual)
- 2 Energy Vulnerability
- 3 Jabruxes' Entropy Bender
- 4 Jabruxes' Spatial Direction  
Distorter
- 5 Momentary Banishing
- 6 Neutralize Acid
- 7 Protection from Hunger and  
Thirst (ritual)
- 8 Protection from Normal  
Missiles
- 9 Protective Shock
- 10 Teleport Ward
- 11 Veil of Privacy

### Conjuration:

- 1 Bands of Steel
- 2 Bloodbath
- 3 Dump
- 4 Hail of Stone
- 5 Lorbrit's Fall
- 6 Lorbrit's Rise
- 7 Regroup
- 8 Robe of Things
- 9 Servant Horde (*ritual*)
- 10 Summon Bard
- 11 Summon Cleric
- 12 Summon Lesser Demon\*
- 13 Thunder Step\*
- 14 Tidal Wave\*
- 15 Wall of Honey
- 16 Watery Double (*ritual*)

### Divination:

- 1 Alter Fortune
- 2 Analyze Portal (*ritual*)
- 3 Follow Sorcery's Trail
- 4 Fool's Speech (*ritual*)
- 5 Hand of Lester (*ritual*)
- 6 Marius' Moment
- 7 Sonar
- 8 Yolanda's Lucidity

### Enchantment:

- 1 Charm of Misplaced Wrath
- 2 Enemies Abound\*
- 3 Fey Lantern
- 4 Malison
- 5 Psychic Disturbance
- 6 Ritual of the Lotus (*ritual*)

### Evocation:

- 1 Bigby's Disrupting Hand
- 2 Bisect
- 3 Blacklight
- 4 Forceful Repulsion
- 5 Francisco's Reprisal
- 6 Lance of Disruption
- 7 Melf's Minute Meteors\*
- 8 Thunder
- 9 Wall of Sand\*
- 10 Wall of Water\*

### Illusion:

- 1 Black Visions
- 2 Cloak of Shadows
- 3 Improved Magic Mouth  
(*ritual*)
- 4 Malford's Doppelgangment
- 5 Selective Invisibility
- 6 Shadow Magic
- 7 Unseen Strike

### Necromancy:

- 1 Animate Dead Animals
- 2 Dzaram's Specter
- 3 Hemophilia
- 4 Ray of Exhaustion
- 5 Spirit Armor
- 6 Undead Lieutenant (*ritual*)
- 7 Undead Torch (*ritual*)

### Transmutation:

- 1 Accelerate (*ritual*)
- 2 Acid Sweat
- 3 Amorphous Form
- 4 Attune Form (*ritual*)
- 5 Babble
- 6 Curse of Femininity or  
Masculinity
- 7 Elasticity
- 8 Enhance Familiar
- 9 Erupting Earth\*
- 10 Flame Arrows\*
- 11 Jerakai's Embrace
- 12 Kovian's Flypaper Floor
- 13 Make Whole
- 14 Ray of Melting
- 15 Shatterstaff
- 16 Speed Ship
- 17 Spelltemper
- 18 Spring Traps
- 19 Steal Speed
- 20 Tiny Servant\*
- 21 Zsady's Airquake

### **4<sup>th</sup> Level Spells**

#### Abjuration:

- 1 Cinderspell
- 2 Dimensional Anchor
- 3 Feedback
- 4 Otiluke's Dispelling Screen
- 5 Power Sink
- 6 Spell Immunity

#### Conjuration:

- 1 Acid Spray
- 2 Acid Web
- 3 Baleful Transposition
- 4 Benign Transposition
- 5 Lightning Serpent
- 6 Lorbrit's Emergency Exit
- 7 Mists of Melancholy
- 8 Pocket Dimension
- 9 Shroud of Ash
- 10 Solid Fog
- 11 Summon Greater Demon\*
- 12 Vapor Strike
- 13 Watery Sphere\*
- 14 Wizard's Escape
- 15 Yolanda's Infusion from  
Beyond

#### Divination:

- 1 Detect Shapechanger
- 2 Face One's Own Death
- 3 Treasure Sense
- 4 Verify

#### Enchantment:

- 1 Bewitch
- 2 Charm Monster\*
- 3 Charm of the Defender
- 4 Estalias' Casual Remark
- 5 Greed's Call
- 6 Melf's Slumber Arrows
- 7 Overwhelm

Evocation:

- 1 Barrage
- 2 Blast of Dalibrius
- 3 Cerulean Sign
- 4 Defenestrating Sphere
- 5 Force Orb
- 6 Shout
- 7 Sickening Radiance\*
- 8 Storm Sphere\*
- 9 Vitriolic Sphere\*

Illusion:

- 1 Dispel Exhaustion
- 2 Malford's Hell on Earth
- 3 Orbmaster's Umbral Assault
- 4 Rainbow Pattern
- 5 Taunting Phantoms
- 6 Wall of Shadows

Necromancy:

- 1 Absorb Strength
- 2 Enervating Bolt
- 3 Essence
- 4 Famish
- 5 Ghoul Gauntlet
- 6 Lifeburst
- 7 Nydroth's Dark  
Impregnation
- 8 Nydroth's Grisly Death  
Sending
- 9 Spirit Jaunt

Transmutation:

- 1 Airy Water (*ritual*)
- 2 Becalm
- 3 Bend Path
- 4 Bonebreak
- 5 Dig
- 6 Elemental Bane\*
- 7 Hardening
- 8 Orbius' Gem Fusion (*ritual*)
- 9 Rary's Mnemonic Enhancer
- 10 Softening

**5<sup>th</sup> Level Spells**

Abjuration:

- 1 Disrupt Protections
- 2 Francisco's Devious  
Countermeasure
- 3 Lockbox (*ritual*)
- 4 Lower Magic Resistance
- 5 Reciprocal Gyre
- 6 Refusal
- 7 Safeguard

Conjuration:

- 1 Acid Spheres
- 2 Dimension Shuffle
- 3 Door to Itself
- 4 Estelias' Body
- 5 Far Step\*
- 6 Iceweb
- 7 Infernal Calling\*
- 8 Lorbrit's Exploratory Aid
- 9 Lorbrit's Extreme Drop
- 10 Plague of Embers
- 11 Steel Wind Strike\*
- 12 Summon Shadows
- 13 Wall of Acid
- 14 Wall of Hate

Divination:

- 1 Consequence (*ritual*)
- 2 Prying Eyes

Enchantment:

- 1 Break Spirit
- 2 Crushing Despair
- 3 Leomund's Lamentable  
Belaborment
- 4 Steal Spell
- 5 Steal Summoning
- 6 Synaptic Static\*
- 7 Yolanda's Xenophilia

Evocation:

- 1 Dawn\*
- 2 Dimensional Spikes
- 3 Frostburn
- 4 Immolation\*
- 5 Magesurge
- 6 Persistent Lightning
- 7 Seeker Missiles
- 8 Wall of Light\*

Illusion:

- 1 Malford's Group Invisibility
- 2 Sensory Deprivation

Necromancy:

- 1 Dancing Dead (*ritual*)
- 2 Danse Macabre\*
- 3 Dzaram's Manumission
- 4 Dzaram's Soulbiter
- 5 Enervation\*
- 6 Morghaul's Binding
- 7 Negative Energy Flood\*
- 8 Waves of Fatigue

Transmutation:

- 1 Control Winds\*
- 2 Crumble
- 3 Distance Distortion
- 4 Force Shape (*ritual*)
- 5 Marius' Aging Attack
- 6 Mass Fly
- 7 Skill Empowerment\*
- 8 Thermius' Flame Breath
- 9 Transmute Rock\*
- 10 Waterquake
- 11 Wraithform
- 12 Yolanda's Lesser  
Ascendance

**6<sup>th</sup> Level Spells**

Abjuration:

- 1 Bladebane
- 2 Fizzle Bump
- 3 Paro's Internal Integrity
- 4 Repulsion
- 5 Seal Portal
- 6 Word Lock (*ritual*)

Conjuration:

- 1 Acid Fog
- 2 Filch
- 3 Icy Duplicates
- 4 Poison Web
- 5 Rain of Leeches
- 6 Scatter\*
- 7 Servants of Arion
- 8 Wall of Vipers

Divination:

- 1 Discern Vulnerabilities and Strengths
- 2 Reveal Creature (*ritual*)
- 3 Steal Secrets

Enchantment:

- 1 Pull the Strings
- 2 Self-Destruction
- 3 Speech Ward (*ritual*)
- 4 Trade

Evocation:

- 1 Broadblast
- 2 Marius' Stunning Cone
- 3 Ray of Light

Illusion:

- 1 Lorloveim's Shadowy Transformation
- 2 Mental Prison\*
- 3 Visions of Ruin

Necromancy:

- 1 Blackmantle
- 2 Charnel Dust
- 3 Dzaram's Rot
- 4 Evolve Undead
- 5 Eyes of the Victim
- 6 Rend Ectoplasm
- 7 Revive Undead
- 8 Soul Cage\*

Transmutation:

- 1 Cloak of the Sea
- 2 Create Homunculus\*
- 3 Extra Eye
- 4 Investiture of Flame\*
- 5 Investiture of Ice\*
- 6 Investiture of Stone\*
- 7 Investiture of Wind\*
- 8 Jabruxes' Instant Action
- 9 Spell Clock
- 10 Tenser's Transformation\*
- 11 Tunnel Swallow

**7<sup>th</sup> Level Spells**

Abjuration:

- 1 Redirect Damage
- 2 Spell Turning

Conjuration:

- 1 Create Ship
- 2 Dzaram's Jaunt

Divination:

- 1 Clarion Call
- 2 Fate of One
- 3 Greater Wizard Sight
- 4 Sense

Enchantment:

- 1 Confusion Contagion
- 2 Insanity
- 3 Power Word Pain
- 4 Transfix
- 5 Word of Obeisance

Evocation:

- 1 All-Consuming Flames
- 2 Crown of Stars\*
- 3 Entangling Force
- 4 Fiery Curtain
- 5 Whirlwind\*

Illusion:

- 1 Illusory Assailant
- 2 Opposition
- 3 Path of Ruin

Necromancy:

- 1 Absorb Vitality
- 2 Age
- 3 Drain Youth
- 4 Semiclone (*ritual*)
- 5 Spirit Shock
- 6 Waves of Exhaustion

Transmutation:

- 1 Control Ship
- 2 Crushing Walls (*ritual*)
- 3 Fleshflow
- 4 Giant Size
- 5 Marius' Deconstruction
- 6 Reconstruction
- 7 Xorn Movement
- 8 Yolanda's Gruesome Globules

**8<sup>th</sup> Level Spells**

Abjuration:

- 1 Dimensional Lock (*ritual*)
- 2 Magic Resistance
- 3 Mysterious Redirection
- 4 Spell Blast
- 4 Ultimate Concentration

Conjuration:

- 1 Arrangement of Disorder
- 2 Fear Made Flesh
- 3 Marius' Sidestep
- 4 Mighty Fortress\*
- 5 Teleporting Trace
- 6 Yolanda's Emergence of the Pseudonatural Aspect

Divination:

- 1 Piercing Clarity
- 2 Vision

Enchantment:

- 1 Charm of False Heroism
- 2 Mind of Rage

Evocation:

- 1 Arion's Unstoppable Force  
Missiles
- 2 Great Shout
- 3 Gunther's Kaleidoscopic  
Strike
- 4 Ice Blight
- 5 Maddening Darkness\*
- 6 Polar Ray

Illusion:

- 1 Illusory Dragon\*
- 2 Paranoia Phantom
- 3 Phantom Legion
- 4 Screen

Necromancy:

- 1 Abi-Dalzim's Horrid  
Wilting\*
- 2 Blackfire
- 3 Nirrighan's Dismemberment
- 4 Suffocate

Transmutation:

- 1 Airboat
- 2 Enter or Exit Microverse
- 3 Flensing
- 4 Ghostform
- 5 Iron Body
- 6 Marius' Double Actions
- 7 Puncture

**9<sup>th</sup> Level Spells**

Abjuration

- 1 Absorption
- 2 Disjunction Buffer
- 3 Invulnerability\*
- 4 Magic Miasma
- 5 Marius' Stasis Shield
- 6 Mordenkainen's Disjunction
- 7 Reaving Dispel

Conjuration:

- 1 Lich Avatar
- 2 Reality Maelstrom
- 3 Sphere of Ultimate  
Destruction
- 4 Superior Teleport

Divination:

- 1 A Score of Eyes
- 2 Extraordinary Intellect
- 3 Mostin's Metagnostic  
Inquiry
- 4 Proleptic Vision

Enchantment:

- 1 Legion's Hold
- 2 Programmed Amnesia
- 3 Psychic Scream\*
- 4 Stygian Oblivion (*ritual*)
- 5 Wave of Intoxicating  
Sweetness

Evocation:

- 1 Detonate
- 2 Discharge

Illusion:

- 1 Defeat
- 2 World of Deception

Necromancy:

- 1 Energy Drain
- 2 Snuff
- 3 Soul Bind (*ritual*)
- 4 Wail of the Banshee

Transmutation:

- 1 Alter Reality
- 2 Crystalbrittle
- 3 Mass Polymorph\*
- 4 Purge the Written Word  
(*ritual*)
- 5 Replicate Casting

- 6 Wildzone

## Domain Only Spells

**1<sup>st</sup> Level Spells**

- 1 Desire (Perversion domain)
- 2 Timeslip (Time domain)

**2<sup>nd</sup> Level Spells**

- 1 Chance's Grace (Luck  
domain)
- 2 Lucky Shot (Luck domain)
- 3 Moans of Ecstasy  
(Perversion domain)  
(*ritual*)
- 4 Nap (Time domain)

**3<sup>rd</sup> Level Spells**

- 1 Golden Shower (Perversion  
domain)
- 2 Karma (Luck domain)
- 3 Lucky Break (Luck domain)

**4<sup>th</sup> Level Spells**

- 1 Body Clock (Time domain)
- 2 Fumble (Luck domain)
- 3 Glyph of Fascination (Art  
domain)
- 4 Moment (Luck domain)
- 5 Power Word Orgasm  
(Perversion domain)
- 6 Time Pool (Time domain)

**5<sup>th</sup> Level Spells**

- 1 Captivating Art (Art  
domain)
- 2 Extraordinary Luck (Luck  
domain)
- 3 Lucky Day (Luck domain)
- 4 Skip Day (Time domain)
- 5 Wall of Vice (Perversion  
domain)



# SPELLS IN CYDRA

## A Score of Eyes

*9th-level divination (wizard) (ritual)*

**Casting Time:** 1 action

**Range:** See text

**Components:** V, S, M (a handful of clear crystal spheres)

**Duration:** Concentration, up to 24 hours

You create up to 20 scrying sensors in any location or locations you are familiar with or can describe, as long as those locations are on the same plane as you. You can choose to look and listen through any number of the sensors at the same time, but the more you watch through at the same time, the harder it is to catch details from each one.

While the spell lasts, you can use a bonus action to move any one sensor up to 30' to a point you can see through that sensor.

## Absorb Strength

*4th-level necromancy (cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

**Duration:** 1 minute

You shoot a ray of dirty grey energy that coruscates between you and one creature in range that isn't a construct or undead. Make a ranged spell attack; if you hit, the ray drains some of the target's strength and transfers it to you.

The ray lasts only an instant, but its effects persist for the duration of the spell. While it lasts, at the start of each of the target's turns, it suffers 3d10 necrotic damage, the target has disadvantage on all Strength attacks, checks and saves, and you gain advantage on all Strength attacks, checks and saves until the end of the target's next turn. At the end of each of its turns, the target can make a Constitution saving throw to end the effect.

## Absorb Vitality

*7th-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a parasitic worm, such as a tapeworm, hookworm, etc)

**Duration:** See text

Make a melee spell attack against a creature within your reach. If you hit, that creature's hit point maximum is reduced by 5d6, and your hit point maximum increases by the same amount. This effect ends after you or the target completes a short or long rest or after 8 hours pass.

If you cast this spell more than once, the increases to your maximum hit points overlap instead of stacking.

**At Higher Levels:** When you cast this spell using a spell slot of 8<sup>th</sup> level or higher, the reduction to the target's maximum hit points and the increase to yours both increase by 1d6 per slot level above 7<sup>th</sup>.

## Absorb Weapon

*2nd-level transmutation (bard, ranger, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You touch a weapon not worn or carried by anyone else and absorb it into your body. The only sign of the weapon is a birthmark-like discoloration on your skin. While inside your skin, the weapon can't be detected by a search, although a *detect magic* spell reveals that you are under the influence of a spell.

The weapon must be one sized for you to wield it in combat. You can't absorb a ballista or a giant's club, for instance.

You can end this spell as a bonus action. When you do so, the weapon reappears in your hand. If you attack with it before the end of the your turn, you gain advantage on the first attack you make with it.

## Absorption

*9th-level abjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

This spell gives you the power to absorb spells and use their energy to fuel your own. When you cast it, you can absorb 1d4+6 levels of spells.

If you are the target of a spell or are in the area affected by a spell, you can use your reaction to absorb it. The spell is converted to raw magical energy and has none of its normal effects. Reduce the number of spell levels you can absorb by the level of that spell. If you can still absorb at least one level of spells, you regain a number of levels of expended spell slots equal to the number of levels absorbed. None of these spell slots can be above 5<sup>th</sup> level. For example, if you absorb a *cone of cold*, you can regain an expended 4<sup>th</sup> level and 1<sup>st</sup> level spell slot.

## Accelerate

*3rd-level transmutation (druid, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

You touch a single creature or object that flies or can impart flying. That creature or object's flying speed increases by 20'.

**At Higher Levels:** When you cast this spell using a 4<sup>th</sup> or higher level slot, it increases the speed of the target by an additional 10' per level of the slot above 3<sup>rd</sup>.

## Accuracy

*1st-level transmutation (bard, ranger, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (ink, which you use to trace a mystical glyph on the target weapon)

**Duration:** 10 minutes

You touch a ranged weapon you can see that is not worn or carried by an unwilling creature. Until the spell ends, that weapon's short and long range are doubled.

**At Higher Levels:** If you cast this spell using a 2<sup>nd</sup> or higher level slot, the duration increases to 1 hour. If you cast it using a 4<sup>th</sup> or higher level slot, the duration increases to 8 hours.

## Acid Fog

*6th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S, M (a pinch of dried powdered peas combined with powdered animal hoof)

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

You create a 20' radius sphere of thick acidic vapors centered on a point within range. The fog spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of at least 40 mph disperses it.

When the cloud appears, each creature in it suffers 2d6 acid damage. It takes this damage again each time it enters the cloud for the first time on a turn or ends its turn in the cloud.

In addition, the fog is extraordinarily thick. Moving into or through the fog requires a creature to spend 5' of movement for each foot that it actually moves through the fog.

Ranged weapon attacks against creatures inside the fog but within 5' of the edge of the cloud have disadvantage. They are wholly ineffective against creatures deeper in the *acid fog*.

A creature that falls into the thick fog slows and suffers no falling damage.

**At Higher Levels:** When you cast this spell using a slot of 7<sup>th</sup> or higher level, the damage increases by 1d6 per slot level above 6<sup>th</sup>.

## Acid Spheres

*5th-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

By means of this spell, you conjure spheres of acid that hover around you. Any time a creature within 10' of you casts a spell at you or attacks you, you may use your reaction to have one of the spheres attack the target. Make a ranged spell attack at the creature. If you hit, it takes 2d10 acid damage, and it must make a Dexterity saving throw to avoid take the same damage again at the end of its next turn. It can also use its action to make a Dexterity save to avoid taking acid damage again.

**At Higher Levels:** When you cast this spell using a 6<sup>th</sup> or higher level slot, the initial damage increases by 1d10 for each slot level above 5<sup>th</sup>.

## Acid Spray

*4th-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Self (30' cone)

**Components:** V, S, M (a drop of acid)

**Duration:** Instantaneous (see text)

Caustic green acid sprays forth from your outstretched hand. Each creature in the cone must make a successful Dexterity save, suffering 4d10 acid damage on a failed save and half as much on a success. In addition, a creature that fails its save is coated in acid and suffers 2d10 acid damage at the start of each of its turns until the acid is washed off or loses its potency. A creature can remove the acid from a creature in its reach by taking an appropriate action, such as washing itself off with a gallon of water. In addition, a creature coated in acid may repeat the save at the end of each of its turns, ending the effect on a success.

**At Higher Levels:** When you cast this spell using a 5<sup>th</sup> or higher level slot, the initial damage increases by 1d10 for each slot level above 4<sup>th</sup>.

## Acid Sweat

*3rd-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a drop of vinegar)

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

While this spell lasts, your skin secretes an acidic sweat. You and objects you wear or carry are immune to this acid, but any other creature or object that touches you suffers its effects.

Anytime a nonmagical weapon other than one made of glass or ceramic hits you while the spell is in effect, its wielder must make a Dexterity save or the weapon breaks after dealing damage to you. If the wielder makes its save or the weapon is magical, the weapon instead gains a wear point.

If a creature touches you, such as by hitting you with a natural weapon, it suffers 2d8 acid damage.

In addition, you can use an action to make a melee spell attack against a target within your reach. If you hit, that target takes 2d8 acid damage.

## Acid Web

*4th-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a bit of spiderweb)

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

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs or that enters them during its turn takes 2d6 acid damage. In addition, it must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of

webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

**At Higher Levels:** The DC to break free of your webs increases by 1 for every 2 slot levels above 4<sup>th</sup>.

## Act of God

*9th-level abjuration (cleric)*

**Casting Time:** 1 reaction

**Range:** Self

**Components:** M (your faith's holy symbol)

**Duration:** Instantaneous

You use your reaction to cast this spell when terrible misfortune, including death, strikes you. All spells, conditions and effects on you end except those you wish to continue, and you are healed to half your maximum hit points. This negates even effects that would instantly kill you.

## Activate Crossing

*2nd-level transmutation (bard, cleric, druid, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Self (see text)

**Components:** V, S

**Duration:** 1 round

When you cast this spell, if you are standing within a planar crossing, it activates until the end of your next turn, even if normally requires a special time, key, or other circumstance to function.

## Affability

*8th-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a lump of sugar and a drop of honey)

**Duration:** Concentration, up to 8 hours

This spell makes you seem friendly and affable, regardless of the content of your words. While it persists, your speech is magically comprehensible

to any creature that hears it that speaks or understands at least one language. Creatures that don't speak or understand a language still find your tone soothing, approachable, and trustworthy.

While the spell lasts, whenever you make a Charisma (Deception or Persuasion) check, you can add 1d10 to the result. You also gain a supernatural ability to sense if you are about to say something offensive to your audience, as well to what the offensive word, phrase, or subject was, allowing you to retroactively rephrase approximately six seconds of speech. You can only rephrase each round's speech once.

Creatures that aren't immune to the charmed condition and aren't in combat with you automatically shift their attitude toward you one step toward friendly as long as the spell lasts. If you spend at least ten minutes talking to such a creature, it must make a Wisdom save or the adjustment becomes permanent (although it can later shift back if you offend or annoy the creature).

## Age

*7th-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a vial of ghost ichor and three hairs from a venerable human)

**Duration:** Concentration, up to 1 hour (see text)

Make a melee spell attack against a creature in range. If you hit, the target ages 10d4 years, gaining one level of exhaustion in the process.

If you maintain concentration on this spell for the entire duration, its effects become permanent.

The aging can be reversed by a *lesser restoration* cast within 24 hours or a *greater restoration* cast within 1 week.

**At Higher Levels:** If you cast this spell with an 8<sup>th</sup> or higher level slot, the target ages an additional 5d4 years per slot level above 7<sup>th</sup>.

## Air Walk

*4th-level transmutation (cleric, druid)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You touch a creature and grant it the ability to walk on air as if it were solid ground. The subject can move through the air as if it were walking, and can Dash. It can move up or down a maximum angle of 45 degrees.

A wind greater than 20 mph can push the subject along or hold it back. At the end of each of its turns in such a high wind, the wind blows the air walker 1' per mph of its speed. Exceptionally strong winds might cause the subject to lose concentration, lose control of its movement, etc.

If the subject is still aloft when the spell ends, it floats 100' down safely, then falls the rest of the way to the ground.

**At Higher Levels:** When you cast this spell using a slot of 5<sup>th</sup> or higher level, you can affect one additional target per slot level above 4<sup>th</sup>.

## Airboat

*8th-level transmutation (bard, druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S

**Duration:** Concentration, up to 24 hours

You cast this spell on a cloud within range. It rapidly approaches you, arriving in one minute and forming a vessel of your imagining. If it is large enough, it can support and transport up thirty Medium creatures, allowing them to walk on the cloud as if it were solid. The *airboat* can move at a speed of up to 40 miles per hour, and you can change heading or increase or decrease speed by 10 mph as an action, as long as you are within 1 mile of the cloud. If the spell ends with creatures aboard, they are each affected by a *feather fall* spell.

## Airy Water

*4th-level transmutation (bard, druid, sorcerer, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Self (20-foot radius)

**Components:** V, S, M (a handful of alkaline salts)

**Duration:** 1 hour

This spell causes normal water (or watery solutions) around you into a frothy substance that will allow both air- and water-breathers to breathe normally. The spell remains centered on you throughout the duration, and any part of its effect that extends out of the water does nothing.

While within an area of *airy water*, creatures can swim easily. If upon a surface within the *airy water*, a creature can walk at its normal speed. In addition, combat penalties for being underwater are negated on attacks within the *airy water*, though they still apply to attacks against targets outside the effect.

## All-Consuming Flames

*7th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a flame from a hot spot on the Elemental Plane of Fire, which a spell focus cannot substitute for)

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

Choose up to eight creatures or objects that you can see in range. Each creature you choose must succeed on a Dexterity save, suffering 6d8 fire damage on a failure or half that on a success. Targeted objects and creatures that fail this save burst into blue-white flames, suffering 6d8 fire damage immediately. At the start of each of its turns, the creature must repeat the Dexterity save, suffering 6d8 fire damage on a failure or half that on a success.

A creature or object reduced to 0 hit points by this spell is reduced to ash and destroyed. It requires a *true resurrection* to restore such a creature to life.

A creature can attempt to extinguish the

flames by fully immersing itself in water until the beginning of its next turn. If it does so, it gains advantage on the Dexterity save at the beginning of that turn, and the flames go out on a success. Even if it fails its save, it still only takes half damage from the flames that round.

## Allegro

*3rd-level transmutation (bard)*

**Casting Time:** 1 action

**Range:** 10'

**Components:** V, S, M (a tail feather from a bird of prey)

**Duration:** 1 minute

When you cast this spell, choose any number of creatures within range. Each of them gains a +30' bonus to its walking speed and doubles the distance it jumps any time that it jumps.

## Alter Fortune

*3rd-level divination (bard, cleric, wizard)*

**Casting Time:** 1 reaction, which you take when you or an ally you can see in range fails a saving throw

**Range:** 50'

**Components:** V, S

**Duration:** Instantaneous

The triggering creature rerolls the failed saving throw. Even if the initial roll had advantage or disadvantage, the reroll does not.

## Alter Reality

*9th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Touch and see text

**Components:** V, S, M (a paintbrush)

**Duration:** Concentration (see text)

Using a paintbrush, you alter the very nature of reality around you. You can paint creatures or objects into existence, paint objects out of existence or paint changes or conditions onto creatures or objects. As long as you continue to concentrate, to a maximum of 1 hour, you can

continue to *alter reality*. Once you stop concentrating, you can no longer make additional changes, but any changes you have already made are permanent, except where noted below.

As an action, you can paint a 5' x 5' x 5' area or a creature or object that will fit entirely in such a space. (You can paint a Medium creature in the cube by depicting it as hunched, curled or kneeling.) A creature or object that is bigger than that requires four times as long to paint if it is Large, nine times as long to paint if it is Huge, etc.

A creature or object that you paint into existence has all the properties of a normal creature or object of its type, or of a specific creature, except that it is a construct. Such creatures and objects are obviously magical animate paintings. You can't create magic items through this spell, and you can create a maximum of 30 Hit Dice of creatures, none of which can have a CR above 5. Creatures you create are subject to your control, and you can issue a telepathic command to any number of creatures you created as a bonus action. Creatures you create vanish when you stop concentrating on the spell.

You may paint objects with an apparent value of up to 35,000 gp. Such objects are obviously magical animate paintings, but are nonetheless impressive-looking. Alternatively, you can paint a static object, such as a door or pit, and set it in place.

Painting objects out of existence takes the same time as painting things into existence. Such objects don't receive a saving throw unless they are worn or carried by a creature (in which case the creature can make a Wisdom save to avoid the effect). You can't affect artifacts with this spell.

You can also paint a creature or object in order to change its condition. You can paint an object to damage it, reducing it to half its hit points, or to repair it to full hit points. You can also reduce or increase its damage threshold by 10 or make changes to its appearance without actually changing its substance.

You can paint a creature to remove any condition or effect from it, to heal it of 5d10 hit points per round or inflict a similar amount of damage, to change its cosmetic appearance or to

add one of the following conditions to it: blinded, charmed (by you), deafened, frightened (of something it can see of your choice), invisible, paralyzed, petrified, poisoned or restrained. If you make the creature invisible, it remains invisible until it attacks or casts a spell or until the *alter reality* ends. Any other condition you inflict lasts for 1 hour, but at the end of each of its turns, the creature can make a Constitution save to end the effect. However, if it fails the save three times, the condition becomes permanent until dispelled or removed with a *remove curse* spell.

You can also paint a creature to add an emotion, such as happiness or sadness, to it. This has no mechanical effect but may change how the monster perceives its situation and the creatures around it.

## Alter Unborn

*2<sup>nd</sup> level transmutation (cleric, druid, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, you touch a pregnant creature in order to affect one of its unborn children. If the pregnant creature is unwilling, it makes a Constitution saving throw; if it succeeds, this spell fails.

If this spell succeeds, you can cause any one of the following effects on one unborn child carried by the creature you touched:

- You can choose the sex of the unborn child.
- You can remove any disease or addiction the unborn child is suffering from or will suffer from upon being born.
- If the child is not of the creature's race, you can change it to the creature's race.
- You can remove any birth defects that the unborn creature would suffer from.
- You can choose which of the unborn creature's ability scores will be highest (or tied for highest) before racial modifiers.

## Alustriel's Banner

*2nd-level illusion (Art domain, bard, paladin, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (either a real trumpet or horn or a tiny model of one made out of bone, ivory, whittled wood or metal)

**Duration:** 10 minutes

This spell causes an impressive fanfare to sound as a banner appears in midair wherever you desire within range, even high in the air. The banner may be of any size up to 30' on a side and of any appearance desired, from rigid and shield-like to a long flowing pennant, and can look new or ancient. The banner can emit a glow if you so desire, as if subject to a *light* spell. You may have the fanfare either be an original composition or yours or one that you have before. If you wish to imitate an existing seal or device on the banner, you must have seen it before.

## Amanuensis

*Transmutation cantrip (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

You cause writing from one source (such as a book) to be copied into a blank book, paper or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. It copies only nonmagic text, not illustrations or magical writings. If the source being copied contains a mix of nonmagical and magical writing, it copies only the nonmagical material, leaving blanks where the magical writing is in the original.

This spell triggers writing-based magical traps in the material being copied.

## Amorphous Form

*3rd-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (a pinch of gelatin)

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

When you cast this spell, you touch a willing creature in range. That creature and all gear it wears or carries becomes soft and amorphous. While the spell lasts, the subject has the following abilities and effects:

- It can move through holes as small as 2" in diameter.
- It gains a swim speed equal to its land speed and doesn't need to breathe.
- If it suffers a critical hit, the severity is reduced by 2d4.
- It is immune to the paralyzed, poisoned and stunned conditions.
- It gains no benefit to Armor Class from its armor, including *mage armor* or similar effects.
- It can't make weapon attacks, use magic items or cast spells that require somatic or material components. However, it can deal 2d6 acid damage with a successful Strength or Dexterity attack, with which it is considered to be proficient.

## Amplify

*1<sup>st</sup> level transmutation (bard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** S

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

When you cast this spell, choose a point you can see in range. You create an invisible zone in a 30' cube centered on that point. All sounds originating within that zone are amplified, reducing the DC to hear them by 10. Creatures inside the zone don't notice the amplification and remain unaware of the increase in volume.

If you cast this spell such that the zone overlaps the area of a *silence* spell, both spells end. Likewise, if a *silence* spell is cast such that it overlaps the zone, both spells end.

## Analyze Balance

*1st-level divination (druid) (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You can examine a creature, object, or area you can see within 60' to see how far out of balance it is. "In balance" is defined as true neutral or unaligned; "moderate" is any alignment with one neutral component; and "extreme" is any alignment with no neutral component.

Each round, you can examine one creature, object or area's balance. The balance of an area doesn't include that of the creatures within it; generally, only areas dedicated to good, evil, law or chaos will show as out of balance.

## Analyze Portal

*3rd-level divination (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Self (60' cone)

**Components:** V, S

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

You can examine a portal, planar crossing, astral color pool or other permanent method of planar transit and ascertain its characteristics. You can use an action or bonus action to look at a 60' cone and see any such portals, crossings or other planar transits for what they are. Subsequently, you can use an action to ascertain any of the following information about one such planar transit that you have seen: any key or command word needed to open the portal, any special circumstances governing the transit's use (such as specific times when it can be opened) or whether it is one-way or two-way.

If you spend your action to determine information about it for two rounds in a row, you gain an additional option on the next round: you can use your action to glimpse the other side of the portal. You can't see farther than the cone extends.

This spell has only a limited ability to reveal



unusual properties of portals. If you examine a random portal, this spell reveals only that it is random and whether it can be activated now. It won't reveal when the portal starts or stops functioning.

If you analyze a variable portal, this spell reveals that it is variable, but won't reveal any information about destinations to which it isn't currently set.

If you analyze a creature-only portal, the spell reveals this property. If you study its destination, the spell reveals where the portal sends creatures. If it is the kind of portal that sends creatures to one place and objects to another, it doesn't reveal where the objects go.

If you analyze a malfunctioning portal, the spell reveals only that it is malfunctioning, not what sort of malfunction the portal produces.

## Anathema

*9th-level transmutation (cleric)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (your deity's holy symbol)

**Duration:** Permanent

Choose one creature you can see in range. You magically declare that creature anathema to all others. Unless that creature succeeds on a Charisma save, henceforth, no other creature will willingly buy, sell, trade or otherwise do business with the victim. No npc has an attitude other than hostile toward the subject, though this hostility manifests as shunning and ostracizing rather than attacking, and it is impossible to shift this attitude without magical means.

A creature that previously knew and was fond of the subject may make a Wisdom save to avoid having its attitude change upon first interacting with the subject, as may any pc. Success indicates that the creature need not shun the target and doesn't shift its attitude.

## And the Sea Gives Up its Dead

*6<sup>th</sup> level conjuration (druid)*

**Casting Time:** 1 hour

**Range:** 100 miles

**Components:** V, S, M (a stone taken from the bottom of the body of water you are casting this spell on)

**Duration:** 8 hours

While touching a body of water, you name a specific object that fits entirely within a 100' cube, such as a lost weapon, a treasure chest, or a small shipwreck. If that object is in range and in the body of water, it rises from the depths before you, floating to the surface within reach of you, as long as the water's depth is sufficient for the item to remain half-submerged. Otherwise, it rises as close to you as possible while remaining half-submerged, and you can sense the object's location. It remains afloat until the end of the spell, at which point it sinks back into the depths unless otherwise secured or removed from the water.

*At Higher Levels:* If you cast this spell using a 7<sup>th</sup> or higher level slot, the size of the cube that the object must fit within increases by 100' per slot level above 6<sup>th</sup>.

## Angelskin

*2nd-level abjuration (paladin)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You must be good aligned to cast this spell, and casting it is a good act.

When you cast this spell, you touch a willing creature you can see in your reach. Until the spell ends, whenever an evil creature damages the target with a weapon attack, the damage is reduced by 5.

## Anger of the Noonday Sun

*6th-level evocation (druid)*

**Casting Time:** 1 action

**Range:** 20'

**Components:** V, S

**Duration:** Instantaneous

You explode with radiance, bathing the area around you in sunlight. Each nonblind creature of your choice in the area must make a Dexterity save or be blinded for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

In addition, each undead creature, creature with the sunlight sensitivity trait, fungus and ooze in the area suffers 12d6 radiant damage if it failed its save or half that on a success.

## Animal Growth

*5th-level transmutation (druid, ranger)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S

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

When you cast this spell, choose up to six natural beasts within range, which grow to greater than normal size. While enlarged, each beast gains the following effects.

- Its size category increases by one, to a maximum of Gargantuan.
- Its natural weapon damage increases by one die (e.g. from 2d8 to 3d8).
- It gains advantage on Strength based checks and attacks.
- It gains 20 temporary hit points.

## Animal Trance

*2nd-level enchantment (bard, druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

You chant and sway, causing nearby beasts to stop what they are doing and stare at you. When you cast this spell, roll 6d10. You can affect beasts within range with total hit points equal to the number rolled. Each affected beast must make a Wisdom save or be incapacitated and have its speed reduced to 0.

When the spell ends, you move out of range of a target or a target takes damage, the effect on that target ends.

**At Higher Levels:** When you cast this spell using a slot of 3<sup>rd</sup> or higher level, you affect an additional 3d10 Hit Dice of beasts per slot level above 2<sup>nd</sup>.

## Animate Dead Animals

*3rd-level necromancy (cleric, wizard)*

**Casting Time:** 1 minute

**Range:** 10'

**Components:** V, S, M (a drop of blood from a beast, a piece of flesh from a beast and a pinch of beast bone dust)

**Duration:** Instantaneous

You create a zombie or skeleton out of the body or bones of a beast of Challenge Rating ½ or lower.

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60' of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to attack a particular type of creature or move in a given direction. If you don't command it, the creature takes no actions except to defend itself against hostile creatures. Once given an order, the undead beast continues to follow it until you command it to do otherwise or it is attacked.

You control the created creature for 24 hours, after which it stops obeying you. To maintain control of it for another 24 hours, you can cast this spell on it again before the initial 24 hour period ends. This use of the spell reasserts your control

over up to four creatures you created with this spell, rather than animating a new one.

A beast skeleton or zombie has the basic stats of the original beast, modified as follows:

- It loses the Beast type and gains the Undead type instead;
- It gains immunity to poison damage and the poisoned condition;
- It loses all saving throw, skill and tool proficiencies;
- It gains darkvision 60';
- It gains additional modifiers based on whether it is a skeleton or zombie.

*Beast Skeleton:* Dex +2, Con +2, gains vulnerability to bludgeoning damage and immunity to exhaustion.

*Beast Zombie:* Str +2, Dex -4, Con +6; gains the *Undead Fortitude* trait.

**At Higher Levels:** When you cast this spell using a 4<sup>th</sup> level slot, you can animate a dead beast of CR 1 or lower. When you use a 5<sup>th</sup> level slot, you can animate a dead beast of CR 2 or lower. When you use a 6<sup>th</sup> level slot, you can animate a dead beast of CR 3 or lower. When you use a 7<sup>th</sup> level slot, you can animate a dead beast of CR 4 or lower. When you use an 8<sup>th</sup> level slot, you can animate a dead beast of CR 5 or lower. When you use a 9<sup>th</sup> level slot, you can animate a dead beast of CR 5 or lower.

Alternatively, when you cast this spell using a slot of 4<sup>th</sup> or higher level, you can reassert your control over two additional creatures for each slot level above 3<sup>rd</sup>, but you cannot reassert control over a creature that required a higher level slot to create.

## Animate Rope

*2nd-level transmutation (bard, wizard)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S

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

You animate a nonliving rope or similar object, such as string, yarn, cord or even a cable. You can animate a maximum length of 100' if the animated

line is no more than 1" in diameter, halving the affected length for each doubling of the diameter. You can command the line to coil (forming a neat, coiled stack), coil and knot, loop, loop and knot, tie and knot, and the opposites of all the aforementioned. You can give the rope one command each round as a bonus action on your turn. If you need to make an ability check using the rope, such as a Strength (Athletics) check, you gain your proficiency bonus on that check even if you don't have proficiency in the associated skill.

The rope can entrap a creature within 1' of it, in which case you make a melee spell attack. If it hits, the subject is restrained (the escape DC is equal to your save DC).

If the rope is cut, the spell ends.

## Anticipate Teleportation

*3rd-level abjuration (cleric, wizard) (ritual)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's target while the spell is in effect)

**Duration:** Concentration, up to 24 hours

When you cast this spell, you touch one creature and surround it with an invisible field of magical energy that emanates from it in a 30' radius sphere. Any attempt to teleport into the sphere is delayed and alerts the spell's recipient. The recipient gets a visual image of the incoming teleporters, as well as where they will arrive, and the incoming teleporters' arrival is delayed by one round. This delay remains in place even if the spell's recipient moves so that the arrival point is no longer in the sphere.

This spell has no effect on creatures or objects teleporting out of the sphere.

**At Higher Levels:** When you cast this spell using a slot of 4<sup>th</sup> or higher level, incoming teleporters are delayed by one additional round per slot level above 3<sup>rd</sup>.

## Appraise

*1st-level divination (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

Until this spell ends, you can appraise the value of a nonmagical object, even one otherwise completely unfamiliar to you, by spending one minute handling and examining it.

## Apprentice Missile

*Evocation cantrip (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, make a ranged spell attack against a creature in range. If you hit, that creature takes 1d6 force damage. If you roll a 1 on the damage die, you can reroll it, but you must accept the second result.

The spell's damage increases by 1d6 when you reach 5<sup>th</sup> level (2d6), 11<sup>th</sup> level (3d6), and 17<sup>th</sup> level (4d6), but you can only reroll one damage die each time you cast it.

## Arcane Fusion

*5th-level transmutation (sorcerer)*

**Casting Time:** 1 action

**Range:** See text

**Components:** See text

**Duration:** See text

When you cast this spell, choose one 1<sup>st</sup> level sorcerer spell you know and one 4<sup>th</sup> or lower level sorcerer spell you know. Neither spell chosen can have a casting time other than 1 action or 1 bonus action. Both spells take effect in the order you choose, as if you had cast them one after the other using only one action (but without expending any additional spell slots).

If either spell requires a material component

or any special conditions, you must provide those components and meet those conditions.

## Arcane Mark

*Transmutation cantrip (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Permanent

By means of this spell, you put a single mark or symbol up to 1' square on a surface or object. Usually, this mark is your personal sigil of ownership, but it need not be. You can place multiple marks near each other, but none closer than 1' away from the nearest other *arcane mark*.

## Arion's Unstoppable Seeker Missiles

*8th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** See text

**Components:** V, S, M (a handful of sharp diamond fragments worth at least 1,000 gp, which the spell expends)

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

This spell launches six missiles of force, each of which streaks out to find a target that you designate for it. You can designate the same or different targets for each missile. The missiles have the same knowledge and judgment as you regarding the target's location, and have the same sensory abilities as you. If it must make an Intelligence (Investigation) or Wisdom (Perception) check, it uses your bonus, excluding any magical enhancements you might have. Each missile moves 400' per round, and might seek out a target at its known hangouts, place of residence or business, a friend's house, etc, so long as you know of such locations. The missiles can travel through cracks as narrow as that under a typical door. Missiles seeking the same target split up at each possible branching if nothing indicates a higher likelihood of one direction finding the

target.

You can designate a target you don't know, such as “the necromancer in this dungeon” or “the first creature you encounter”. The missiles will seek the target, using your judgment to ascertain when it has found it, then attack.

You don't know if your missiles find their targets unless you can see them when they do so. In addition, if missiles seeking the same target split up and one finds it, the others have no special information about where the target lies.

When a missile finds and closes to the target's space, it makes a ranged spell attack using your bonus. If it hits, it detonates, dealing 3d6 force damage to the target. If it misses, it zips around for another pass on the next round. If it misses three times, it fades away harmlessly.

The missiles can be destroyed via *disintegrate* or *dispel magic*.

## Armor of Light

*3rd-level evocation (cleric)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes (plus see text)

You glow with brilliance, shedding bright light to 30' and dim light to 60', making you hard to look directly at. Blind creatures are immune to this effect. At the start of its turn, a creature may avert its eyes from you, in which case it has disadvantage on attacks against you until the start of its next turn. If it doesn't, it must succeed on a Constitution save or it is blinded for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

## Army of Faith

*9th-level transmutation (cleric)*

**Casting Time:** 1 action

**Range:** 1,000'

**Components:** V, S, M (a sacrifice worth at least 10,000 gp appropriate to your faith, which the spell consumes, and a large standard displaying

the symbol of your faith)

**Duration:** Concentration, up to 8 hours

Each creature you can see in range that follows your faith becomes filled with religious fervor and righteous power. Each target of the spell gains the following bonuses:

- Immunity to the frightened condition;
- Immunity to the charmed condition, unless it is created by you;
- Whenever the creature attacks or makes a saving throw, it adds 1d4 to the result;
- Whenever the creature rolls damage with a melee weapon attack, it rolls one extra weapon die;
- Whenever the creature takes damage, it reduces that damage by 3.

## Arrangement of Disorder

*8th-level conjuration (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, each creature in range of your choice must make a Charisma save, suffering 3d8 force damage on a failure or half that on a success. You then teleport each creature that failed its save, plus each willing creature, to any unoccupied space in range.

## Arrow Storm

*3rd-level transmutation (ranger)*

**Casting Time:** 1 action

**Range:** Self (see text)

**Components:** V

**Duration:** Until the end of your turn

When you cast this spell, you unleash a flurry of ranged attacks with amazing speed. You can make 1 attack at each enemy within range of the ranged weapon you are using, to a maximum of ten attacks. You need sufficient ammunition to make all the attacks, but need not use a free interact to draw thrown weapons.

**At Higher Levels:** When you cast this spell using a 4<sup>th</sup> or higher level slot, you can target two additional creatures for each slot level above 3<sup>rd</sup>.

## Assess Caster

*1st-level divination (bard, cleric, druid, sorcerer, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Instantaneous

Choose one creature that casts spells (including via the innate spellcasting trait) and is in range. That creature makes a Wisdom saving throw; if it fails, you learn how powerful it is, based on the chart below:

<i>Highest Lvl Slot/Spell</i>	<i>Reading</i>
Cantrip or 1 <sup>st</sup>	Weak
2 <sup>nd</sup> or 3 <sup>rd</sup>	Moderate
4 <sup>th</sup> or 5 <sup>th</sup>	Strong
6 <sup>th</sup> or 7 <sup>th</sup>	Very strong
8 <sup>th</sup> or 9 <sup>th</sup>	Extremely strong

## Astonishing Sight

*2nd-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 25'

**Components:** S

**Duration:** Instantaneous

You contort yourself into an astonishingly bizarre position. Up to 6 creatures of your choice within range must succeed on Wisdom saves. A target that fails its save is stunned until the end of its next turn.

## At Your Expense

*3<sup>rd</sup> level enchantment (bard)*

**Casting Time:** 1 reaction, which you take when a creature you can see in range misses with an attack

**Range:** 60 feet

**Components:** V, S

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

The triggering creature must succeed on a Wisdom save. If it fails, until the spell ends, it has disadvantage on attacks, and attacks against it have advantage.

## Atonement

*5th-level abjuration (cleric, druid, paladin) (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (burning incense, a holy symbol and prayer books, wheels or beads worth at least 500 gp)

**Duration:** Instantaneous

This spell removes the burden of misdeeds from the subject. The creature seeking *atonement* must be truly repentant and desirous of setting right its actions. If the atoning creature committed the acts unwittingly or under some form of compulsion, *atonement* operates normally at no additional cost to you. However, in the case of a creature seeking to atone for deliberate misdeeds, you must intercede with your deity, gaining 1 level of exhaustion. Many casters first assign a quest to the target to force it to do penance before *atonement* is cast. This spell can be used for any of the following purposes:

- **Reverse Magical Alignment Change:** A creature that has had its alignment magically changed returns to its original alignment.
- **Restore Grace:** A paladin, cleric or other character that has fallen from the grace of its religion can be restored to grace by you if you are of the same faith as that character. In this case, you must intercede with your deity if the transgression was deliberate.
- **Redemption or Temptation:** You may cast this spell on a creature of an alignment other than your own to offer it a chance to change its alignment to match yours. The subject must be present for the entire casting of the ritual and, when the spell is complete, freely chooses whether to change to your alignment or retain its own. No duress or compulsion can be used to force the creature's decision without negating the *atonement* entirely.

This use of the spell will not work on aberrations, celestials, fey, fiends, undead or any other creature incapable of choosing to change its alignment.

## Attune Form

*3rd-level transmutation (cleric, druid, sorcerer, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 10'

**Components:** V, S, M (a bit of earth or stone from your native plane)

**Duration:** 24 hours

You attune up to 8 creatures in range, including yourself, to the plane that you are currently on. This allows you avoid the harmful effects caused by that plane's basic environment, although it gives you no special protection against hazards or mishaps.

## Avatar

*8th-level transmutation (cleric)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (your holy symbol)

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

You take on certain aspects of your deity or faith. You gain the following properties:

- You gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons.
- Your current and maximum hit points increase by 20, and if you start your turn with at least 1 hit point, you regain 5 hit points.
- You can use an action to teleport up to 60' to a location that you can see.

In addition, you may choose up to three of the following additional properties that are appropriate to your deity or faith, and you gain those properties.

- You gain immunity to one of the following: cold, fire, necrotic, poison or radiant damage; or, bludgeoning, piercing and slashing damage from nonmagical weapons. You can choose this option

more than once, acquiring a different immunity each time.

- You gain resistance to one of the following: acid, force, lightning or thunder damage.
- You gain immunity to the charmed and frightened conditions.
- You gain an aura that extends 30' around you. Any creature of your choice that starts its turn in the aura takes 1d10 damage of a type appropriate to your faith.
- You gain either a fly speed equal to twice your walking speed or a swim speed equal to one and a half times your walking speed and the ability to breathe water.
- You gain advantage on one saving throw type of your choice. You can choose this option more than once, gaining advantage on a different saving throw each time.

## Awful Stench

*2<sup>nd</sup> level transmutation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a piece of spoiled meat or a drop of rancid grease)

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

When you cast this spell, choose a creature you can see in range. That creature begins to exude an *awful stench*. Any creature, including the target, that starts its turn within 5' of the target, must succeed on a Constitution save or be poisoned until the start of its next turn. A creature that makes the saving throw can't be poisoned by that casting of *awful stench*.

In addition, Wisdom (Perception) checks to detect the target have advantage, as long as the creature making the check can smell the target.

## Babble

*3rd-level transmutation (bard, cleric, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S

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

When you cast this spell, choose up to six creatures in range. Each of those creatures must make a Wisdom save; if it fails, it can't speak intelligibly for the duration. A spellcasting creature can cast spells normally, but can't communicate. The subjects of this spell seem to babble without using words or meaning while under the effect.

## Backbiter

*1st-level transmutation (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

You target a weapon you can see in range. If that weapon is being carried or wielded, the creature carrying or holding it can make a Wis save. If it fails, or if the weapon is unattended, until the end of the spell's duration, whenever the weapon is used to make a melee attack, it twists around so that the attacker becomes the target of the attack. The attacker doesn't know the attack will redirect on him until it happens, and thus can't the damage dealt by that attack.

Most of the time, an intelligent creature wielding the weapon will discard it after a single attack.

## Baleful Transposition

*4th-level conjuration (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V

**Duration:** Instantaneous

When you cast this spell, choose two creatures in range. Each may make a Charisma save. If both fail (or choose not to make a save), they teleport, swapping positions.

## Bands of Steel

*3rd-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (three small silver hoops, interlocked, worth at least 1 gp)

**Duration:** 1 minute

When you cast this spell, choose one creature in range. You conjure bands of steel around the target, forcing it to make a Dexterity save. If it fails, it is restrained until the spell ends or it frees itself by using an action to make a Strength check against your save DC. It can also use an action to attempt a Dexterity (Acrobatics) check to free itself, and another creature within reach of the target can use an action to make a Strength check against your spell save DC to free the target.

## Barrage

*4th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a handful of pine cone scales soaked in pitch)

**Duration:** Instantaneous

This spell allows you to fire a barrage of flaming explosions. Choose five points within range. Each point becomes the center of a 5' radius sphere of flames. A creature caught in one or more of the spheres must make a Dexterity saving throw, suffering 6d6 fire damage on a success or half damage on a failure. A creature caught in multiple explosions is only damaged once, but if two or more of the spheres completely cover the creature, it has disadvantage on the saving throw.



## Becalm

*4th-level transmutation (bard, druid, wizard)*

**Casting Time:** 1 action

**Range:** 1,000'

**Components:** V, S

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

Choose one waterborn vessel that you can see in range, such as a ship, barge or rowboat. That vessel is becalmed, and is moved neither by currents nor by winds. It can still be moved by rowing normally, but magically tides and winds won't move it any more than normal ones will.

## Beguiling Strands

*1st level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You fill a 20' cube adjacent to you with multicolored strands of beguiling power. Each creature in the cube must make a Wisdom save. Each creature that fails its save moves 15', to a maximum of its speed, in a direction of your choice, triggering opportunity attacks normally. You may force each creature to move in a different direction. If a creature would move into hazardous terrain, such as off a cliff or into the area of a *spike stones* spell, because of this movement, it can make a Wisdom save immediately before entering that terrain. If it succeeds, it stops moving.

## Bend Path

*4th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a stick and resin model of a hyperspatial object worth at least 100 gp and requiring 4 hours to construct)

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

When you cast this spell, choose one creature in range that you can see. That creature must succeed on a Wisdom save or this spell causes space to bend around it such that, whichever way it attempts to walk, it actually goes in a circle.

You can choose to make the circle's diameter anywhere from 10' to 40'. Space warps so that even if the subject is walking down a hallway or other straight line, it ends up where it started after walking a distance equal to the diameter of the circle.

## Benign Transposition

*4th-level conjuration (bard, sorcerer, wizard)*

**Casting Time:** 1 bonus action

**Range:** 40'

**Components:** V

**Duration:** Instantaneous

Two willing creatures in range teleport, swapping places.

## Bewitch

*4th-level enchantment (bard, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a piece of scented cloth)

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

When you cast this spell, choose up to three creatures you can see in range. Each target must make a Wisdom save. A creature that fails is *bewitched* and charmed by you. While charmed in this way, the creature cannot bear to be parted from you and does everything in its power to end each of its turns within 20' of you, willingly drawing opportunity attacks and using the Dash action if necessary.

In addition, if an affected creature sees another creature within its reach attack you, it uses its reaction to make a single melee attack against the attacking creature.

## Bigby's Bookworm Bane

*1st-level evocation (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a child-sized glove made of tough leather)

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

You create a disembodied hand that will search through a library and crush all bookworms that it finds. The hand searches through 1 book or scroll per round and is highly accurate. It is 95% likely to find and kill any and all bookworms in the searched portion of the library.

## Bigby's Disrupting Hand

*3rd-level evocation (wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a soft glove)

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

You create a disembodied hand that hovers next to and interferes with one creature you can see in range. Each time the target attempts to cast a spell, the hand shoves, punches and otherwise attempts to disrupt the creature. It must succeed on a Wisdom save to successfully cast the spell; otherwise, the spell fails without expending a spell slot.

The hand must be within 5' of its target to interfere with it. At the start of your turn, it moves up to 120' to remain close to the target. It can be destroyed; it has AC 16, hp 20 and immunity to necrotic, poison and psychic damage.

## Bigby's Tripping Hand

*2nd-level evocation (wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (three glass beads)

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

You create a disembodied hand. When you cast the spell, the hand attempts to trip a creature that you can see in range. The hand makes a shove

attack against the chosen creature using your spell attack bonus. If it succeeds, the target falls prone.

Each round on your turn, you can use a bonus action to repeat the attack on a creature you can see in range.

## Bisect

*3rd-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** Instantaneous

Choose one creature or object you can see in range. A wedge of force that tapers to an almost infinitely thin edge manifests and attempts to bisect the target. If the target is a creature, it makes a Dexterity save, suffering 8d6 points of force damage on a failure or half that on a success. If the target is an object, it takes 8d6 force damage, which ignores any damage threshold the target it might have.

## Bite Spirit

*Necromancy cantrip (cleric, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 round

You cause a shock to the system of one creature within range. The target must make a Constitution save or take 1d4 points of necrotic damage and suffer disadvantage on Strength and Constitution checks for 1 round.

The spell's damage increases by 1d4 when you reach 5<sup>th</sup> level (2d4), 11<sup>th</sup> level (3d4), and 17<sup>th</sup> level (4d4).

## Black Visions

*3rd-level illusion (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** 1 minute

Choose one creature that you can see within range. That creature begins to suffer horrific, full-sensory hallucinations of extraordinary vividness and intensity. The target must make a Wisdom saving throw. If it succeeds, it has disadvantage on Insight, Investigation and Perception checks for the duration of the spell. If it fails, however, things are far worse. The visions are incredibly disturbing to the victim and make it almost impossible to tell truth from fiction and friend from foe. The victim suffers disadvantage on all attacks and checks, as well as on Strength and Dexterity saving throws. Whenever it makes an attack or casts a spell, the target is randomly determined from those in range.

Whether the target makes or fails the initial saving throw, at the end of each of its turns it may repeat the saving throw, ending the effect on a success.

## Blackfire

*8th-level necromancy (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self (30' cone)

**Components:** V, S

**Duration:** Instantaneous

You create a blast of crackling black flames that burn the very souls of those caught in them. Each creature in the cone must make a Constitution save, suffering 5d6 fire damage and 5d6 necrotic damage on a failure or half that on a success. In addition, if a creature fails its saving throw, its maximum hit points are reduced by an amount equal to the necrotic damage it took, and it catches on fire, suffering an additional 4d6 fire damage at the start of each of its turns until a creature uses an appropriate action to extinguish it.

## Blacklight

*3rd-level evocation (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (a piece of coal and a dried eyeball)

**Duration:** 1 minute

When you cast this spell, choose a point you can see in range. A 20' radius sphere of darkness springs into being centered on that point. The darkness is impenetrable to normal vision and darkvision both, but you can see within it as if it were dimly lit.

## Blackmantle

*6th-level necromancy (warlock, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S

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

This spell creates a shimmering dark haze in the air in a 50' cube centered on a point you can see in range. Within that cube, creatures cannot regain hit points, gain temporary hit points or increase their hit point maximums.

## Blade of Blood

*1st-level necromancy (cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

You touch a weapon, including a natural weapon, and cause blood to erupt from its blade, bludgeon or point, spattering in thick, viscous drops on the ground. The spell ends prematurely if you are ever more than 30' from the weapon. When it hits a creature, the weapon deals an extra 1d6 points of necrotic damage; in addition, you can use your reaction when the weapon hits to increase the damage to 3d6 at the cost of 5 damage to yourself that cannot be resisted, reduced or transferred in any way. This damage does not disrupt your concentration on the *blade of blood*.

## Bladebane

*6th-level abjuration (sorcerer, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a small model of a sword or other weapon twisting around to strike at its wielder, worth at least 25 gp)

**Duration:** 1 minute

While this spell lasts, any creature within 30' that hits you with a weapon attack takes damage equal to the damage it inflicts on you.

## Blast of Dalibrius

*4th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a prism, a pinch of sulfur, a bit of amber and a pinch of diamond dust, worth a total of 10 gp, which the spell expends)

**Duration:** Instantaneous

This spell creates a 5' wide line of roaring energy out to the end of its range. Each creature caught within is blasted by fire, electricity and force, and must make a Dexterity save against each damage type, suffering 2d8 damage of the appropriate type on a failed save or half that on a success.

**At Higher Levels:** If you cast this spell using a 5<sup>th</sup> or higher level slot, each damage type increases by 1d8 for every two slot levels above 4<sup>th</sup>.

## Blazing Starfall

*1st-level evocation (druid, sorcerer)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

**Duration:** See text

When you cast this spell, a blazing star falls from the sky and explodes at a point within range. This has two effects. First, each creature within 10' of the impact must make a Dexterity saving throw, suffering 2d6 radiant damage on a failure and half

that on a success. In addition, the starfall creates a curtain of flames surrounding the area of the impact in a thin sheet 10' high. These flames last until the end of your next turn, and any creature passing through them suffers 1d6 fire damage.

## Blessed Abundance

*7th-level conjuration (cleric)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a holy symbol)

**Duration:** Permanent

You duplicate a specific nonmagical, nonliving object, such as a loaf of bread, coil of rope, etc. that is not a weapon, acid, poison or oil and fits inside a one-foot cube. You can create 100 duplicates of the object. You can give the items away, but if one of the objects is forcibly taken from you or a recipient, or if you or a recipient attempt to sell it, it vanishes.

## Blessed Aim

*1st-level divination (bard, cleric, ranger)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V

**Duration:** 1 round

You and each of your allies in range gain advantage on ranged attacks for the duration.

**At Higher Levels:** If you cast this spell using a slot of 3<sup>rd</sup> or higher level, the duration increases by 1 round for every 2 levels of the slot above 1<sup>st</sup>.

## Blessed Watchfulness

*1st-level enchantment (cleric, paladin)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

When you cast this spell, you touch one creature and empower it with exceptional alertness. While the spell lasts, the target cannot be magically put to sleep. It cannot be surprised, and suffers no

exhaustion from staying awake all night. It remains vigilant and alert throughout the spell and has advantage on Wisdom (Perception) checks made during that time.

## Blizzard

*6th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** Self (180' radius)

**Components:** V, S

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

You summon thick snow, swirling winds and freezing temperatures everywhere within range that isn't completely blocked off from you (such as an enclosed room). The area of the *blizzard* moves with you. The whole area is lightly obscured within 10' and heavily obscured beyond that. The ground is covered in drifts of snow, making it difficult terrain. This snow remains for 1 minute after you move out of range of a given area, melting after that point. A creature that moves more than its normal speed (such as by Dashing) must immediately make a Dexterity save, falling prone and ending its movement on a failure. Any open flames in the area are extinguished.

Once per turn, a creature other than you that starts its turn or enters the area takes 2d10 cold damage. If a creature is reduced to 0 hit points in this way, its body freezes in place. If it dies, its body shatters.

## Bloodbath

*3<sup>rd</sup> level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a vial of the mixed blood of at least seven creatures slain together in the same incident)

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

You summon great gouts of hot blood that pour unceasingly forth, summoned from those places where only maddened conjurers dare meddle. When you cast this spell, choose a point you can see in range. Blood explodes in a 20' high, 40'

radius cylinder, going around corners, and continues pouring forth until the spell ends. Each creature in the area when the spell is cast must make a Wisdom save. If it fails, it is frightened until the end of its next turn.

Once per turn, any creature that enters or ends its turn in the *bloodbath* must make a Dexterity save. If it fails, it drops everything it is holding and falls prone.

## Bloodhound

*1st-level divination (ranger)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

Until this spell ends, you can track by scent and gain advantage on Wisdom (Survival) checks to track.

## Body Clock

*4th-level transmutation (Time domain)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a kernel of corn, a drop of water, a stoppered glass bottle and a holy symbol)

**Duration:** 1 hour

This spell gives a single creature great control over the interplay between its body and time. This has the following effects:

- The subject can ignore the effects of *haste* and *slow* spells, if desired.
- Every hour, the subject's exhaustion falls one level.
- The subject gains the benefits of resting at twice the normal speed. (This is most effective when using higher level slots to cast this spell.)
- The subject has a perfect internal clock for the duration, and can set a mental alarm to awaken it at any time in the duration. It can also time events perfectly, though other creatures do not necessarily have such a perfect sense of timing.
- The subject's breathing slows, allowing it to hold its breath ten times as long as normal and

giving it advantage on saves against inhaled gases.

- The subject regains 1 hit point every ten minutes, even if rendered to 0 hit points or below. (This will not generally take place in combat, except during especially long battles.)

**At Higher Levels:** When you cast this spell using a slot of 5<sup>th</sup> level or higher, the duration increases. If you use a 5<sup>th</sup> level slot, the duration becomes 2 hours; if you use a 6<sup>th</sup> level slot, it becomes 4 hours; if you use a 7<sup>th</sup> level slot, it becomes 8 hours; if you use an 8<sup>th</sup> level slot, it becomes 12 hours; and if you use a 9<sup>th</sup> level slot, the spell lasts 24 hours.

## Bolts of Bedevilment

*4th-level enchantment (warlock)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous

You fire bolts at up to three creatures in range. Make a ranged spell attack for each target. If you hit, the target uses its reaction to make a melee weapon attack against another creature of your choice within its reach. If it hits, it deals an extra 2d10 fire damage.

## Bolts of Dalibrius

*2nd-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (three drops of water, which the spell consumes, a piece of copper shaped into a lightning bolt worth 25 gp and a cloud made of amber worth 25 gp)

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

When you cast this spell, you can use a bonus action on subsequent rounds to hurl a bolt of lightning at a target up to 40' away. Make a ranged spell attack; if you hit, you deal 2d8 lightning damage to the target. You have advantage on the attack if the target is wearing medium or heavy metal armor.

**At Higher Levels:** When you cast this spell using a spell slot of 3<sup>rd</sup> or higher level, the damage increases by 1d8 for each slot level above 2<sup>nd</sup>.

## Bond of Sacred Unity

*9th-level enchantment (cleric)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (your holy symbol and one vial of a different liquid for each target, which you combine in a single container, which the spell then consumes)

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

Choose up to four creatures in range. Those creatures now have one combined pool of hit points, and damage or healing to any of them accrues to that pool. If a spell of effect references a target's hit point maximum, each creature considers the maximum hit points in the pool as its maximum. As long as the pool has at least 1 hit point per subject of the spell, all of them remain conscious; however, if the pool drops below this at any point, the spell ends and all the recipients are reduced to 0 hit points.

## Bonebreak

*4th-level transmutation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S, M (a splinter of bone)

**Duration:** Instantaneous

You point your finger at a creature you can see in range. That creature must make a Constitution save, suffering 5d8 damage on a failure or half that on a success. In addition, if the target fails its save, one of its bones breaks with the following additional effects until it regains at least 20 hit points, unless otherwise noted:

<i>d% Roll</i>	<i>Bone and Effects</i>
01-15	Arm (disadvantage with that arm)
16-30	Leg (speed reduced by 20')
31-40	Shoulder (can't use that arm)
41-50	Hip (can't use that leg)
51-60	Spine (paralyzed)
61-70	Skull (stunned; repeat the save at the start of each of your turns, recovering on a success)
81-00	Sternum (can't Dash or Dodge)

## Break Spirit

*5th-level enchantment (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

You shock the mind of one creature in range. It must make a Wisdom saving throw; if it fails, it becomes mentally numb and susceptible to suggestion. The target gains disadvantage on all Intelligence, Wisdom and Charisma checks and saves. Each time it tries to take an action or bonus action, it must first make a Wisdom check, DC 10. If it fails, it cannot take an action until its next turn.

At the end of each of the target's turns, it repeats the save, ending the effect on a success.

## Broadblast

*6th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 1000'

**Components:** V, S

**Duration:** Instantaneous

Designed by ancient wizards of the legendary wizard state of the Delphinat, this spell creates a huge wave of battering force to attack entire masses of troops. Each creature within a 100' radius sphere centered anywhere in range must make a Dexterity save or take 4d10 points of bludgeoning damage. Creatures that make successful saving throws take half damage.

**At Higher Levels:** When you cast this spell using a slot of 7<sup>th</sup> level or higher, you can increase the radius of the sphere and/or the damage dealt. For each level of the slot above 6<sup>th</sup>, you can increase the damage by 1d10 or increase the radius of the sphere by 50'.

## Call Forth the Spirit Pack

*2nd-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 25'

**Components:** V, S, M (a wolf's fang)

**Duration:** Instantaneous

You conjure spirits in the form of wolves, attacking each creature you choose that you can see in range. Make a melee spell attack against each target; on a hit, the spirit wolves deal 2d6 piercing damage to the target. Each target that is hit can't take reactions until the end of its next turn.

## Call Upon Faith

*2nd-level transmutation (Adventure domain, cleric)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You call upon your faith to grant you success. Until the end of your next turn, you have advantage on all ability checks, though not attacks or saves.

**At Higher Levels:** When you cast this spell using a slot of 2<sup>nd</sup> level or higher, you can target one additional creature or increase the duration by one round for each level of the slot above 2<sup>nd</sup>. If you choose to affect additional targets, each one must be within 30' of you.

## Captivating Art

*5th-level enchantment (Art domain)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S, M (the art object to be affected)

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

You cause one work of art, such as a book, painting, sculpture, etc. to captivate any nonblind creatures that approach within 20' of it. Such a creature must make a Will saving throw or be captivated, unable to move or take any actions except to approach the art object and admire it. The creature must move as close to the art object as possible on each of its turns, but are otherwise unable to act. If a subject of this spell takes damage, the spell's effects end for that creature. An adjacent ally can spend its action to shake a subject of this spell to give it another saving throw to end the effect.

## Cerulean Sign

*4th-level evocation (cleric, druid, paladin, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Instantaneous

You draw the Cerulean Sign- an ancient rune dedicated to purifying nature of aberrant energies- in the air before you. The sign glows with bright blue light, shedding bright light to 15' and dim light to 30'. Each aberration in range takes 3d6 psychic damage and must make a Charisma save. If it fails the save, the aberration suffers an additional effect that depends on its hit points.

Hit Points    Additional Effect

0 or less	Dies
1 to 25	Stunned until the end of its next turn
26 to 50	Incapacitated until the end of its next turn
51+	Poisoned until the end of its next turn

## Chance's Grace

*2nd-level transmutation (Luck domain)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a holy symbol)

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

You call upon the power of luck to protect you from ill fortune. While affected by this spell, you never have to roll an extra die due to disadvantage.

**At Higher Levels:** When you cast this spell using a slot of 4<sup>th</sup> level or higher, the maximum duration increases. If you use a 4<sup>th</sup> level slot, it lasts concentration, up to 10 minutes; if you use a 6<sup>th</sup> level slot, it lasts concentration, up to 1 hour; and if you use an 8<sup>th</sup> level slot, it lasts concentration, up to 4 hours.

## Changestaff

*7th-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a specially prepared quarterstaff made from an especially sound limb cut from an ash, oak or yew, then cured, shaped, carved and polished by you for 28 days)

**Duration:** Concentration, up to 8 hours

You plant the end of a specially prepared quarterstaff into the ground and it transforms into a treant-like creature. The staff uses all the statistics of a treant, except that it cannot use the Animate Trees action. The treant is friendly to you and your companions, and obeys any spoken command you give it (no action required). It defends you to the best of its ability.

If the treant is reduced to 0 hit points, it crumbles to ashes and the staff is destroyed. Otherwise, the treant returns to staff form when the spell ends. Any damage, conditions or effects it sustained are removed when it becomes a treant if you cast this spell again.



## Chant

*2nd-level evocation (cleric)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, M (your deity's holy symbol)

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

When you cast this spell, you begin to chant to your deity, empowering your allies. When you cast this spell, until the end of your next turn, you and any ally in range that can hear you can add 1d4 to any attack or save that it makes. While this spell lasts, you can use an action or a bonus action on your turn to chant. If you do so, this effect applies until the end of your next turn.

## Chariot of Sustarre

*9th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a small piece of wood, two holly berries and a fire source no smaller than a torch, all of which the spell consumes)

**Duration:** 8 hours

You bring forth a large flaming chariot pulled by two flaming horses from the Elemental Plane of Fire, which appears somewhere within range in a clap of thunder (audible up to a mile away) and cloud of smoke. The chariot can hold you and up to eight other Medium or smaller creatures that you choose when casting the spell, moving at a speed of 60' or flying at a speed of 120'. Any creature other than yourself and those you designate as passengers that comes within 10' or ends its turn within 10' of the chariot takes 3d10 fire damage, and if it enters or ends its turn inside the chariot, it takes 5d10 fire damage. Entering or leaving the chariot takes 5' of movement. Passengers inside the chariot gain superior cover (+5 AC) and resistance to fire; other creatures in the chariot gain neither of these benefits.

On your turn, you can mentally command the chariot to move, and the flaming steeds respond to your directions. (This doesn't take an action.) The steeds do not fight, and the chariot and steeds

function effectively as a single target with AC 15, hp 150 and immunity to all damage and effects except for cold and water. Water inflicts 1d6 points of damage on the chariot per gallon, and cold damages it normally. If reduced to 0 hit points, the chariot vanishes in a flaming explosion. Each creature other than you and the chariot's designated passengers must make a Dexterity saving throw, suffering 20d6 fire damage on a failure and half that on a success.

## Charm of False Heroism

*8th-level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S, M (a piece of flimsy wood or straw shaped into a heart)

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

You cause the minds of up to three creatures, each of which must be within 30' of each of the others, to become clouded and confused while simultaneously filling them with a lust for glory and battle. Each of the targets must make a Wisdom saving throw. If it fails, the creature moves its speed, taking a path you mentally choose that does not lead it into hazardous terrain (such as off a cliff), and then does not willingly move until the spell ends. If any creature moves into its melee reach (including another creature affected by this spell), either you can spend your reaction or you can force the spell's victim to use its reaction to attack that creature with the most effective single attack available to it that doesn't require it to expend limited resources (such as spell slots). (Note that you can both use your reaction and force it to use its reaction to attack like this in the same round, but not against the same target.)

Each round on the creature's turn, you can mentally cause it to move up to its speed again (no action required). In addition, the creature must use the Attack action if possible, against a target of your choice.

At the end of each of its turns, the creature repeats the save, ending the effect on a success.

## Charm of Misplaced Wrath

*3rd-level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** See text

You befuddle the mind of one creature in range, forcing it to move and attack a creature of your choice. When you cast this spell, choose one creature in range. That creature must make a Wisdom saving throw to avoid the effects of this spell; if it fails, it immediately moves its speed to a space of your choice and makes a single attack against a creature of your choice. At the start of its turn, it repeats the saving throw; if it succeeds, the effect ends. Otherwise, you can choose where it moves and force it to make another single attack against a creature of your choice. At the end of the target's turn, the spell ends.

If the target makes its initial saving throw, its mind is dazed. Though you don't force it to move or attack, its speed is reduced by 10' and it cannot take reactions until the end of its next turn.

## Charm of the Defender

*4th-level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** 1 minute

Choose one creature within range when you cast this spell. That creature is overwhelmed by a compulsion to defend a creature that you designate within 30' of it. On its turn, it uses its action to attack the enemy of its designated charge that is closest to its charge. If possible, it remains within 5' of its designated charge. If a creature within its reach makes an attack on its charge, the subject of this spell uses its reaction to make a single melee attack on the attacking creature.

At the end of each of its turns, the creature

repeats the saving throw, ending the effect on a success.

**At Higher Levels:** If you cast this spell using a slot of 7<sup>th</sup> level or higher, it affects two targets in range. (You may designate a different charge for each target.)

## Charnel Dust

*6<sup>th</sup> level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S

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

When you cast this spell, choose a point in range. The dust of the dead rises to fill a 20' radius cube centered on that point. This sphere is lightly obscured. In addition, a creature that isn't undead that starts its turn in the sphere takes 3d8 points of necrotic damage.

An undead creature that starts its turn in the cloud regains 10 hit points.

## Chill Metal

*2nd-level enchantment (bard, druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a piece of metal and a chip of ice)

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

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to become ice-cold. Any creature in physical contact with the object takes 2d8 cold damage when you cast the spell. Until the spell ends, you can use a bonus action on each of your subsequent turns to cause this damage again.

If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

**At Higher Levels:** When you cast this spell

using a slot of 3<sup>rd</sup> or higher level, the damage increases by 1d8 per slot level above 2<sup>nd</sup>.

## Choke

*2nd-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

You conjure a pair of ghostly hands that attempt to choke a creature in range. Make a melee spell attack against that creature. If you hit, the hands deal 2d4 points of bludgeoning damage and latch on to the target's neck, choking it. Thereafter, the victim suffers an additional 2d4 bludgeoning damage at the start of each of its turns. A creature can use an action to attempt to make a Strength (Athletics) check to wrest the hands from the target's neck against a DC equal to your spell save DC. If the hands are wrenched away from the target's neck like this, the spell ends.

On your turn, you can use a bonus action to cause the hands to float up to 30' and attack another target.

**At Higher Levels:** When you cast this spell using a slot of 3<sup>rd</sup> or higher level, the damage increases by 1d4 per slot level above 2<sup>nd</sup>.

## Cinderspell

*4th-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Until triggered, up to 1 minute

You create a magical matrix that contains spell energy around one creature in range. Unless it makes a Wisdom saving throw, the next time it casts a spell, the spell targets it. If it is an area of effect spell, it is centered on the target of this spell.

## Clarion Call

*7th-level divination (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Unlimited on the same plane

**Components:** V, S

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

You name up to 10 creatures, either individually or as a group, such as “priests of Holthro” or “city watchmen of Fandelose”. The nearest 10 such creatures receive a vision while the spell lasts. The vision lets them see and hear you, as if they were scrying you.

## Cleansing Rain

*9th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

A light, pleasant rain begins to fall everywhere within range of you, even indoors or underground, going around corners. Each creature that starts its turn in the rain regains 2d10 hit points, and it loses one level of exhaustion and the charmed, frightened, paralyzed, poisoned or stunned condition. If the creature's hit point maximum is below its normal amount, the creature's maximum hit points increase by 20, up to their normal maximum. If it is suffering from a disease, that disease ends. In addition, if the subject is suffering from a curse that can be ended with a *remove curse* spell, the curse ends.

## Cloak of Bravery

*3rd-level abjuration (bard, cleric, paladin)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** 1 hour

This spell removes the frightened condition from each creature in range. In addition, a creature in range cannot be frightened.

## Cloak of Shadows

*3rd-level illusion (bard, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

You use magic to draw shadows around you, making it very easy for you to hide, even if you are directly observed.

While the spell lasts, you can use a bonus action to Hide as long as you are in dim light or darkness, even if nothing else prevents a creature from seeing you. You can also use an action to cause shadows to surround you with 10' radius sphere of dim light.

## Cloak of the Sea

*6th-level transmutation (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

When you cast this spell, you can touch any number of willing creatures within your reach. The spell's duration is divided amongst each creature you touch. While underwater, each target of the spell gains *water breathing* and *freedom of movement*. In addition, each target can use its action to cast *blur* once during the duration while it is underwater.

**At Higher Levels:** When you use a spell slot of 7<sup>th</sup> or higher level to cast this spell, you increase the overall duration by 8 hours per slot level above 6<sup>th</sup>. In addition, you allow each recipient to cast *blur* one additional time per slot level above 6<sup>th</sup> while the spell lasts and they are underwater.

## Close to the Kill

*1st-level enchantment (druid, ranger)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

If you cast this spell on the same turn that you reduce an enemy to 0 hit points, you gain 10 temporary hit points. These last until you complete a short or long rest.

## Clutch of Orcus

*4th-level necromancy (cleric)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S

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

You gesture at one creature you can see in range and shriek out praises to Orcus, Demon Prince of the Undead. Magical force grips the subject's heart (or similar vital organ) and begins crushing it. The victim must make a Constitution save, suffering 2d8 necrotic damage and ending the spell on a success. If it fails, however, it takes 4d8 necrotic damage, falls prone and is paralyzed as its heart seizes. It takes another 2d8 necrotic damage at the start of each of its turns and can repeat the save at the end of each of its turns, ending the effect on a success.

If the subject dies as a result of this spell, its smoking heart appears in your hand.

## Combine

*1st-level transmutation (cleric)*

**Casting Time:** 1 action

**Range:** See text

**Components:** V, S, M (your holy symbol)

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

*Combine* is a cooperative spell- a mostly-forgotten type of magic that relies on having multiple spellcasters working together. In this case, you and two to five other clerics of your religion combine your power to boost the spells of one member of your group. All members of the group link hands in a circle around the group member whose power is to be boosted.

Only you need cast this spell; the other members of the circle must join hands when you do so, and all must be close enough to do so. Once

the circle is established, each member except the one whose power is boosted must use an action each round to continue the circle and must keep its hands joined to two other members of the circle.

The member of the circle whose power is boosted gains the following benefits:

- Any spell that requires an attack roll gains a bonus equal to the number of circle members who are not being boosted;
- Any spell that allows a saving throw has its DC increased by the number of circle members who are not being boosted;
- When the boosted member casts a spell, it is treated as if it were cast from a slot 1 level higher per nonboosted member of the circle, to a maximum of a 3<sup>rd</sup> level slot.

**At Higher Levels:** When you cast this spell using a slot of 2<sup>nd</sup> or higher level, when the boosted member of the circle casts a spell, the spell is treated as if it were cast from a slot 1 level higher per nonboosted member of the circle, to a maximum level of the level of the spell slot used to cast this spell + 2.

## Command Undead

*2nd-level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a shred of raw meat and a splinter of bone)

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

Choose one undead you can see in range. If that creature is CR 1 or higher, it must make a Wisdom save or else you magically gain influence over it. Though the undead is not under your total control, it won't attack you. As long as you can see it, you can use an action to make a Charisma (Intimidation, Persuasion or Religion) check opposed by the target's Wisdom (Insight) check to command it. If you succeed, the undead creature obeys the command on its next turn.

If you cast this spell on an undead creature with a CR ½ or lower, it doesn't get a saving throw. If you have affected a skeleton or zombie with this spell, you can seize control of it by

casting *animate dead* on it before this spell ends.

## Concussive Echo

*2nd-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous and see text

One creature you can see in range must make a Constitution save, suffering 3d6 thunder damage on a failure or half that on a success. In addition, if it fails its save, the next time it makes an attack before the start of your next turn, the thunder echoes around it, dealing 1d10 thunder damage to the target and to each creature within 15' of it.

## Confusion Contagion

*7th-level enchantment (wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

**Duration:** See text

When you cast this spell, choose a point you can see in range. Each creature within a 10' radius sphere centered on that point must succeed on a Wisdom save or be affected by this spell for 1 minute. An affected creature is filled with confusion and can't control its actions. Worse still, it can spread the effects of the spell by touching other creatures.

An affected target must use its reaction to make an opportunity attack against any creature passing out of its reach, using your melee spell attack bonus. If it hits, it touches the provoking creature. At the start of each of its turns, an affected creature rolls a d10 to determine its behavior for that turn.

<i>D10 Roll</i>	<i>Behavior</i>
1	The creature doesn't move or take actions this turn.
2-6	The creature moves toward a random creature unaffected by this spell that is within its movement

- 7-8 speed and attempts to touch it, using your melee spell attack bonus. The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature moves its speed in a random direction, but not into obviously dangerous terrain, such as lava or off a cliff.
- 9-10 The creature can act and move normally.

If a creature affected by this spell successfully touches a creature not affected by this spell, the touched creature must make a Wisdom save or become affected by this spell for 1 minute.

## Conjure Spider

*1st-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a bit of spiderweb)

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

This spell conjures a Tiny spider at a point within range, which immediately attacks a creature within 5' of it. Make a melee spell attack for the spider. If it hits, the target takes 1 point of piercing damage and must succeed at a Constitution save or take an additional 2d6 points of poison damage. On your turn, you can use an action to move the spider up to 20' and have it attack a target within 5' of it. The spider is AC 13 and has 1 hit point. It has a +6 bonus to Dexterity saves and a -2 penalty to all other saving throws.

**At Higher Levels:** When you cast this spell using a slot of 2<sup>nd</sup> level or higher, the spider has an additional 5 hit points per slot level above 1<sup>st</sup>. In addition, it deals 1d4 extra piercing damage per slot level above 1<sup>st</sup>.

## Consequence

*5th-level divination (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a special set of platinum dice, worth at least 1,000 gp)

**Duration:** Instantaneous

This spell informs you of how a recent event fits into the “grand scheme” concerning a specific quest or situation. For example, you could use this spell to determine whether the bandits that attacked you are related to your quest to find the Gates of Firestorm Peak. Generally, the spell gives you clear information, though it might be arcane or opaque if the situation is especially complex.

## Constant Missteps

*2<sup>nd</sup> level enchantment (bard, cleric, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** 60'

**Components:** V, S

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

When you cast this spell, choose one creature you can see in range. That creature makes constant small errors in its positioning and timing in regards to defending itself. Attacks against it never have disadvantage.

Until the spell ends, you can use a bonus action to change its target to a different creature you can see within range.

## Contrariness

*1st-level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

Choose one creature you can see in range. If it isn't immune to the charmed condition, that creature must make a Wisdom save or else become incapable of agreeing with any suggestion, order,

command, argument or opinion voiced by any other creature while the spell lasts, instead disagreeing and being entirely contrary.

## Control Ship

*7th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 600'

**Components:** V, S

**Duration:** Concentration, up to 8 hours

When you cast this spell, you choose one waterborn vessel you can see in range. If that vessel has a pilot, captain or other person actually directing it, that creature makes a Wisdom save; if the save fails, or if the ship is not being directly controlled, you magically control it. You can control its heading and speed, within the limits of the ship's capabilities.

If the ship moves out of range, you lose control of it, but if you move back in range and this spell hasn't ended, you can attempt to seize control again (as if you had cast it).

## Corpse Vision

*2nd-level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a piece of the target corpse, which you must eat as part of the casting)

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

When you cast this spell, you gain the ability to use the eyes of a specified corpse that is in range at the time of casting. Once you have established a magical link with the corpse by means of this spell, you need not remain in range to look through its eyes, but can be at any distance.

Alternatively, you can cast this spell on a corporeal undead creature that has eyes, such as a ghoul, zombie or wight, if that creature is a willing recipient of the spell.

While the spell lasts, you can use a bonus action to switch from using your eyes to using the corpse's, or vice-versa.

You cannot use a spell focus to substitute for

the material component of this spell even though it doesn't have a cost.

**At Higher Levels:** If you cast this spell using a 3<sup>rd</sup> or higher level slot, you can eat a piece of flesh from one additional corpse per slot level above 2<sup>nd</sup>. You can then use a bonus action to switch to using any one set of eyes at a time.

## Cover Scent

*2nd-level abjuration (druid, ranger)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** 1 hour

When you cast this spell, you choose up to six willing creatures you can see in range. Until the spell ends, those creatures give off no odor and leave no trail detectable by scent.

**At Higher Levels:** If you cast this spell using a 3<sup>rd</sup> or higher level slot, you can target an additional six creatures or extend the duration by two hours per slot level above 2<sup>nd</sup>.

## Create Audience

*3<sup>rd</sup> level conjuration (bard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

You conjure an audience of ten Small or Medium humanoids, each of whom appears in an unoccupied space you can see in range. These creatures do nothing except mill about and watch you while you fight or perform and discuss what they see with each other or other nearby creatures.

Each member of the audience occupies its space, has an AC of 10 and 1 hit point, and each of its ability scores is 10. They are considered allied to you and creatures of your choice. On your turn as an action and/or a bonus action, you can cause up to four audience members to each move up to 15', but not into hazardous terrain or adjacent to a creature that it isn't allied to.

**At Higher Levels:** If you cast this spell using

a 4<sup>th</sup> or higher level slot, you conjure one additional audience member per slot level above 3<sup>rd</sup>.

## Create or Break Campsite

*3rd-level transmutation (bard, cleric, druid, ranger) (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a piece of string, a drop of water and a bit of wood)

**Duration:** Special

This spell either creates a campsite out of whatever nonliving materials are available within a 50' radius of you, including setting up existing tents, properly storing gear, starting a small campfire (if desired), digging latrine pits and preparing a meal of existing food, or breaks and cleans up a campsite. In either case, it takes 10 minutes for the camp to set itself up or break itself down.

When creating a campsite, the spell clears the area of debris and fetches water and available food such as berries, nuts or fruit. The meal it prepares is bland but nourishing. The campsite is relatively concealed, and ability checks to detect or locate it suffer disadvantage (unless the terrain does not offer cover or concealment, such as in a flat desert area).

When breaking camp, the spell packs up gear properly, buries latrine pits, covers tracks and garbage and otherwise leaves no obvious trace of its existence. Attempts to detect the presence of the campsite or track through it suffer disadvantage.

## Create Ship

*7th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a miniature model of a ship worth 250 gp)

**Duration:** 1 week

When you cast this spell, you cause a ship to appear out of nowhere in a body of water. You can conjure any of the following ship types: galley, keelboat, longship, rowboat or sailing ship (see DMG 119 for ship statistics). The ship comes with 10 *unseen servants*, but you must otherwise crew it normally.

If you recast this spell before the duration expires, you can use it to renew the duration of the current vessel instead of conjuring a new ship.

**At Higher Levels:** If you cast this spell using a slot of 8<sup>th</sup> or higher level, it comes with an extra 10 *unseen servants* per slot level above 7<sup>th</sup>.

## Create Snowdrifts

*2nd-level conjuration (druid) (ritual)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** 1 hour

You conjure great billows of snow, filling up to ten 5'x5' areas you can see within range with snow 3' high. Each snowdrift costs creatures other than you triple normal movement to enter or pass through it.

**At Higher Levels:** When you cast this spell using a slot of 3<sup>rd</sup> or higher level, you can create three additional drifts per slot level above 2<sup>nd</sup>.

## Create Thief

*5th level enchantment (bard, warlock)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a vial of the mixed blood of at least seven creatures slain together in the same incident)

**Duration:** Concentration, up to 8 hours

You turn a creature into a greedy thief overwhelmed by greed. When you cast this spell, choose one creature you can see in range that isn't a construct or undead. That creature must succeed on a Wisdom save or be overwhelmed with greed until the spell ends.

A creature overwhelmed by greed is



compelled to try to steal the most valuable object it can see that it doesn't already possess. If taking the object would be dangerous, the creature may repeat the save, temporarily resisting the urge to steal it on a success. The creature must repeat the save every ten minutes to resist trying to steal the object. If it succeeds on three of these saving throws, the spell ends.

If the creature successfully steals the item, the compulsion recurs; it must try to steal the most valuable object it can see, just as when the spell was initially cast. This continues until the spell ends.

While the spell lasts, the subject can apply its proficiency bonus to any check involving stealing the item.

*At Higher Levels:* If you cast this spell using a 6<sup>th</sup> or higher level slot, you can target one additional creature per slot level above 5<sup>th</sup>.

## Creeping Cold

*2nd-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Concentration, up to 3 rounds

Choose one creature in range. That creature is filled with a creeping cold that becomes more and more intense over time. The first round, the target takes 1d6 cold damage; the second round, the target takes 2d6 cold damage; and the third round, the target takes 3d6 cold damage. Each round that the spell lasts, the target must make a Constitution save, taking half damage on a success.

*At Higher Levels:* When you cast this spell using a 4<sup>th</sup> level slot, the spell lasts one additional round per two slot levels above 2<sup>nd</sup>. On the fourth round, it deals 4d6 cold damage, on the fifth round, it deals 5d6 cold damage, and so forth.

## Critical Edge

*2nd-level transmutation (bard, cleric, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

Choose up to three willing creatures you can see in range. Until the spell ends, each of those creatures' critical range expands by 1 when it makes a weapon attack (typically scoring a critical hit on a 19-20), and the target deals an extra 1d6 damage on a critical hit.

## Cruel Fate

*3rd-level transmutation (bard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

Choose up to three creatures in range. Each target must make a Wisdom save, becoming afflicted with a run of bad luck on a failure. Whenever a weapon attack hits a creature afflicted with a run of bad luck, the attacker rolls damage twice and applies the better result.

At the end of each of its turns, the target can repeat the save, ending the effect on a success.

## Crumble

*5th-level transmutation (druid, wizard)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S, M (a drop of water, a leaf of ivy and a flake of rust)

**Duration:** Instantaneous

Choose up to five contiguous 10' x 10' sections of wall up to 10' thick. That part of the wall crumbles to rubble, and may cause further collapse, depending on the nature of the damage and the amount of weight that it is holding. The area that crumbled becomes difficult terrain composed of rubble.

Alternatively, when you cast this spell, choose a wall spell at least partially in range. That wall ends.

## Crushing Despair

*5th-level enchantment (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self (30' cone)

**Components:** V, S, M (a vial of tears)

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

Each creature in a 30' cone extending from you is filled with sadness. Each creature must make a Wisdom saving throw; if it fails, it is filled with *crushing despair* until the spell ends. While filled with despair, a creature has disadvantage on attacks, checks and weapon damage rolls.

An affected creature can use an action to attempt to get hold of itself and end the effect by repeating the saving throw.

## Crusade

*4th-level enchantment (cleric, paladin) (ritual)*

**Casting Time:** 10 minutes

**Range:** 100'

**Components:** V, S, M (your holy symbol and a sacrifice pleasing to your deity worth at least 500 gp, which the spell consumes)

**Duration:** Concentration, up to 4 hours

You preach a *crusade* against a nation, species, alignment, religion or organization, and enchant your entire audience with holy fervor. While filled with fervor, the members of the group gain a +1 bonus to attack rolls and damage against the targeted group. In addition, whenever a member of the targeted group deals damage to one of the creatures on the *crusade*, the damage is reduced by 2 points. Finally, a creature under the influence of this spell also gains a +1 bonus on ability checks made to facilitate attacking a member of the target group, such as a Strength (Athletics) check made to climb to the group member.

If an affected creature recognizes a member of the group that it is crusading against and willingly declines to attack it, it loses all benefits of this

spell. It willingly declines if it does anything other than attack or cast a spell at the target or move close enough to attack.

**At Higher Levels:** If you cast this spell using a 6<sup>th</sup> level slot, its duration is concentration, up to 8 hours. If you cast it using an 8<sup>th</sup> level slot, its duration is concentration, up to 24 hours.

## Crushing Walls

*7th-level transmutation (cleric, wizard) (ritual)*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (a 1" iron cube and a walnut)

**Duration:** Until triggered, then 1 minute and see text

You enchant the walls of a rectangular chamber no larger than 50' on a side so that, when intruders enter, they converge and crush them to paste. When you cast this spell, you may specify as many creatures as you like that will not trigger the spell; however, if those creatures are in the room when it is triggered by another creature, they are subject to its full effects.

Whenever a Small or larger creature enters the room, this spell triggers. It reacts to invisible creatures, but not those on other planes. 1d4 rounds after an intruders enter, this spell triggers, and all doors and windows slam shut and are *arcane locked*. The set of walls with the smaller gap between them then begin to converge, each moving inexorably together at a rate of 5' per round. When the walls converge to the point that a creature no longer has enough room to squeeze into that space, the creature must make a Strength saving throw or suffer 5d10 points of bludgeoning damage. This save must be repeated each round. In addition, the creature must make a DC 20 Dexterity (Acrobatics) check to move, and treats the walls as difficult terrain. If the walls have closed together, all creatures caught in it are restrained.

When the spell ends, the walls retract at the same rate that they closed.

A creature can use its action to make a DC 20

Strength check to hold one of the walls back for one round while within reach of one of the moving walls. This does not affect the movement of the other wall. Attempting to hold both walls at bay requires a DC 25 Strength check.

You may only have one *crushing walls* spell active at a time.

**At Higher Levels:** When you cast this spell with an 8<sup>th</sup> level slot, you can have two *crushing walls* spells active at a time. When you cast this spell with an 9<sup>th</sup> level slot, you can have three *crushing walls* spells active at a time.

## Crystalbrittle

*9th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S

**Duration:** Instantaneous

You choose a metal object (including a magic item) or creature in range and transform it into a fragile, easily-shattered crystal. If the target is a creature or an object carried or worn by a creature, it receives a Wisdom saving throw to resist the effect. Once transformed into crystal, the object's AC is reduced to 10 (unless it is lower) and its maximum hit points are reduced to 1. If damaged, it shatters into thousands of crystal shards.

This spell will affect a target that fits entirely inside a 30' cube. Alternatively, you can affect a target no larger than 60' x 30' x 10'. If you cast this spell on a larger object, it transforms a 30' cube of the object to crystal. If you cast it on a larger creature, it has no effect.

Alternatively, you can cast this spell so that it affects all metal objects that aren't being worn or carried (but not metal creatures) within a 10' cube in range.

## Cull the Herd

*3rd-level transmutation (druid, ranger)*

**Casting Time:** 1 action

**Range:** Self (30' radius)

**Components:** V, S

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

When you cast this spell, you begin to radiate primal energy that helps to cull the weak. If you choose to affect it, a bloodied creature that starts its turn within range takes 2d10 psychic damage and must make a Strength save, being pulled 10' toward you on a failure.

## Curse of Femininity or Masculinity

*3<sup>rd</sup> level transmutation (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Concentration, up to 8 hours

When you cast this spell, choose one creature you can see in range. That creature must succeed on a Wisdom saving throw or it physically changes sex. If you concentrate for the full duration, the effect is permanent.

A *remove curse* will reverse the effects of this spell, but a *dispel magic* cannot.

## Curtain of Rain

*7th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 600'

**Components:** V, S

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

You conjure a sheet of intense, driving rain up to 150' wide, 100' high and 10' thick. The *curtain of rain* blocks all vision, hearing, ranged attacks and spells from the other side and is very difficult to pass through. To pass through the curtain, a creature must use an action to make a DC 20 Strength check, spending twice the normal movement to pass through. Whether it succeeds or fails, the creature suffers 5d6 bludgeoning damage. Failure- or having insufficient movement available- results in the character being pushed back to just outside the curtain where it entered. It must pass through on the ground; any attempt to

fly through the rain knocks the creature prone, dealing falling damage plus 5d6 bludgeoning damage to it, and knocks it back as if it had failed to walk through.

When a creature emerges from the *curtain of rain*, it is half-blinded and can only see 30' until the end of its next turn.

Any fires in the area of the *curtain of rain* are instantly extinguished, and any spell that deals fire damage or creates flames that overlaps the *curtain of rain* is countered. Creatures made of fire, such as fire elementals, are not instantly extinguished, but have vulnerability to the damage the curtain deals.

## Dancing Dead

*5th-level necromancy (cleric, warlock, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 160 feet

**Components:** V, S, M (a corpse)

**Duration:** 1 minute

This spell animates a corpse so that it begins to do a grotesque dance, drawing the attention of creatures around it. Each creature within 30' of the dancing corpse must make a Wisdom saving throw. A creature that fails gapes at the capering cadaver and is incapacitated. It must use its movement to come as close to the dancing body as it safely can. At the end of each of its turns, an affected creature repeats the saving throw, ending the effect on a success, and if it takes damage, the effect automatically ends. Once a creature makes its saving throw, it is immune to the effects of that *dancing dead* spell.

On your turn, you can spend a bonus action to cause the corpse to move up to 15' as it dances. It can move through creatures that are captivated by it without treating them as difficult terrain.

## Daunting Presence

*2nd-level enchantment (bard, warlock)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You gain advantage on Charisma (Intimidation) checks.

## Dead Air

*8th level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 300'

**Components:** V, S

**Duration:** Concentration, up to 24 hours

When you cast this spell, choose a point you can see within range. You magically transform the air in a 60' radius cylinder 100' high, filling it with a thin amber haze and making it impossible to breathe. New air that flows in immediately spoils, so any creature that starts its turn in the cylinder starts to suffocate unless it doesn't need to breathe. A creature that ends its turn in the cylinder must also make a Constitution saving throw or gain one level of exhaustion.

In addition, the haze limits visibility. A creature treats the cylinder as lightly obscured, or heavily obscured at a distance of 20' or more.

Any fire in the cylinder burns out 1 round after it starts, including magical fires.

A creature that leaves the *dead air* catches fire. At the start of each of its turns, it takes 1d10 fire damage. The creature can take an action to try to put itself out by attempting a Dexterity save against your spell save DC.

## Deadfall

*8th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 500'

**Components:** V, S

**Duration:** Instantaneous and permanent (see text)

When you cast this spell, you create a massive pile of logs and branches in a 20' radius, 40' high cylinder centered on a point on the ground you choose in range. The *deadfall* immediately collapses on itself, and each creature in the cylinder takes 12d6 bludgeoning damage and must make a Dexterity save. A creature that fails the save is also knocked prone.

The debris of the *deadfall* forms a 5' high, 20' radius pile of brush and broken wood. A creature must spend 3' of movement for each foot it moves in the debris.

## Deadly Insult

*9th-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V

**Duration:** Instantaneous

You deliver a tirade of insults against one creature that are so vile as to be lethal. Choose one target that can hear and understand you in range. Unless it is immune to psychic damage, that creature must make a Wisdom saving throw or die. If it succeeds on the saving throw, it still suffers 10d6 psychic damage.

## Deadly Weapon

*2nd-level transmutation (bard, cleric, paladin, ranger, sorcerer, wizard)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (a sharp wedge of obsidian, a shard of diamond and a small adamantite hammer, together worth at least 100 gp per level of the spell slot used)

**Duration:** 1 hour

This spell enhances the lethality of a weapon (not including a natural weapon). During the spell's duration, any time the weapon scores a critical hit, the severity of that critical hit increases by 1d6.

This spell is also sometimes known as *lethal weapon* or *lethality*.

**At Higher Levels:** When you cast this spell

using a spell slot of 3<sup>rd</sup> level or higher, the severity increase goes up. If you use a 3<sup>rd</sup> level slot, the severity increases by 1d8. If you use a 4<sup>th</sup> level slot, the severity increases by 2d4. If you use a 5<sup>th</sup> level slot, the severity increases by 1d10+1. If you use a 6<sup>th</sup> level slot, the severity increases by 2d6. If you use a 7<sup>th</sup> level slot, the severity increases by 2d8. If you use an 8<sup>th</sup> level slot, the severity increases by 3d6. If you use a 9<sup>th</sup> level slot, the severity increases by 2d10+1.

## Death Recall

*2nd-level divination (bard, cleric, druid, ranger, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a fragment from a shattered mirror)

**Duration:** 1 round

You touch a corpse that has been dead for 24 hours or less and receive a vision of the final moments of its life. During the round that this spell lasts, you are incapacitated because you are in a trance, seeing a vision of the last ten minutes of the corpse's life as seen by the subject itself. The vision ends with the last thing the subject saw before it died, at which time you awaken.

**At Higher Levels:** When you cast this spell with a 3<sup>rd</sup> or higher level spell slot, the maximum time the creature can have been dead increases by 24 hours per slot level above 2<sup>nd</sup>.

## Death State

*1<sup>st</sup> level necromancy (warlock, wizard)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S

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

You temporarily take on a state strongly resembling undeath. While this spell lasts, effects treat you as undead instead of your normal type.

## Death's Door

*3rd-level necromancy (cleric, druid, paladin)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S

**Duration:** 8 hours

This spell aids creatures in lingering on death's door. When you cast it, choose up to three creatures in range. Those creatures gain a +5 bonus on death saving throws. In addition, each subject can fail five death saves before dying.

## Debilitating Agony

*1st-level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 25'

**Components:** V, S

**Duration:** See text

Choose one creature in range. That creature suffers sudden sourceless agony. It must make a Constitution save. If it fails, it is incapacitated until it next ends its turn.

## Defeat

*9th-level illusion (sorcerer, wizard)*

**Casting Time:** 1 reaction, which you take when a creature you can see in range takes damage

**Range:** 60'

**Components:** V, S

**Duration:** Concentration, up to 24 hours

When you cast this spell, the creature that takes damage must make a Wisdom save or believe that the damage it takes kills it. If it fails its save, the creature falls prone and is paralyzed and believes it is dead. Its body is limp rather than rigid.

Each time the creature takes damage while under the effects of this spell, it can make an Intelligence save to end the effect.

## Defenestrating Sphere

*4th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S, M (a grey pearl worth no less than 100 gp)

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

You cause a spherical energetic disturbance at a point in range. If you create it within 5' of one or more creatures, each of those creatures must make a Strength saving throw, being hurled 50' up and then falling back to the ground prone 3d10 feet away in the direction of the nearest window, or in a random direction if there is no window within 60', on a failure. The fall deals 5d6 bludgeoning damage to the creature, or more if the target flies out a window and falls further than 50', and the creature lands prone. If an object or surface (such as a ceiling) prevents the target from rising a full 50', the combination of the fall and its impact deals 5d6 bludgeoning damage unless the surface or object is especially dangerous (such as a spiked ceiling, a mass of lava, etc).

Each round on your turn you can use a bonus action to move the energetic disturbance up to 30'. If you move it into a creature, that creature must make a saving throw as described above.

**At Higher Levels:** If you cast this spell using a 5<sup>th</sup> or higher level slot, the disturbance hurls creatures an additional 10' per slot level above 4<sup>th</sup> (and thereby increases the falling damage by 1d6).

## Defensive Harmony

*4th-level abjuration (bard, cleric)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M (a holy symbol)

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

This spell causes you and each ally in the area to become magically coordinated and can draw on each others' defensive abilities. While it lasts, each subject of the spell uses the best Dexterity bonus among them to adjust its AC, and whenever the target must make a saving throw, it uses the best

ability adjustment among the spell's targets.

## Delicious Aroma

*2nd-level illusion (bard, cleric, druid, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (an item with a delicious scent, such as a steak, a cake or a bouquet of flowers)

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

You chose up to six items within a 30' cube in range. Each of those items emanates a delicious and enticing aroma. Each creature within 30' of it except for constructs and undead must make a Wisdom saving throw or be overcome by an incredible craving for the item. Affected creatures must spend their movement and action attempting to reach and eat the objects (if edible) or put one of the objects in its mouth and gnaw on it (if it is not edible). An affected creature will do almost anything to obtain and eat or gnaw the object as long as the spell remains in effect on them—buying, stealing or even fighting for the items—though a creature with one such item need not attempt to obtain the rest.

An object affected by this spell can be smelled at a distance of up to 100', and the scent passes through barriers that are not air tight.

A creature affected by the spell can repeat the saving throw at the end of each of its turns, ending the effect on a success. In addition, if an affected creature takes damage, the spell ends for it.

## Desire

*1st-level enchantment (Perversion domain)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

Choose one creature you can see in range. Unless that creature is immune to the charmed condition, it must make a Wisdom saving throw to avoid immediately seeking sexual release. Though it

prefers to seek satisfaction from a creature appropriate to its sexual preferences, if there is nothing around that looks good, the desire will overcome the victim and it will seek out whatever doesn't look so good— the subject's squire, that beholder over there, a nearby door knob, etc. If all else fails the victim will pleasure itself. On its turn, the subject must spend its action to attempt to find sexual release. Each round as a bonus action, the subject can make another Wisdom save to end the effect. In addition, if the subject is attacked by any creature other than the object of its amorous attentions, the spell's effects on it end immediately.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you can target one additional creature for each two levels of the slot above 1<sup>st</sup>. The targets must be within 30' of each other when you target them.

## Detect Psionics

*2nd-level divination (bard, cleric, druid, wizard) (ritual)0*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

For the duration, you can sense the presence of psionics within 60' of you, including creatures capable of using psionic powers, psionic items or psionic effects in place. If you sense psionics in this way, you can use your action to see a faint aura around any psionics in the area, including around invisible psionic creatures. However, a foot of earth or stone, an inch of metal or a thin sheet of lead will block your ability to detect psionics.

## Detect Secret Doors

*1st-level divination (bard, ranger, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

For the duration, you can plainly see any secret

doors within 30' of you. Only passages, doors or openings that have been intentionally constructed to be hidden will be revealed by this spell. If you see a secret door, you can use your action to study it in order to discern where its opening mechanism is, though this doesn't reveal any traps, required passwords or other tricks required. However, a foot of earth or stone, an inch of metal or a thin sheet of lead will block your ability to detect secret doors.

## Detect Shapechanger

*4<sup>th</sup> level divination (bard, cleric, druid, paladin, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

While this spell lasts, you see a pulsating glow around any creature capable of changing its shape other than by casting a non-innate spell. You can spend an action to discern the true form of a shapechanger you can see in range.

## Detect Spellcaster

*2nd-level divination (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

For the duration, you see a glowing aura around any creature that can cast at least one spell that you can see within 30' of you.

## Detect Undead

*1st-level divination (cleric, paladin, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a bit of earth from a grave)

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

For the duration, you sense the presence of undead within 30' of you. If you sense undead in this way, you can use your action to see a faint aura around any undead in the area, including around invisible ones. You also learn whether the most powerful undead that you sense is weak (CR less than 1), moderately powerful (CR 1 to 3), powerful (CR 3 to 10) or exceptionally powerful (CR 11 or higher). However, a foot of earth or stone, an inch of metal or a thin sheet of lead will block your ability to detect.

## Detonate

*9th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S, M (a piece of string and a bit of oil or pitch)

**Duration:** Instantaneous

Choose one creature within range. That creature must make a Constitution saving throw, suffering 40d6 fire damage on a failure. If this reduces the target to 0 hit points, it explodes in a 20' radius ball of flames (killing the target). Each creature in this ball of flames must make a Dexterity saving throw, suffering 20d6 fire damage on a failure or half that on a success. The exploded creatures remains are scattered and vaporized, leaving nothing behind but dry ash.

If the target makes its initial save, it is wracked by a series of small internal explosions, dealing 7d6 fire damage. If this is enough to reduce the target to 0 hit points, it explodes, as described above.

## Devouring Death

*7th-level conjuration (warlock)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

Choose one creature you can see in range. That creature must make a Dexterity save, suffering 10d6 acid damage on a failure or half that on a



success. In addition, until the spell ends, the target gains vulnerability to acid and necrotic damage.

## Dictate Topic

*2nd-level enchantment (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

When you cast this spell, choose a point you can see in range and a topic of conversation. Each creature within 20' of that point that isn't immune to the charmed condition must make a Wisdom save. If it fails, until the spell ends, it can't talk about anything other than the topic you chose when casting the spell. An affected creature can repeat the save at the start of its turn if it needs to talk about some other topic with life-threatening urgency.

## Dictation

*Transmutation cantrip (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a quill and a drop of ink)

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

This spell transcribes the words you speak until the spell ends. Your words appear on paper, parchment, papyrus, a blank book, or another surface designed to hold writing that you can see in range. The writing is neat and clear, and the words appear just as you speak them.

## Dictum

*7th-level enchantment (cleric)*

**Casting Time:** 1 action

**Range:** Self (60' radius)

**Components:** V

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

When you cast this spell, you utter a *dictum* that all creatures must obey. The *dictum* can be but a single sentence of no more than twenty words.

This must specify a course to be followed or not followed; this must be specific and cannot include following (or disobeying) further instructions.

You must follow your own *dictum*. When you cast the spell, each other creature in range must make a Wisdom save. If a creature fails, it must obey the *dictum* until the spell ends or it takes damage.

Casting this spell is a Lawful act.

## Dig

*4th-level transmutation (druid, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a miniature shovel and a tiny bucket)

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

You instantly excavate a 10' cube of earth, sand or mud. You can use your action on subsequent rounds to excavate another 10' cube. The material excavated from the pit is scattered evenly around it. If you *dig* in unstable material, such as sand or mud, the pit may be unstable and might collapse.

Any creature above the pit that you excavate must make a Dexterity saving throw or fall in, making it to the nearest edge on a success.

If you cast this spell at a creature made of earth, stone or mud, the creature must make a Constitution saving throw, suffering 6d6 damage on a failure or half that on a success. You can repeat this effect as an action each round while the spell lasts.

## Dimension Hop

*2nd-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V

**Duration:** Instantaneous

You teleport the touched creature up to 10' to a point you can see on a solid surface. An unwilling target may make a Charisma saving throw to resist the effect.

## Dimension Shuffle

*5th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V

**Duration:** Instantaneous

Choose up to six creatures in range. You can teleport each of those creatures up to 30', each to a point you can see on a solid surface. An unwilling creature can make a Charisma saving throw to resist the effect.

**At Higher Levels:** When you cast this spell using a slot of 6<sup>th</sup> or higher level, you can teleport one additional creature in range per slot level above 5<sup>th</sup>.

## Dimensional Anchor

*4th-level abjuration (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

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

A green ray springs from your hand. Make a ranged spell attack against one creature in range. If you hit, that creature is covered with a shimmering emerald field that completely blocks extradimensional travel. The target cannot teleport, access a *bag of holding* or *portable hole*, enter a *rope trick*, enter another plane (even by passing through a portal) or use similar effects. The *dimensional anchor* doesn't interfere with a creature's ability to use the incorporeal movement trait, nor does it block extradimensional perception or attack forms such as the gaze of a basilisk. This spell will also not prevent summoned or conjured creatures from vanishing at the expiration of the effect that summoned them.

## Dimensional Lock

*8th-level abjuration (cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S

**Duration:** 1 day

You create a shimmering emerald barrier that completely encloses a 40' cube in range. This barrier completely blocks all forms of extradimensional travel into or out of the cube, preventing all forms of teleportation, access to a *bag of holding* or *portable hole*, *rope trick*, planar travel or other similar effects from functioning inside, into, or out of the cube.

You can cast this spell again before it expires to extend the duration for another day. If you do this for a year and a day, you make the *dimensional lock* permanent.

## Dimensional Spikes

*5<sup>th</sup> level evocation (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V

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

When you cast this spell, choose a point you can see in range. A 50' cube of visible, violet, crackling energy forms, centered on that point. Until the spell ends, each time a creature that teleports into, out of, or within the cube, it suffers 4d8 points of force damage. (A creature suffers this damage no more than once per teleport.)

## Diminish Pain

*Abjuration cantrip (cleric, wizard)*

**Casting Time:** 1 reaction, which you take when you take damage

**Range:** Personal

**Components:** V, S, M (a callus)

**Duration:** Instantaneous

When you suffer damage, you cast this spell to reduce that damage by 1d4 points, but half or more of the damage always affects you. (If you suffer 6 points of damage, at most you can reduce it by 2 points.)

The damage prevented by this spell increases by 1d4 when you reach 5<sup>th</sup> level (2d4), 11<sup>th</sup> level (3d4), and 17<sup>th</sup> level (4d4).

## Dire Radiance

*1st-level evocation (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

When you cast this spell, choose one creature you can see in range. That creature must make a Reflex save or be affected by your dire radiance until the spell ends. An affected creature suffers 2d6 radiant damage and is surrounded by a glowing radiance that intensifies whenever it moves closer to you. The target sheds dim light to 10' and can't benefit from invisibility while the spell lasts. In addition, once per turn when it moves closer to you, it takes an additional 1d6 radiant damage. At the end of each of its turns, the target can repeat the save, ending the effect on a success.

## Dirge

*6th-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

You sing a gloomy dirge. If any enemy in range falls to 0 hit points or becomes incapacitated, paralyzed, prone, stunned or unconscious, each creature of your choice that is within range and isn't immune to being frightened has disadvantage on Strength and Dexterity attacks and saves until the end of its next turn.

## Disarm

*2nd-level evocation (bard, paladin, ranger, wizard)*

**Casting Time:** 1 bonus action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

You use a bolt of force to knock a weapon or held object away from a creature in range. The target must succeed on a Strength saving throw; if it

fails, one weapon or object it holds, including a shield, is knocked 20' directly away from you.

## Disbelief

*6<sup>th</sup> level abjuration (bard, cleric)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S

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

When you cast this spell, choose any or all objects that you can see in a 10' cube, or as many as four creatures you can see. In either case, the chosen creatures or objects must all be within 30' of you. As long as this spell lasts, those creatures or objects are illusory for you. You can pass through them as if they were illusions, and they can't harm or hinder you with spells, attacks, or other direct action.

If you take any direct action against one of the chosen creatures or objects, such as targeting it with a spell or effect, you acknowledge its existence, and this spell ends.

Disbelieving a creature includes all the gear and treasure it wears and carries.

While this spell persists, when you start your turn, you must make on a Wisdom saving throw against your own spell save DC. If you fail, the spell ends.

## Discern Vulnerabilities and Strengths

*6th-level divination (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a crystal lens)

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

Choose one creature you can see in range. That creature must succeed on a Wisdom save or you can discern its vulnerabilities and strengths. When you cast the spell, you can discern one vulnerability or strength (your choice) of the target. In addition, each round on your turn, you can use a bonus action to force the target to repeat the save; if it

fails, you can discern one additional vulnerability or strength of the target.

Vulnerabilities might include the target's lowest stat, lowest saving bonus, any damage vulnerabilities or appropriate traits, moral weaknesses such as women, greed or drink, etc.

Strengths might include the target's highest stat, highest save bonus, resistances or immunity to damage, condition immunities, or social or moral forms of strength, such as devotion to duty, honesty, loyal followers, great wealth, etc.

You can switch back and forth between discerning vulnerabilities and strengths at will.

## Discharge

*9th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 reaction, which you take in response to falling to 0 hit points

**Range:** Self

**Components:** V

**Duration:** Instantaneous

Even as you fall, you trigger a *discharge* of magical power centered on yourself. The *discharge* uses your remaining magical energies to create a catastrophic explosion. The explosion has a radius of 10' x the level of your highest level remaining unexpended spell slot. Add the levels of your top two remaining unexpended spell slots; each target in the blast suffers that many d6s of force damage. Each creature in the area may make a Dexterity save for half damage.

## Disjunction Buffer

*9th-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a sponge and a sprinkling of orichalcum dust worth at least 5,000 gp, which the spell consumes)

**Duration:** Permanent until dispelled

You protect a single creature, object or effect from effects that would dispel or disjoin its magic. The *disjunction buffer* will itself be dispelled by such an effect if that effect is created by a 9<sup>th</sup> level spell

slot, but otherwise remains in place.

## Dispel Damage

*7th-level abjuration (cleric)*

**Casting Time:** 1 action

**Range:** Self (30' radius)

**Components:** V, S

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

While this spell lasts, all damage taken by any creature in range is reduced to 0.

At the end of each round after the first that you maintain concentration on this spell and at least one creature would have taken damage, you gain a level of exhaustion.

## Dispel Exhaustion

*4th-level illusion (bard, Calm domain, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

You give up to six creatures creature within range a temporary sensation of vitality and refreshment. Each affected creature gains 2 temporary hit points per Hit Die and its exhaustion level is reduced by 2. It gains advantage on Constitution checks and saves. In addition, the target gains a bonus action each round that it can use to move half its speed.

When the spell ends, each target loses its remaining temporary hit points, if any, and it gains as many levels of exhaustion as it lost when you cast the spell on it.

## Disrupt Protections

*5<sup>th</sup> level abjuration (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

When you cast this spell, choose a point you can see in range. A 15' radius invisible sphere of power bursts, centered on that point. All abjuration

spells of 5<sup>th</sup> level or lower within the sphere end. For each abjuration spell of 6<sup>th</sup> or higher level in the sphere, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

In addition, each creature in the sphere must make a Wisdom save. If it fails, it loses any resistances to damage it has, and any damage immunities that it has are treated as damage resistance. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Dissonant Chant

*2nd-level abjuration (bard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

You begin to chant a distracting, dissonant and discordant series of sounds. When you cast the spell and at the start of each of its turns while the spell lasts, each creature in range that can hear you must make a Wisdom save or lose concentration.

## Distance Distortion

*5th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 600'

**Components:** V, S

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

When you cast this spell, you choose whether to make all distances in range shorter (half as long) or longer (twice as long). Alternatively, you can keep distances normal until your turn. On your turn, you can use a bonus action to change whether everything is shorter, longer or the same, but you can't make all distances any shorter than half as long or any longer than twice as long.

## Divine Castigation

*2nd-level enchantment (cleric, paladin)*

**Casting Time:** 1 bonus action

**Range:** 30'

**Components:** V, S

**Duration:** 1 minute

When you cast this spell, choose one creature you can see in range. Until the spell ends, when that creature attacks you or any of your allies, you can use your reaction to make a single melee attack against it.

## Divine Sanction

*1st-level evocation (paladin)*

**Casting Time:** 1 bonus action

**Range:** 30'

**Components:** V

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

When you cast this spell, you designate one creature in range, which is subjected to your divine sanction. Once per turn, If that creature makes an attack or casts a spell that requires a saving throw that doesn't include you as a target, it suffers 1d10 radiant damage.

## Door to Itself

*5th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of parchment looped into a Moebius strip)

**Duration:** 24 hours

You touch a door, window, trap door or other portal that you can see, including a portal that leads to another plane but not a teleportation circle. While the spell lasts, any creature or object that attempts to pass through the portal instead emerges from the same side it entered.

If an extradimensional space, such as a *portable hole* or *bag of holding*, crosses the portal, the *door to itself* fails and ends, but the extradimensional space ruptures and all the items inside it are lost on the Astral Plane.

**At Higher Levels:** If you cast this spell using a 6<sup>th</sup> level spell slot, the duration increases to 1 week. If you cast it using a 7<sup>th</sup> level slot, the duration increases to 1 month. If you cast it using an 8<sup>th</sup> level slot, the duration increases to 1 year. If you cast it using a 9<sup>th</sup> level slot, the duration becomes permanent.

## Doublespeak

*4th-level illusion (bard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** S, M (the tongue of a snake)

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

When you cast this spell, choose any number of willing creatures you can see in range. Those creatures can speak about anything to each other, but to creatures not affected by the spell, they sound as if they are holding a mundane conversation about the weather, the taste of the local food, politics, and similarly banal topics. The illusion modifies by facial expressions and mouth movements to match the illusory words spoken. A creature that spends at least one round observing the creatures can make an Int save to penetrate the illusion.

## Drain Youth

*7th level necromancy (warlock, wizard)*

**Casting Time:** 8 hours

**Range:** Touch

**Components:** V, S, M (one or more aquamarines, each worth at least 1,000 gp, which the spell consumes if the target fails its save)

**Duration:** Instantaneous

This spell allows you to transfer the weight of some of your years to another creature of your race. The target, which must be willing or helpless for the entire casting time, ages, and you regain some of the lost beauty and vigor of youth.

The target must be of your race. In addition, the older you are, the younger the target must be. It must be younger than you in any case. If your chronological age is more than half of the normal

lifespan of your race, the subject must be young enough to not be considered an adult in game terms (see the race descriptions in the Players Handbook). If your chronological age is within 10% of the normal maximum lifespan of your race, the subject must be no older than half the age at which it would be considered an adult. If your chronological age is greater than the normal maximum lifespan of your race, the subject must be an infant.

The subject may attempt a Constitution save to resist the effects of the spell. If it fails, its physical age increases while yours decreases by an amount equal to 1 year for each 1,000 gp worth of aquamarines used as material components.

## Dramatic Intercession

*6th level transmutation (bard)*

**Casting Time:** 1 reaction, which you take when a creature you can see in range fails a saving throw or falls to 0 hit points

**Range:** 90'

**Components:** V

**Duration:** Instantaneous

If you cast this spell in response to a failed saving throw, that saving throw instead succeeds. If you cast it in response to a creature dropping to 0 hit points, that creature instead drops to half its current hit points, minimum of 1.

## Draw Upon Inner Strength

*Evocation cantrip (cleric, druid)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch a creature that has at least one hit point. That creature can expend one Hit Die. If it does so, it regains 1d4 hit points.

## Dread Star

*4th-level evocation (warlock)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** 1 minute

When you cast this spell, choose a creature you can see in range. That creature must make a Dexterity save, suffering 3d10 radiant damage on a failure or half that on a success. In addition, a creature that fails its save is hemmed in by lancing beams of radiance that surround it and cannot move from its current location until the spell ends or until it uses an action to make a successful Dexterity (Acrobatics) check against your spell save DC to escape the *dread star*.

## Drown

*6th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

You cause water to magically fill the lungs of a single creature you can see in range. Creatures that can breathe water are immune to this spell. That creature must make a Constitution save; if it succeeds, it is incapacitated until the end of its next turn as it coughs up the water.

If the creature fails the save, it is stunned and falls prone, dropping everything it is holding. The creature must repeat the save at the end of its turn; if it fails, it becomes unconscious.

At the start of each of the creature's turns, it can repeat the save again, ending the effect on a success but remaining unconscious for 10 minutes or until it regains hit points or a creature successfully makes a DC 10 Wisdom (Medicine) check on it. If it fails, it continues to drown and suffers 6d6 points of damage.

## Duck and Draw

*2<sup>nd</sup> level transmutation (ranger)*

**Casting Time:** 1 reaction, which you take when another creature makes a melee attack against you

**Range:** Personal

**Components:** V, S

**Duration:** Instantaneous

You twist away from the triggering attack with magical speed, moving 10' before the attack resolves without provoking opportunity attacks. If you are out of range of that attack, it misses you. If you are holding a ranged weapon, you then make a single ranged weapon attack.

## Dump

*3rd-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (an object that has been inside an extradimensional space)

**Duration:** Instantaneous

Choose one extradimensional space with an entry point you can see in range, such as another creature's *bag of holding*, a *rope trick* spell, the space created by an *exodus knife* or the like. All creatures and objects within the space are immediately dumped out, appearing in a great pile in the nearest unoccupied space to the entry to the extradimensional space.

## Dzaram's Jaunt

*7th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** 10 minutes

When you cast this spell, it initially duplicates *teleport* with a maximum range of 1,000 miles. When the spell expires, you and each other subject of the spell within 10' of you teleport back to your initial positions, automatically arriving on target.

## Dzaram's Manumission

*5<sup>th</sup> level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (1,000 gp worth of powdered black opal and nightshade oil, which the spell consumes)

**Duration:** Instantaneous

When you cast this spell, you touch one undead creature and free it from the control of others. This includes the power of a master vampire over one of its spawn, the influence of turning or similar effects, the control a wraith has over specters that it creates, the influence of the *command undead* spell, or other similar effects. An undead subjected to this spell becomes free willed and self-controlled.

## Dzaram's Rot

*6th-level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a live maggot and a scrap of mummy wrapping)

**Duration:** Permanent

When you cast this spell, make a melee spell attack against a creature within your reach. If you hit a living creature with flesh, you inflict an awful curse on that creature, causing it to rapidly rot away.

At the start of each minute, the target suffers 1d8 points of necrotic damage, and its hit point maximum is reduced by an equal amount. If the creature's hit points reach 0, the target collapses into a pile of gory rotten meat and bone fragments. Such a creature cannot be raised without a *true resurrection*.

The rotting can be stopped and the spell ended by a *remove curse*, *dispel magic* or *heal* spell. In addition, any effect that removes a disease will halt the progress of the rot for 1d4 days.

If you hit an undead with flesh with this spell, it suffers 1d8 necrotic damage at the start of each of its turns. At the end of each of its turns, it can

make a Constitution save; if it succeeds thrice, the spell ends.

## Dzaram's Soulbiter

*5th-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S

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

When you cast this spell, choose one creature you can see in range. That creature must make a Constitution save, taking 6d4 necrotic damage on a failure or half that on a success. In addition, if it fails its save, it is incapacitated by nausea until the start of its next turn and affected by the *soulbiter* until the spell ends.

While a creature is affected by the *soulbiter*, at the start of each of its turns, it must repeat the save. If it fails, it is incapacitated until the start of its next turn. In addition, whether it succeeds or fails on the saving throw, once per turn, whenever the creature moves at least half its speed or uses an action, bonus action or reaction, it takes 2d6 necrotic damage.

The spell ends on a target affected by the *soulbiter* if the target succeeds on 2 saving throws against it.

## Dzaram's Specter

*3rd-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, F (an obsidian mirror worth no less than 1,000 gp)

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

When you cast this spell, choose a point in range. Crackling gray energy that resembles spiderwebs fills a 20' radius sphere centered on that point, draining life energy from each living creature in the area. Any creature other than a construct or undead that enters or starts its turn in the area must make a Constitution saving throw. If it fails, it loses 1 hit point per Hit Die that it possesses, and its maximum hit points fall by an equal number



until the target completes a short or long rest.

## Earth Lock

*2nd-level transmutation (druid, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M (a diamond chip worth at least 50 gp, embedded in a piece of charcoal)

**Duration:** 1 hour

You cause a 1' length of subterranean tunnel to constrict, essentially closing the passage. If you are within 5' of the *earth lock*, you can use an action to open or close it. The spell affects only naturally occurring tunnels or worked tunnels that are surrounded on all sides by unworked, natural earth and stone. You can affect a tunnel of up to 10' diameter.

A creature can attempt to force the *earth lock* open by making a DC 20 Strength check, and a *knock* or *dispel magic* spell will end the effect. If a creature with the tunneling trait tunnels through the *earth lock*, the spell ends.

**At Higher Levels:** If you cast this spell using a 4<sup>th</sup> level slot, it lasts 8 hours. If you cast it using a 6<sup>th</sup> level slot, it lasts 24 hours. If you cast it using an 8<sup>th</sup> level slot, it lasts 1 week.

## Earthen Limb

*2<sup>nd</sup> level transmutation (druid, ranger)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a stone that was once part of an earth elemental)

**Duration:** 1 minute

This spell creates a fully functional artificial arm or leg made out of earth, which grows from a creature you touch. The limb is fully functional and has the same Strength as the subject. It can either replace a missing limb or create a supplementary one. A supplementary limb does not damage the creature's clothing or armor when it forms, and although it doesn't allow the creature to take extra actions, it might allow it to hold additional objects, flip three switches at the same

time, step on three pieces of paper, etc.

*Earthen limb*, originally called *earthen arm*, is said to have been the creation of Lester when he was a mortal adventurer, and is almost always used to replace a creature's missing limbs.

**At Higher Levels:** If you cast this spell using a 3<sup>rd</sup> or higher level slot, its duration increases. If you use a 3<sup>rd</sup> level slot, it lasts for 10 minutes. If you use a 4<sup>th</sup> level slot, it lasts for 1 hour. If you use a 5<sup>th</sup> level slot, it lasts for 2 hours. If you use a 6<sup>th</sup> level slot, it lasts for 4 hours. If you use a 7<sup>th</sup> level slot, it lasts for 8 hours. If you use an 8<sup>th</sup> level slot, it lasts for 12 hours. If you use a 9<sup>th</sup> level slot, it lasts for 24 hours.

## Earthguard

*3rd-level abjuration (druid)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

When you cast this spell, a thin shell of earth forms over your body, protecting you from hostile effects. While the spell lasts, you gain a +2 bonus to AC and saving throws, and whenever you take damage, that damage is reduced by 3.

## Echoing Thunder

*2nd-level evocation (druid, sorcerer)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

You blast a creature you can see with thunder, which then echoes and blasts it again, possibly over and over. When you cast this spell, choose a creature you can see in range. That creature and each creature within 5' of it takes 2d6 thunder damage. When that creature makes an attack, you can use your reaction to force it to make a Dexterity save. If it fails, it and each creature within 5' of it takes 2d6 thunder damage. Once the creature makes its saving throw, the spell ends.

## Elasticity

*3rd-level transmutation (bard, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of rubber)

**Duration:** 1 hour

You touch a willing creature and its body becomes stretchy and elastic. The subject gains resistance to bludgeoning and slashing damage from nonmagical weapons. In addition, the creature can stretch its body, in whole or in part, up to 10', which effectively increases its reach by 10'.

## Elemental Swarm

*9th-level conjuration (druid)*

**Casting Time:** 10 minutes

**Range:** 200'

**Components:** V, S

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

When you cast this spell, you create a portal to an Elemental Plane of your choice at an unoccupied point in range. The portal is one-way only and does not allow travel to the Elemental Plane.

When you cast this spell and every ten minutes thereafter, 2d4 elementals of the appropriate type appear through the portal until a total of 12 have appeared. The elementals serve you faithfully until the spell ends and never attack you, even if controlled by another creature.

## Enduring Scrutiny

*3rd-level divination (paladin)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** 24 hours

When you cast this spell, choose a creature you can see in range and designate up to three particular actions. Unless that creature makes a Wisdom save, if it commits any of the designated actions during the spell's duration, you are instantly alerted to that fact, regardless of the distance between you (and even if the subject is on

another plane). You don't know which designated action it committed.

## Energy Drain

*9th-level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

You fire necrotic energy at a target in range. Make a ranged spell attack. If you hit, the target suffers 20d8 necrotic damage and it must make a Constitution saving throw. If it fails, it gains two levels of exhaustion and its maximum hit points are reduced by a number equal to the damage dealt until it completes a long rest.

## Energy Vulnerability

*3rd-level abjuration (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a tiny wooden shield, which you snap in half when casting the spell)

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

Choose one creature in range. That creature makes a Wisdom saving throw, and if it fails, it gains vulnerability to one of the following of your choice: cold, fire, lightning, thunder.

If you cast this spell on a creature that has resistance to the chosen energy type, it instead loses its resistance to that energy type for the duration of the spell. If you cast this spell on a creature that has immunity to the chosen energy type, it has no effect.

## Enervating Bolt

*4th-level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Instantaneous

You fire a bolt of necrotic energy at a single target in range. Make a ranged spell attack. If you hit, the

target suffers 6d8 necrotic damage and it must make a Constitution saving throw. If it fails, the target's maximum hit points are reduced by a number equal to the damage dealt until it completes a long rest.

**At Higher Levels:** When you cast this spell using a slot of 5<sup>th</sup> level or higher, the damage increases by 1d8 per slot level above 4<sup>th</sup>.

## Enhance Familiar

*3rd-level transmutation (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You touch your familiar and magically enhance it. It gains advantage on all attacks, saves, and checks, and its current and maximum hit points increase by 10. If your familiar is reduced to 0 hit points, this spell ends, even if you summon it again.

## Entangling Force

*7th-level evocation (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a series of lengths of fishing line woven into a net)

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

You create a burst of force in a 10' radius sphere centered on a point you can see in range. Each creature in the area must make a Dexterity save, suffering 7d8 force damage on a failure or half that on a success. In addition, each creature that fails its save is restrained by strands of force. A creature can use its action to repeat the save; on a success, it shrugs free of the *entangling force*, but its speed is reduced to 0 until the start of its next turn.

## Enter or Exit Microverse

*8<sup>th</sup> level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (any object from the Microverse, if entering, or from the regular scale universe, if exiting the Microverse, neither of which a focus can substitute for)

**Duration:** Instantaneous

When you cast this spell, choose up to six creatures you can see within range. Each of those creatures is sent into the Microverse, an entirely different version of the universe that exists on a microscopic scale. An unwilling creature may attempt a Wisdom saving throw to resist the spell.

The Microverse is impossible to exit without this spell or similar powerful magic. Creatures in the Microverse might be in their own sanctum, but be unable to recognize their surroundings.

## Entice Gift

*2nd-level enchantment (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** 1 round

Choose a creature you can see in range. Unless it is immune to the charmed condition, that creature must make a Wisdom save; if it fails, it is overwhelmed by a compulsion to give you whatever it is holding. On its next turn, the creature must use its movement and, if necessary, its action to Dash to within 5' of you in order to offer it to you. You can use your reaction to take the offered objects. Once the spell ends, the target acts normally.

## Erase

*Transmutation cantrip (bard, cleric, druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Instantaneous

You can erase up to one page of nonmagical writing or written, drawn, or painted art you can see in range. If the writing or art is not on a page, you can erase up to 100 characters, 25 words, or a single work of art that fits entirely within a 3' x 3' square. If the artwork doesn't fit within such a square, you can erase a 3' x 3' portion of a single piece of artwork.

*At Higher Levels:* If you cast this spell using a 1<sup>st</sup> or higher level slot, you can also erase magical writing created by a spell slot up to two levels higher than that you used to cast *erase*.

## Essence

*4th-level necromancy (warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (the organ being targeted)

**Duration:** Permanent

This horrible spell allows you to absorb the essence of an organ into yourself. The organ must be cut from a living creature (which requires that it be helpless) or a creature that died within the last minute. *Essence* reduces the organ to a viscous, grey, oily liquid roughly 1/8 the mass of the original organ, and retains its potency for only 1d4 rounds after it is created. If a creature uses an action to drink the fluid, it must make a saving throw against your spell save DC or suffer 8d6 points of poison damage and become poisoned for one hour. If it succeeds on the save, however, the creature gains 1% of the organ's properties. For example, a wizard using this spell could gain darkvision by using this spell 100 times on the eyes of creatures with darkvision. Along the way, the wizard would gain a lesser version of darkvision that gradually improved as he

consumed more eyes. Some abilities are not available until the caster has consumed a full 100 sets; the DM will adjudicate in all cases.

A creature with three or more new organs, at least one of which is visually apparent, takes on the monstrosity type, though its statistics do not otherwise change.

## Estelias' Body

*5th-level conjuration (bard, wizard) (ritual)*

**Casting Time:** 1 minute

**Range:** 300'

**Components:** V, S

**Duration:** 1 week

You conjure a corpse that exactly resembles you, including having copies of any gear that you wear or carry. You can choose which parts of the conjured body-and-gear, if any, radiate magic. You can also decide what apparent cause of death, if any, the body shows.

Duplicated items other than nonmagical clothing are nonfunctional; for example, armor is too weak to provide protection, weapons shatter when used, coins lose their luster and fade to a nonmetallic whitish color when someone attempts to spend them, and so forth.

When the spell ends, the body and everything that was conjured with it vanishes.

*At Higher Levels:* If you cast this spell with a 7<sup>th</sup> or higher level slot, the duration is permanent.

## Estelias' Casual Remark

*4<sup>th</sup> level enchantment (wizard)*

**Casting Time:** 1 bonus action

**Range:** 30'

**Components:** V

**Duration:** 30 days or until triggered

Casting this spell is extremely subtle, and it is not obvious that you are doing so. A creature that wins a Wisdom (Insight) contest opposed by your Charisma (Deception) check can tell that you have cast a spell, but otherwise, there is no sign that you are working magic, for the verbal component sounds merely like a casual remark.

When you cast this spell, choose up to six creatures that can hear you within 30'. Each creature must make a Wisdom save, or else you choose a condition that will cause the subject to later recall a remark you make that is up to 20 words long. At any point before the spell ends, if the condition occurs, the remark rises to the surface of the mind of the subject.

The condition you set must rely on the perceptions of the targets. If the condition occurs unbeknownst to the target, the memory isn't triggered.

If a spell would erase or modify the memory of the remark, the true remark still rises to the creature's consciousness if the condition triggers.

*At Higher Levels:* If you cast this spell using a 5<sup>th</sup> or higher level slot, the maximum duration increases by 30 days per level of the slot above 4<sup>th</sup>.

## Evolve Undead

*6th-level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

This spell evolves a single undead creature that you touch. The undead gains the following benefits:

- Its maximum hit points increase by 10.
- Its Armor Class increases by 2.
- Two ability scores appropriate to the undead increase by 2.
- It gains one saving throw proficiency appropriate to the undead.

These changes may affect its Challenge Rating, which may in turn affect its proficiency bonus. Any given undead can only be the target of this spell once.

*At Higher Levels:* When you cast this spell using a slot of 7<sup>th</sup> or higher level, you can affect a given undead with it one additional time per slot level above 6<sup>th</sup>.

## Exacting Utterance

*2nd-level transmutation (cleric)*

**Casting Time:** 1 bonus action

**Range:** 25'

**Components:** V

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

You call out a curse on a single creature you can see in range, which must make a Wisdom save or be affected by your *exacting utterance*. While it is affected, whenever the creature takes damage from a melee weapon attack, it takes extra damage equal to your spellcasting ability bonus, and the creature that hit it gains temporary hit points equal to your spellcasting ability bonus. At the end of each of its turns, the creature can repeat the save, ending the effect on a success.

## Exhortation to Battle

*9th-level enchantment (bard)*

**Casting Time:** 1 bonus action

**Range:** 50'

**Components:** V

**Duration:** Instantaneous

Each creature that you choose in range makes a single melee weapon attack.

## Extra Eye

*6th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

You magically create a human-sized eyeball on any physical surface, including on another creature. You must succeed on a melee spell attack to place the *extra eye* on an unwilling creature or an object worn or carried by one.

You can see through the *extra eye* as if it were your own, though you must focus on it to do so. If both your natural eyes and your *extra eye* examine the same object or area simultaneously, you gain advantage on any Wisdom (Perception) check you make that relies on vision.

If the *extra eye* is placed somewhere that lacks activity, you will notice movement that passes before it even if you aren't focused on it. If the *extra eye* is placed behind you, you can't be flanked by creatures that you can see.

You aren't subject to gaze attacks via the *extra eye*. In fact, if faced with a gaze attack, you can close your eyes and guide yourself with the *extra eye* without penalty.

The eyeball itself can't be physically destroyed unless the creature, surface or object it is on is destroyed. If this happens, you suffer 1d6 damage and are blinded for 1 minute, though you can make a DC 15 Constitution save at the end of each of your turns to end this effect.

## Extraordinary Intellect

*9th-level divination (bard, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 24 hours

You touch a willing creature in range. That creature becomes possessed of the ability to magically search its mind for information at lightning speed, giving it extraordinary powers of reasoning, deduction and memory. It has advantage on all Intelligence checks and saves. In addition, it can perfectly recall anything it has experienced within the last year and can perform mathematical calculations ten times as fast as normal. In addition, it can magically speak any language it hears for at least 1 minute.

## Extraordinary Luck

*5th-level transmutation (Luck domain)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a holy symbol)

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

When luck is on someone's side, that person virtually cannot fail. Choose one creature within range. While this spell lasts, when that creature has advantage, it may roll three dice instead of two

and select the best one.

**At Higher Levels:** When you cast this spell using a 7<sup>th</sup> or higher level slot, its duration increases. With a 7<sup>th</sup> level slot, the duration is concentration, up to 10 minutes; with a 9<sup>th</sup> level slot, the duration is concentration, up to 1 hour.

## Eyes of the Victim

*6th-level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

When you cast this spell, choose up to three creatures you can see in range. Each target must make a Constitution save, suffering 3d10 necrotic damage on a failure or half that on a success. In addition, a target that fails the save is blinded and suffers from blindness contagion. While suffering from this contagion, each creature that starts its turn within 5' of the target must make a Constitution save or become blinded and suffer from blindness contagion.

At the end of each of its turns, an afflicted creature can repeat the save, ending the effect on a success. However, it can become afflicted again if it starts its turn too close to another affected creature.

## Face One's Own Death

*4th-level divination (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S

**Duration:** Instantaneous (see text)

Choose one creature you can see in range. That creature is confronted with a powerful momentary foreshadowing of its own death and must make a Wisdom save, suffering 5d10 psychic damage on a failure or half that on a success. In addition, if the target fails, unless it is immune to the frightened condition, it has disadvantage on attacks and checks until the end of its next turn.

## False Food

*4th-level transmutation (druid) (ritual)*

**Casting Time:** 10 minutes

**Range:** 180'

**Components:** V, S, M (a hollow ball made of rice paste)

**Duration:** Permanent

All food in a 30' cube you can see in range is transformed so that when most creatures eat it, they feel full for a short time, but gain no nourishment or sustenance from it. This spell affects both stored food and food still on the plant, but not living animals.

When you cast this spell, you can designate any number of creatures that are unaffected by it. Such designations must identify the creatures using only visible qualities.

## False Lie

*2nd-level illusion (bard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (the tongue of a snake)

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

When you cast this spell, you target one creature you can see in range. It must make a Wisdom save or else it seems deceptive to all other creatures. If it speaks to other creatures, those creatures must make Wisdom saves against your spell save DC or assume that the target is lying.

A creature that uses magic to determine the veracity of the target may make a Wisdom save against your spell save DC, and if it succeeds, it realizes that the subject is under the effects of this spell.

## Famish

*4th-level necromancy (druid, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a specially-prepared cake that is composed of a thin shell around a hollow core)

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

Choose one creature in range. That creature must make a Constitution save or else it begins to starve as if it hadn't eaten in days. It gains one level of exhaustion, and until the spell ends, it gains an additional level of exhaustion at the end of each of its turns. After gaining that level of exhaustion, the creature repeats the save, ending the spell's effect on a success. (The creature never has disadvantage on this save due to exhaustion.)

## Fantastic Inspiration

*3rd-level transmutation (bard, cleric, paladin)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

When you cast this spell, choose up to 3 willing creatures you can see in range. While the spell lasts, each willing creature can spend its inspiration to take an extra action on its turn, rather than to gain advantage on an attack, save or check.

**At Higher Levels:** When you cast this spell using a 4<sup>th</sup> or higher level slot, you can target one additional creature per slot level above 3<sup>rd</sup>.

## Far Strike

*2nd-level transmutation (bard, cleric, paladin, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

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

You touch a melee weapon and imbue it with the magical ability to strike at a distance. As long as

the spell persists, the weapon has a melee reach of 60'.

## Fate of One

*7th-level divination (bard, cleric, wizard)*

**Casting Time:** 1 reaction, which you take in response to yourself or an ally that you can see within 60' missing an attack, failing an ability check or failing a saving throw

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

Your powers of divination give you a momentary burst of near-omniscience, allowing the target to reroll the failed attack, ability check or save with a +3 bonus.

## Fear Made Flesh

*8th-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S

**Duration:** 1 minute

When you cast this spell, choose one creature you can see in range. That creature must make a Wisdom save. If it fails, you pull fear and horror from the subject's mind and transform it into a physical form- a horrible beast suggestive of the target's worst fears and most deadly enemies. The beast manifests adjacent to the creature from which it is conjured. The creature from which it is conjured is frightened of the beast.

When you first conjure the beast and as a bonus action each round after you cast this spell, you can make the beast attack one creature within 10' of it. Make a melee spell attack; if you hit, the target of the attack suffers 10d6 psychic damage and must make a Wisdom save, becoming frightened of the beast on a failure. If the target was already frightened, it instead falls to 0 hit points on a failure, and if it fails by 4 or more, it dies of fright.

The beast has AC 20 and 100 hit points. It is immune to damage from frightened creatures and

has resistance to bludgeoning, piercing and slashing damage that isn't magical. It is immune to the charmed, frightened, paralyzed, petrified and poisoned conditions, and is not subject to exhaustion. When you summon the beast, you can choose to make it Small, Medium, Large or Huge. There must be enough unoccupied space adjacent to the creature from which it is summoned for it to appear or the spell fails.

## Fee

*1st-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a symbol of authority, such as a writ, badge or uniform, which a spell focus cannot substitute for)

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

You station yourself at a bridge, road or gateway, bearing a symbol of authority. Until the spell ends, each creature that isn't immune to the charmed condition that passes through the place you have stationed yourself is magically compelled to first pay you a fee of 1 cp (or equivalent) per person, 1 sp per mount or beast or burden, and 4 sp per wagon and team. Such a creature may make a Wisdom save, negating the effect on it on a success, but if it fails, it pays unless it doesn't have the requisite fee.

If a group turns back, members of that group that failed their saves are magically compelled not to attempt to circumvent you while you can see them.

You may station yourself at a road, bridge or gate up to 12' wide.

Affected creatures are in no way restricted from attacking you once they pay your *fee*.

**At Higher Levels:** When you cast this spell using a 2<sup>nd</sup> level spell slot, the maximum width of the road, bridge or gate is 16'. When you use a 3<sup>rd</sup> level slot, it increases to 20'. When you use a 4<sup>th</sup> level slot, you can station yourself at a crossroads up to 20' square. When you use a 5<sup>th</sup> level slot, the maximum dimension increases to 30'. When you use a 6<sup>th</sup> level slot, it increases to 40'. When you



use a 7<sup>th</sup> level slot, you can station yourself in any public area and claim your fee from anyone passing through your space, which can be up to 40' square. When you use an 8<sup>th</sup> level slot, the maximum dimension increases to 50'. When you use a 9<sup>th</sup> level slot, it increases to 60'.

## Feedback

*4th-level abjuration (warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small cracked mirror)

**Duration:** Until triggered

*Feedback* piggybacks onto an existing magical aura. When you cast it, one magic item or in-place magical effect that you touch is warded against divination. The next time the item is subject to any divination spell, such as *detect magic*, *scrying* or *locate object*, the caster of the divination is blasted by magical feedback. It must make a Wisdom saving throw, suffering 10d4 points of force damage on a failure and half that on a success, and the divination spell that triggered the *feedback* is dispelled.

Some casters use this spell frequently, locking down every magical ward in their lair with *feedback*, but they rapidly discover how easy it is to trigger their own *feedback* spells by accident.

## Fell

*Transmutation cantrip (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, choose one creature you can see in range. That creature must succeed on a Dexterity save or fall prone.

## Ferocious Transformation

*3rd-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

If you *wild shape* after casting this spell, your beast form gains the following traits, in addition to its normal traits and abilities.

- *Brute:* Your melee weapon attacks deals one extra die of damage.
- *Resilience:* You gain a +2 bonus to AC and +2 hit points per Hit Die.

The bonuses apply even if you transform into different beast forms more than once during the duration.

## Fey Lantern

*3<sup>rd</sup> level enchantment (bard, druid, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a live glow worm)

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

This spell creates an ephemeral globe of green light at a point you can see in range. This globe sheds dim green light in a 15' radius. This light distracts and compels creatures near it. A creature that starts its turn within the radius of the light automatically moves 5' toward it. In addition, that creature must make a Wisdom save. If it fails, the distraction caused by the light gives that creature disadvantage on attacks and checks until the start of its next turn.

On your turn, you can use a bonus action to move the *fey lantern* up to 30'. You can also use an action to cause the lantern to pulse. If you do so, each creature in the light must make a Wisdom save. If it fails, it must use its reaction to move 5' toward the lantern.

## Fiendskin

*2nd-level abjuration (paladin)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You must be evil aligned to cast this spell, and casting it is an evil act.

When you cast this spell, you touch a willing creature you can see in your reach. Until the spell ends, whenever a good creature damages the target with a weapon attack, the damage is reduced by 5.

## Fiery Curtain

*7<sup>th</sup> level evocation (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a bit of phosphorus)

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

You create a blazing wall of fire on a solid surface within range. The wall can be up to 120' long, 50' high, and 1' thick. The wall is opaque and lasts for the duration. Trying to pass through the wall requires a creature to use an action to make a Strength check against your spell save DC. A creature making the attempt suffers 5d8 fire damage, regardless of whether it succeeds. If its Strength check is successful, it passes through the wall. If it fails, the creature fails to pass through the wall.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, the creature takes 5d8 fire damage, or half as much on a successful save. A creature that fails its save is also blinded until it ends its turn at least 30' from the wall and for 1 minute thereafter. It can repeat the saving throw at the end of each of its turns, provided that it is not within 30' of the wall, ending the blindness on itself on a success.

A creature that starts or ends its turn within 30' of the wall must make a Constitution save, taking 5d8 fire damage and becoming blinded on a failure or taking half damage and not being blinded on a success. A creature that both starts

and ends its turn within 30' of the wall suffers this effect twice. A creature blinded in this way remains blinded until it ends its turn at least 30' from the wall and for 1 minute thereafter. It can repeat the saving throw at the end of each of its turns, provided that it is not within 30' of the wall, ending the blindness on itself on a success.

Ranged attacks and spells can pass through the *fiery curtain*, but any weapon passing through takes 5d8 damage and gains 1d4 wear points.

## Filch

*6th-level conjuration (bard, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You attempt to touch an object within your reach. If it is worn or carried by another creature, you must succeed on a melee spell attack against that creature. If you touch the chosen object, it is teleported to a location of your choice within 100 miles.

**At Higher Levels:** When you cast this spell using a 7<sup>th</sup> or higher level slot, the range you can teleport the item increases by 100 miles per slot level above 6<sup>th</sup>.

## Fist of Stone

*Transmutation cantrip (druid, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

You momentarily turn one of your hands as hard as stone, which also fills it with immense strength. Until the start of your next turn, you gain the following benefits:

- If you grasp a creature or object in your stone hand, you have advantage on saves and checks made to retain your grip on it.
- You can use an attack to strike with your *fist of stone*, making a melee spell attack for 1d8 + your Strength bonus bludgeoning damage.

## Fizzle Bump

*6<sup>th</sup> level abjuration (bard, cleric, wizard)*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S

**Duration:** 24 hours

This spell shields the magical emanations you produce when casting spells, preventing them from being wasted when circumstances might otherwise cause them to fizzle. While it lasts, whenever you expend a spell slot to cast a spell that doesn't take effect, such as one that is *counterspelled*, has no valid target, or is cast in an area that prevents it from functioning, you regain an expended spell slot two levels lower than the one used to cast the spell that fails, to a maximum of a 4<sup>th</sup> level slot.

## Flameburst

*2<sup>nd</sup> level evocation (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self (10' radius)

**Components:** V, S

**Duration:** Instantaneous

Blasts of flame burst forth from your body. Each creature of your choice within 10' of you must make a Dexterity save, suffering 4d6 fire damage on a failure or half that on a success.

## Flare

*Evocation cantrip (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, choose a point you can see in range. Bright light bursts from that point. Each creature within 5' of that point must succeed on a Dexterity save or be blinded until the end of your next turn.

## Fleetness

*Transmutation cantrip (bard, druid, wizard)*

**Casting Time:** 1 bonus action

**Range:** 30'

**Components:** V, S

**Duration:** 1 round

When you cast this spell, choose a creature you can see in range. Until the end of your next turn, that creature's speed increases by 15', to a maximum of double its normal speed.

## Flensing

*8<sup>th</sup> level transmutation (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (an onion)

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

When you cast this spell, choose one creature you can see in range that has flesh. You magically cause strips of flesh to peel away from its body in thin layers, as if you were peeling an onion. While the spell lasts, at the start of each of the target's turns, it must make a Constitution save. If it fails, it suffers 6d6 points of slashing damage and is incapacitated until the start of its next turn. If it succeeds, it suffers half damage and is not incapacitated.

## Fleshflow

*7th-level transmutation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a bit of wax)

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

This spell was originally created by the infamous ethros wizard Zsaddy the Sadist. When you cast it, you choose up to three creatures in range, each of which must make a Constitution saving throw. If it succeeds, it is unaffected. If it fails, its flesh begins to melt and flow like wax, causing it horrible pain and potentially terribly disfiguring it.

Each round that a creature is affected by this

spell, it may repeat the save, ending the effect on a success. On a failure, and on the first round after an initial failed saving throw, roll on the chart below to see what terrible fate befalls it.

<i>D% Roll</i>	<i>Effect</i>
01-60	4d12 damage.
	2d12 damage and its eyes fuse shut, permanently blinding it.
61-65	2d12 damage and its ears fuse shut, permanently deafening it.
66-70	2d12 damage and the fingers on one hand fuse together, rendering them useless.
71-75	2d12 damage and its face melts, giving it a horrific appearance.
76-80	2d12 damage and the creature has disadvantage on Strength attacks, saves and checks until it completes a short or long rest.
81-85	2d12 damage and the creature has disadvantage on Dexterity attacks, saves and checks until it completes a short or long rest.
86-90	2d12 damage and the creature has disadvantage on Constitution attacks, saves and checks until it completes a short or long rest.
91-95	2d12 damage and the creature's genitals are melted and fused beyond use.
96-00	2d12 damage and the creature gains a hunched back, permanently reducing its speed by 10'.

The effects of *fleshflow* are permanent and highly traumatizing. It requires either extensive surgery from a very skilled surgeon or powerful magic to reverse or repair its effects. Conventional healing is insufficient, as this spell doesn't actually wound the body in a conventional way.

## Focus Effort

*3rd-level enchantment (bard, cleric)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

Choose one creature you can see in range and one skill or tool proficiency. The target can apply twice its proficiency bonus where appropriate with the skill or tool.

Alternatively, you can choose a weapon proficiency for a target. In this case, the target can apply its proficiency bonus to damage with that weapon.

## Fog Bank

*3<sup>rd</sup> level conjuration (druid, ranger)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Concentration, up to 8 hours

When you cast this spell, choose one object in range that isn't being worn or carried by an unwilling creature. Until the spell ends, that object emanates thick fog in a 100' cylinder 30' high. The fog spreads around corners. The fog heavily obscures its area until the spell ends or it is dispersed by a sustained wind of at least 40 miles per hour.

## Follow Sorcery's Trail

*3rd-level divination (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (100 gp worth of finely ground diamond dust, which the spell expends)

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

To use this spell you must have already detected a magical spell via *detect magic* or other similar means. When you cast *follow sorcery's trail*, you examine that detected magical aura and can

observe a sparkling golden trail that leads in the direction the caster of that effect went after casting it. The spell being examined need only be in range on the round that you cast this spell; thereafter, you can follow the trail at your normal speed. If you move faster than your normal speed (for example, by using the Dash action), you lose the trail.

Teleportation foils *follow sorcery's trail*, as do effects that ward or mask the spell's caster against divinations.

## Follow the Leader

*4th-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S, M (a musical instrument that you are proficient in, which you must play throughout the spell's duration)

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

You magically compel creatures of your choice in range to follow you. You can choose up to six creatures in range, each of which must make a Wisdom saving throw unless it is immune to the charmed condition. If the save succeeds, the spell has no effect on that creature. Each creature that fails its save takes no actions or reactions except to follow your steps, provoking opportunity attacks normally. The spell's subjects attempt to form a line behind you, and you can lead them where you will. If you move somewhere that a subject of the spell cannot safely go (such as into the air or underwater), the creature can repeat the save to break free of the spell. In addition, the spell ends for a subject that takes damage.

## Fool's Speech

*3rd-level divination (bard, ranger, warlock, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a small whistle made of bone)

**Duration:** 8 hours

Choose up to six creatures in range when you cast this spell. Those creatures are empowered with a special, secret language that sounds like sing-song babbling to those not affected. While the recipients can understand each other perfectly, the *fool's speech* is not otherwise recognizable as a language, and effects such as *comprehend languages* or *tongues* will not translate it.

**At Higher Levels:** When you cast this spell using a slot of 4<sup>th</sup> or higher level, you can affect an additional three creatures per slot level above 3<sup>rd</sup>.

## Force Orb

*4th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

You create an orb of force that propels itself at a point within range and explodes. Each creature in a 15' radius of a point within range must make a Dexterity saving throw, suffering 4d10 force damage on a failure or half that on a success. In addition, each creature that failed its saving throw is bound by shards of force and has its speed reduced to 0. At the end of each of its turns, it can repeat the save to end this effect.

**At Higher Levels:** If you cast this spell using a slot of 5<sup>th</sup> level or higher, the damage increases by 1d10 per level of the slot above 4<sup>th</sup>.

## Force Shape

*5th-level transmutation (wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

Developed by Arion the Archmage, this spell allows you to alter the shape of one force effect in range. For example, you can put a hole in a *wall of force*, disable an enemy *Mordenkainen's sword*, and so forth. While this spell is in effect, you can spend an action on your turn to reshape the targeted force effect again.

## Forceful Repulsion

*3rd-level evocation (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a pair of magnets)

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

While this spell persists, you can use a bonus action on your turn to repel one creature within 15' of you. That creature makes a Strength saving throw. If it fails, it is pushed backward directly away from you. The distance it is pushed depends on its size: gargantuan or larger, 10'; huge, 15'; large, 20'; medium or smaller, 30'. If the target fails its save by 5 or more, it also falls prone.

## Forget

*2nd-level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Permanent

Choose one creature in range. That creature must make a Wisdom saving throw, forgetting the last minute on a failure. A creature that fails its save feels as though it was distracted or daydreaming, and does not realize that it is missing time.

**At Higher Levels:** If you cast this spell with a slot of 3<sup>rd</sup> or higher level, you can target one additional creature per slot level above 2<sup>nd</sup>.

## Foul Cloud

*4th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 450'

**Components:** V, S

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

You create a nearly invisible cloud of gas in a 40' radius sphere centered on a point in range you can see. The cloud spreads around corners. Any creature in the gas feels light-headed and short of breath, and begins to feel very tired. A creature that ends its turn in the cloud gains a level of

exhaustion. Each time it ends its turn outside of the cloud, it loses one level of exhaustion gained from the cloud.

## Fountain of Flame

*1st-level evocation (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

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

Choose a point you can see in range. A fountain of flames erupts from that point, shooting fire in a 10' radius cylinder 20' high. Each creature in the area must make a Dexterity saving throw, suffering 2d6 fire damage on a failure and half that on a success. In addition, any creature that enters or starts its turn in the cylinder takes 1d6 fire damage. Unattended flammable objects in the cylinder catch fire. The cylinder is considered difficult terrain.

## Francisco's Devious

### Countermeasure

*5th-level abjuration (wizard)*

**Casting Time:** 1 bonus action (but see text)

**Range:** Self

**Components:** V, S

**Duration:** See text

This spell helps counter attempts to counter and dispel another spell. After you cast it, unlike most bonus action casting time spells, you can still cast another spell of 1<sup>st</sup> or higher level with an action on your turn. If you do, *Francisco's devious countermeasure* “piggybacks” onto that spell. Any creature that attempts to counter or dispel that spell suffers 4d10 force damage.

*Francisco's devious countermeasure* remains in place until the other spell ends.

## Francisco's Reprisal

*3rd-level evocation (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

Until this spell ends, whenever a creature breaks your concentration with an attack, that creature suffers 2d10 lightning damage.

In addition, if a spell breaks your concentration, the caster of that spell suffers 2d10 lightning damage.

**At Higher Levels:** If you cast this spell using a slot of 5<sup>th</sup> or higher level, the damage increases by 1d10 per two slot levels above 3<sup>rd</sup>.

## Fraught with Failure

*7<sup>th</sup> level enchantment (bard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You sing a mocking song that saps the target's will, rendering it ineffectual and immobile. Make a melee spell attack against the target. If you hit, the target takes 4d6 psychic damage, and it automatically fails the two next attack rolls and/or ability checks it makes during the spell's duration and has disadvantage on further attacks and checks until the spell ends. In addition, the target's speed is reduced to 0 until the spell ends.

If you miss, the target takes half damage, has disadvantage on attacks and checks and has its speed reduced by 10' until the end of its next turn, at which point the spell ends.

## Frisky Chest

*2nd-level transmutation (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a dried frog's leg, a feather and a fish scale)

**Duration:** 1 week

You enchant a chest, bag, book or other nonliving object that closes, no larger than a 10' cube. When any creature other than you comes within three feet of the enchanted object, it instantly sprouts appendages and moves away from the approaching creature at a rate of 90' per round (effectively taking the Dash action each turn). The object can run, fly or swim, depending on whichever is the most advantageous. Only if the object spends a full round with no creature other than you within 10' will it settle down in place. If a creature other than you approaches it again, the process repeats.

The enchanted object will only move through open spaces, and it cannot open doors, windows or the like. Attempts to hit it, including grappling attempts, treat it as AC 12 due to its jerky movements (or its normal AC, if the object has a higher AC). If grappled, its escape roll is at +4. If the object is destroyed, grappled, restrained or otherwise forced to remain in place for 3 rounds while it is trying to flee, the spell ends.

You can only have one *frisky chest* active at a time.

**At Higher Levels:** If you cast this spell using a 4<sup>th</sup> or higher level spell slot, you can have one additional *frisky chest* active per two slot levels above 2<sup>nd</sup>.

## Frost Aura

*9<sup>th</sup> level evocation (druid)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a piece of ice)

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

This spell allows you to radiate an aura of intense magical cold. When you cast it, you choose how

far the aura extends around you, to a maximum of 20' in all directions. You can change the aura's size as a bonus action, including reducing it to 0'. At the start of your turn, the aura deals 4d10 cold damage to each creature in it.

In addition, while the spell lasts, the following effects apply.

- You gain immunity to cold.
- Any time a spell that deals fire damage affects anything inside the aura, you roll 1d20 + your spellcasting ability modifier with a DC of 10 + the level of the spell. If you succeed, the spell fails to take effect.
- Any time a fire effect that isn't a spell damages a creature in the aura, that creature gains resistance to the damage. (If you reduce the aura to 0', you still have resistance to fire damage.)
- At the end of your turn, any nonmagical fires in the aura go out.
- Each time a manufactured weapon hits you, the creature wielding it must make a Constitution save, or the weapon shatters after dealing damage to you. If the weapon is magical, it gains advantage on the saving throw.
- Each time a creature hits you with a natural weapon, it suffers 4d10 cold damage.

## Frostburn

*5th-level evocation (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a coal and a piece of ice)

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

You cause blue-green flames to run through a 30' cube centered on a point you can see in range. Once per turn, each creature that enters or starts its turn in the cube takes 3d6 cold and 3d6 fire damage. In addition, the area of the cube is difficult terrain.

A creature that ends its turn within 10' of the cube but that didn't take damage from it on its turn takes 1d6 cold and 1d6 fire damage.

**At Higher Levels:** If you cast this spell using

a 7<sup>th</sup> or higher level slot, the cold and fire damage each increase by 1d6 per two slot levels above 5<sup>th</sup>. This applies both to damage a creature takes from entering or starting its turn in the cube and to damage a creature takes from ending its turn near the cube.

## Fumble

*4th-level transmutation (Luck domain)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a holy symbol)

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

When you cast this spell, you cause up to six creatures within range to have terrible luck with their attacks. Each victim of this spell automatically misses and scores a fumble on any attack roll of 1-3. In addition, when rolling the severity of its fumble, the target rolls an additional 1d6 and discards the low die.

## Fuzzy Head

*2nd-level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

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

Choose one creature in range that you can see. That creature must make a Wisdom saving throw or else its head suddenly feels fuzzy and the target is filled with mild confusion. At the beginning of each of its turns, the target repeats the save, losing any concentration it is maintaining on a failure. The target can use an action to attempt to clear its head by repeating the save, ending the effect on a success.

## Genderbend

*Transmutation cantrip (bard, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a lock of hair from a member of the opposite sex)

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



Your gender changes until this spell ends. While your gender is reversed, you are sterile.

## Getaway

*2nd-level enchantment (bard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a fox's tail)

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

This spell helps you elude pursuers by causing them to run down blind alleys, make wrong turns at intersections and bypass obvious directional indicators during a chase. Any pursuer who loses sight of you must make a Wisdom saving throw or suffer the effects of this spell. Once it has lost sight of you, whenever an affected creature is presented by a choice in directions has a 50% chance of going the wrong way, even in the face of physical evidence (such as a dangling rope or an open door) as to your true path.

## Ghostform

*8<sup>th</sup> level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S

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

You transform yourself, along with all the equipment you carry or wear, into a ghostly, insubstantial form. If you drop an object, it returns to normal (non-ghostly) form. While in *ghostform*, you gain the following traits.

- You and your gear are weightless.
- You do not need to breathe to survive, though you must breathe to speak.
- You gain a fly speed equal to your walking speed.
- You can pass through creatures or objects as if they were difficult terrain. You cannot pass through lead or orichalcum in this way, and if you end your turn inside an object, you suffer 1d10 points of force damage.

- You gain resistance to nonmagical bludgeoning, piercing, and slashing damage, as well as to acid, cold, fire, lightning, poison, and thunder damage.
- You are immune to the grappled and restrained conditions.
- You cannot physically touch or manipulate other creatures or objects easily. You can only touch creatures or objects when using a magic item or spell.

## Ghoul Gauntlet

*4th-level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

When you cast this spell, make a melee spell attack against one creature. If you hit, that creature suffers 3d6 necrotic damage and must make a Constitution save, suffering no further effect on a success. If it fails, at the start of each of its turns, it takes 3d6 necrotic damage. At the end of each of its turns, it may repeat the save, ending the effect upon succeeding twice.

The spell ends if the target is subjected to an effect that removes a disease, *dispel magic* or *remove curse*.

If the target falls to 0 hit points while affected by this spell, it dies and rises as a ghoul at the start of its next turn. You can control the ghoul by using an action to give it a command, which it must obey for 1 minute. However, the ghoul hungers to escape any restraint that you place upon it.

Casting this spell is an evil act.

## Ghoul Touch

*2nd-level necromancy (sorcerer, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a small scrap of cloth taken from clothing worn by a ghoul, or a pinch of earth from a ghoul's lair)

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

This spell imbues your touch with the power of the undead. You can use your action to make a melee spell attack against a creature within your reach. If you hit, the target must make a Constitution saving throw or become magically paralyzed for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. You can continue to attack with this spell, but once you have hit three times, the spell ends.

**At Higher Levels:** When you cast this spell using a slot of 3<sup>rd</sup> or higher level, you can hit one extra time per slot level above 2<sup>nd</sup> before the spell ends. In addition, if you use a slot of 4<sup>th</sup> or higher level, the duration becomes concentration, up to 10 minutes. If you use a slot of 6<sup>th</sup> or higher level, the duration becomes concentration, up to 1 hour. If you use a slot of 8<sup>th</sup> level or higher, the duration becomes concentration, up to 8 hours.

## Giant Size

*7th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (the scale of a dragon or three hairs from a giant)

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

You touch a willing creature in range and cause it to grow to enormous size, becoming 6 times as large in each dimension and 36 times as heavy. The target's size category increases by 4 categories, to a maximum of Gargantuan. Its natural reach increases by 15'. Its speed doubles due to the length of its stride. The target gains a +10 bonus to Strength attacks, checks and saves. Its weapon attacks do three extra dice of damage, or four extra dice if the weapon's normal damage is two dice (so a longsword deals 4d8 damage or 4d10 if wielded in two hands, and a maul deals 6d6 damage).

If the target drops any of its gear, that gear immediately shrinks back to normal size.

## Gift of Speech

*2nd-level enchantment (bard, druid)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a bit of tongue and a scrap of writing)

**Duration:** 10 minutes

This spell grants a single beast within range the ability to speak one language that you speak, along with the ability to comprehend the language to the limits of its intelligence.

## Glitterdust

*2nd-level conjuration (bard, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S, M (a pinch of ground mica)

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

You create a 10' radius sphere of glittering dust centered on a point you can see in range. A creature in the area must make a Dexterity save. If it fails, it is covered in the glittering dust. While covered in the dust, the creature is blinded and can't benefit from invisibility. It can repeat the save at the end of each turn, ending the effect on a success.

## Glyph of Fascination

*4th-level abjuration (Art domain)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M (chalk, charcoal, ink or some other writing material)

**Duration:** 1 day or until triggered

You place a magical glyph on a surface or object, which then fades into near-invisibility. A creature examining the surface or object can detect the glyph without triggering it on an Intelligence (Investigation) check, DC 20. A creature that touches the surface or object with the glyph upon it must make a Wisdom saving throw or notice a scratch and a mark where the glyph is and become convinced that the object or surface has a secret

compartment, trigger or passage near the glyph. The subject spends the next minute prodding, searching and investigating the surface or object, and then may make another Wisdom save to end the effect. Otherwise, it keeps investigating for another minute. If the affected creature takes damage, the spell effect ends.

## Golden Shower

*3rd-level enchantment (Perversion domain)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S, M (you must take a drink)

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

You unzip your trousers or open your robes and urinate at a target within 30' of you. Make a ranged spell attack. If you hit, the target takes 3d6 points of acid damage. You can repeat the attack each round on your turn as an action.

## Great Shout

*8th-level evocation (bard, wizard)*

**Casting Time:** 1 action

**Range:** Personal (60' cone)

**Components:** V

**Duration:** Instantaneous and see text

You emit an ear-splitting yell that stuns, deafens and damages creatures in a 60' cone extending from you. Each creature within the cone must make a Constitution saving throw, suffering 13d8 thunder damage, being stunned for 1d4 rounds and being deafened for 2d6 rounds on a failure. A creature that makes its save takes half damage and is deafened for 1d4 rounds. Unattended objects are also damaged, and creatures and objects made of glass, crystal or other similar brittle material have vulnerability to the damage.

## Greater Wizard Sight

*7th-level divination (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 8 hours

Your eyes glow blue and you can see magical auras within 120' of you. Unlike *detect magic*, you need not spend an action to see these auras, and you automatically learn both the school of magic, if any, of the aura and the level of the spell creating the effect, if any.

You can tell at a glance what spells are affecting a creature, object or area within range of you. This does not allow you to identify magic items.

In addition, you can see a distinctive aura surrounding spellcasters, and can tell whether a creature casts spells or has the innate spellcasting trait, whether its spells are arcane or divine, and what the highest level spell slot available to it is, if any.

## Greed's Call

*4th level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (two gold pieces, which you pass before your eyes when casting this spell)

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

When you cast this spell, choose one object you can see in range that appears to be worth at least 10 gp. That object begins to radiate a telepathic urge to possess it. Any creature within 30' of the object that can see it must succeed on a Wisdom saving throw or it will attempt to take whatever steps are necessary to possess the item. A creature that is immune to the charmed condition is unaffected by this spell. An affected creature remains affected even if it can no longer see the object or is no longer within 30' of it, but at the end of its turn, the creature can repeat the spell, ending the effect on itself on a success. A creature that makes the initial of a subsequent saving throw is immune to the effects of that casting of this spell.

**At Higher Levels:** If you cast this spell using a 5<sup>th</sup> or higher level slot, the range at which creatures are affected by the object increases by

30' for each slot level above 4<sup>th</sup>.

## Green Eyes

*2nd-level transmutation (bard, cleric, druid, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 25'

**Components:** V, S, M (a piece of green glass)

**Duration:** 4 hours

When you cast this spell, choose up to four creatures you can see in range. Each target's underwater vision is magically enhanced. It is able to see through turbidity, dim water, waterborn debris or other underwater visual impediments to twice the distance a creature without *green eyes* can.

## Guided Strike

*Divination cantrip (bard, cleric)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

When you cast this spell, choose one creature you can see in range. The next time that creature makes an attack roll before the end of your next turn, that creature can add 1d4 to the roll.

## Gunther's Kaleidoscopic Strike

*8th-level evocation (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

You shoot a thin beam of shimmering, kaleidoscopic light from your fingertips at a creature within range. Make a ranged spell attack. If you hit, you deplete the target's magical abilities, robbing it of 2d4 spell slots. Its lowest level slots are lost first. If the creature has no spell slots, but does have the innate spellcasting trait, it treats each lost spell slot as one use of a limited-

use ability, starting with those with the most uses. (For example, a creature that can cast *cure wounds*, *lesser restoration* and *bless* 1/day and *shield of faith* 3/day that suffers a loss of 5 of its "slots" will first lose its three daily *shield of faith* uses, then will have to choose which two 1/day abilities are also expended.)

## Hail of Stone

*3rd-level conjuration (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous and see text

Choose a point in range. Rocks rain down from the sky in a 20' diameter cylinder up to 40' high centered on that point. Make a ranged spell attack roll against each target in the cylinder. If you hit, that target suffers 4d8 bludgeoning damage. If you score a critical hit, in addition to all other effects, you knock the target prone.

The rocks make the ground in the area of the cylinder difficult terrain, but vanish at the start of your next turn.

## Hand of Lester

*3rd-level divination (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

You call forth a ghostly blue hand that hovers in front of you. This hand is a representative of Lester, the god of adventure. You can ask the hand three questions, and it makes a gesture to reveal what the most rewarding course of action is.

The hand can point and gesture, but makes no sound. If you ask the hand which of two passages you should go down or which of three levers you should pull, it will point. If you indicate only a single course of action, the hand might beckon or gesture you to halt.

The hand's assessment of your options is limited. First, it values reward over risk, and will

provide guidance accordingly, choosing a very dangerous passage with a great treasure over a relatively safe one with a modest reward. (However, a high risk, low reward endeavor is seen as less rewarding than a safer path to the same reward.) Second, the hand can only choose between the alternatives you present it. If you ask it which passage to follow and there is a secret treasure room that is accessed through a concealed passage that you are unaware of, then the hand will not be able to indicate that concealed passage. Finally, the hand's judgment extends only to likely events in the next hour.

If you cast the spell two or more times before finishing your next long rest, there is a 25% chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

## Hardening

*4th-level transmutation (druid, wizard)*

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V, S

**Duration:** 1 hour

When you cast this spell, you must choose to either effect one specific object (or a 20' cube of an extremely large object) or to effect all objects in a 20' radius sphere centered on a point in range.

Affected objects gain a damage threshold of 10. Each such object can take an additional 3 wear points without suffering more than cosmetic damage.

## Harmonic Chorus

*3rd-level enchantment (bard)*

**Casting Time:** 1 reaction, which you take when a creature you can see or hear within range starts casting a spell

**Range:** 90'

**Components:** V

**Duration:** Instantaneous

When an ally casts a spell with a verbal component, you can sing an accompaniment to boost that spell's power. The chosen spell is

treated as if cast with a slot one level higher, to a maximum of 4<sup>th</sup> level.

**At Higher Levels:** When you cast this spell using a slot of 4<sup>th</sup> or higher level, you can raise the effective slot of the affected spell by one additional level per slot level above 3<sup>rd</sup>. In addition, the maximum level slot you can boost the affected spell to is increased by one per slot level above 3<sup>rd</sup>.

## Hemophilia

*3<sup>rd</sup> level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

When you cast this spell, choose one creature you can see in range. That creature must succeed on a Constitution save or be affected. Until the spell ends, each time the affected creature takes damage, it gains a wound. These wounds bleed rather than closing or clotting normally. At the start of the creature's turn, it suffers 1d6 damage per wound. At the end of the creature's turn, it can repeat the saving throw, ending all wounds on itself on a success.

**At Higher Levels:** If you cast this spell using a 4<sup>th</sup> or higher level slot, you can target one additional creature per spell level above 3<sup>rd</sup>. Alternatively, you can increase the damage of each wound by 1d6 per two slot levels above 3<sup>rd</sup>.

## Heroic Interjection

*2<sup>nd</sup> level transmutation (bard, cleric)*

**Casting Time:** 1 reaction, which you take at the end of another creature's turn

**Range:** 90'

**Components:** V, S, M (a drop of quicksilver)

**Duration:** Instantaneous

When you cast this spell, choose one creature in range that can hear or see you. That creature immediately takes an action of its choice.

## Heshwat's Harness

*1<sup>st</sup> level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

This spell magically prevents the target creature from moving too far from a second creature. The second creature must be willing and must be within 30' of the target when you cast this spell.

When you cast this spell, the target must make a Wisdom save. If it fails, it can't willingly move more than 30' from the second creature. The spell ends if the target starts its turn more than 30' from the second creature, if the second creature becomes incapacitated. The target can also repeat the save at the end of each of its turns, ending the effect on a success.

## Hesitant Step

*Enchantment cantrip (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M

**Duration:** 1 round

When you cast this spell, choose one creature you can see in range. That creature must succeed on a Wisdom save or it is unable to voluntarily move unless it takes the Dash action.

## Hold Portal

*1st-level abjuration (wizard)*

**Casting Time:** 1 bonus action

**Range:** 60'

**Components:** V

**Duration:** 1 minute

You cause a door, window, gate, valve or other portal (but not a portal to another plane, a teleportation circle or the like) to become magically stuck shut. For a creature other than

yourself to open the portal, it must first use an action either to make a DC 20 Strength check to force the door or to make an Intelligence (Arcana) check with a DC of 15 + your Intelligence modifier + your proficiency bonus.

A *knock* spell will automatically dispel a *hold portal*.

## Hornung's Guess

*Divination cantrip (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 500'

**Components:** V

**Duration:** Instantaneous

Using this cantrip, which is also sometimes referred to as *Hornung's guesstimate*, you can instantly estimate the number of things in a group. You choose one group that you can see in range, such as the number of troops in an encampment, the number of gold coins in a pile of mixed treasure or the number of trees in a section of woodland. You need not see every member of the group, nor need the entire group be in range of the spell, but you must be able to see a representative proportion of the group. Thus, you could estimate the number of troops in an encampment, but not the number of troops in the larger army from which those troops came. You can estimate the number of trees in a forest as long as you know roughly the size of that forest (from seeing it from afar or on a map).

Your estimate is accurate to the nearest power of ten. Thus, if you cast this on a group of 93 people, you would guess there were 90, and if you cast it on a pile of 4,501 gp, you would estimate that there were 5,000 gp in the pile.

## Horrible Wound

*2nd-level illusion (wizard)*

**Casting Time:** 1 reaction, which you take in response to a creature you can see in range taking damage

**Range:** 90'

**Components:** V, S

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

You create a vivid illusion that the wound that the target suffers is far worse than it actually is.

Unless the target makes an Intelligence save, you can choose any critical effect that doesn't render the target unconscious, paralyzed or dead, and the target believes that it is suffering from the effect.

At the end of each of its turns after the one in which it is first affected, the target can repeat the save, ending the effect on a success.

If another creature within 5' of the target interacts with the wound, it can make an Intelligence save to realize that the wound is illusory.

## Hungry Earth

*3rd-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S, M (a tooth from a predatory creature)

**Duration:** 1 round

You cause a patch of ground 10' in diameter to open up and form a gigantic mouth with stalactite teeth. Make a melee spell attack against each creature in the area as the mouth attacks; you have advantage on this attack if the target is standing on the ground. A hit indicates 5d6 points of piercing damage, and the target is drawn halfway down into the ground and restrained (with an escape DC equal to your spell save DC).

This spell is also often known as *earthmaw*. The legends of the druids claim that it was learned from an ancient, extinct religion of heart-eating cannibals.

## Hymn of the Daring Rescue

*5<sup>th</sup> level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

Choose one willing creature in range. Until the spell ends, the creature can use an action to

teleport up to 30 feet to an unoccupied space within 5' of you.

## Ice Blight

*7th-level evocation (druid, wizard) (ritual)*

**Casting Time:** 10 minutes

**Range:** Personal

**Components:** V, S, M (a small animal that has frozen solid)

**Duration:** 1 week

You summon fearsome freezing winds, ice and snow in a 20 mile radius of the point at which you cast the spell. Grey scudding clouds gather within minutes and rain begins drizzling down. The temperature falls 40 Fahrenheit degrees per day until it is -20 degrees. Each day, conditions worsen. In arctic or wintery conditions, snow begins falling after six hours. Even in tropical conditions, it snows after 48 hours. The snow accumulates at a rate of 1" per hour until it reaches a typical height of 4' with 12' drifts. The winds build 10 miles per hour per day to a maximum of 30 mph.

An exposed creature that is not resistant or immune to cold, native to a cold climate or dressed in cold weather gear must make a Constitution saving throw for every ten minutes of exposure, suffering 1d6 points of cold damage on a failed saving throw. If the save fails by 5 or more, the creature is frostbitten and gains one level of exhaustion.

Due to the incessant blowing snow, ranged attacks and Perception checks in the open suffer disadvantage. In addition, saving throws against effects that deal fire damage have advantage.

You can recast this spell before it expires to extend the duration. If you do this continuously so that the *ice blight* lasts for 7 years, it becomes permanent.

**At Higher Levels:** When you cast this spell with an 8<sup>th</sup> or higher level slot, you can either increase the duration by 1 week or increase the affected area by 10 miles per slot level above 7<sup>th</sup>.

## Iceweb

*5th-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a bit of spiderweb)

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

You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. Each creature in the webs when they form suffers 5d6 cold damage.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Each creature that starts its turn in the webs must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature that ends its turn in the *iceweb* takes 3d6 cold damage.

A creature restrained by the webs can use its action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

## Icy Duplicates

*6th level conjuration (druid, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

You conjure four duplicates of yourself made out of ice in unoccupied spaces you can see in range. If there is insufficient space for one of the duplicates, it does not appear. The duplicates radiate chilling cold. A creature that starts its turn within 5' of one of the duplicates takes 1d10 cold

damage and has its speed reduced by 10' until the start of its next turn.

Each duplicate has an AC of 15 and 20 hit points. It is immune to cold, poison, and psychic damage and has vulnerability to fire damage.

In addition, you can use a bonus action to magically change places with one of your duplicates, teleporting into its space while it teleports into yours. The duplicate then explodes in a 5' radius sphere. Each creature in the sphere must make a Dexterity save, suffering 3d8 cold damage on a failure or half that on a success. Once the last duplicate explodes, this spell ends.

*At Higher Levels:* If you cast this spell using a 7<sup>th</sup> or higher level slot, you conjure one additional duplicate per slot level above 6<sup>th</sup>.

## Idea

*2nd-level divination (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a gold coin)

**Duration:** Instantaneous

This spell stimulates your mind, giving you a flash of insight. When you cast this, the DM reminds you of a fact that you have forgotten, overlooked or discounted, providing you with a clue concerning whatever subject you are thinking about when casting this spell.

If there are no forgotten, overlooked or discounted pieces of information, this spell fails, but you do not expend a spell slot. You can only cast this spell once for each situation or subject before completing a long rest; further attempts at gaining *ideas* about the same subject fail and do expend the spell slot.

## Illusion of Greatness

*2nd-level illusion (bard, wizard)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S, M (a platinum piece)

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



You take on a subliminal aura of power and prestige. A creature with an Intelligence of 6 or higher that sees you while within 30' of you will think you are more powerful than you actually are unless it makes an Intelligence saving throw.

When you interact with a creature affected by this spell, you gain advantage on those Charisma checks which the DM decides your apparent might applies, such as most Charisma (Intimidation) checks, some Charisma (Deception) or (Persuasion) checks, and so forth. Creatures that fail their saving throws against this spell have disadvantage on saving throws to resist or remove the frightened condition if you produce it.

## Illusory Assailant

*7th-level illusion (bard, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M (a tin replica of a sword)

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

You create a lifelike illusion of a Medium warrior anywhere within range, which immediately unleashes a flurry of attacks to distract creatures nearby. Any enemy that you can see within 10' of the illusory assailant grants advantage on attacks against it. In addition, any enemy that ends its turn within 5' of the assailant must make a Wisdom saving throw or suffer 3d8 psychic damage.

On your turn, you can use a bonus action to move the illusory assailant up to 30'.

## Illusory Obstruction

*Illusion cantrip (wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

Choose up to three 5' squares in range. Those squares become filled with an illusion of an obstruction appropriate to the terrain- rubble, thick underbrush, etc. Creatures other than you treat the obstructions as difficult terrain. A creature that touches or interacts with the obstruction, including

by entering it, receives an Intelligence save to recognize the illusion for what it is.

## Imbue With Spell Ability

*4th-level transmutation (cleric) (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (your holy symbol)

**Duration:** Concentration, up to 8 hours

You temporarily transfer one or more prepared spells and spell slots to another creature that you touch. When you cast this spell, you can transfer up to two spell levels' worth of unused spell slots and up to two levels' worth of spells, e.g. two first level spells or one second level spell. The imbued creature can cast those spells like you, using your spellcasting ability modifier. It must have any appropriate material components (or a divine focus).

You are responsible for the spells cast by the recipient of this spell, and if it does something that your deity finds objectionable, you are subject to any sanctions appropriate.

While this spell persists, you cannot access the slots and spells imbued in the other creature. When this spell ends, any remaining unused spell slots and all the prepared spells you imbued return to you.

**At Higher Levels:** When you cast this spell with a slot of 5<sup>th</sup> or higher level, the number of spell levels worth of slots and prepared spells you can imbue increases by one per slot level above 4<sup>th</sup>.

## Immolation

*7th-level evocation (druid)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You burst into extremely hot flames that give you and your carried and worn equipment immunity to fire damage. In addition, you can use your action to make a melee spell attack that deals 5d6 points

of fire damage and forces the target to make a Dexterity saving throw, catching fire on a failure. A creature that catches fire burns until a creature spends an appropriate action to extinguish it, and suffers 5d6 fire damage at the start of each of its turns.

In addition, a creature that is within 5' that hits you with a melee attack (or that hits you with a natural weapon, regardless of the distance) must make a Dexterity saving throw or take 5d6 fire damage and catch fire, as described above.

If your concentration ends, the flames surrounding you go out, but other creatures that have caught fire remain alight until extinguished.

## Impeding Permission

*4<sup>th</sup> level enchantment (cleric)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

When you cast this spell, choose up to three creatures you can see in range. Each of those creatures must succeed on a Wisdom saving throw or be affected by your *impeding permission*. Before it takes an action, an affected creature must use a bonus action to ask your permission to take that action. You can use your reaction to deny it permission; if you do, it must take a different action on its turn. (If you deny it permission to cast a spell, it cannot cast any spell; if you deny it permission to attack with one weapon, it cannot take the Attack action; etc.)

Each time you deny the creature permission to take an action, it may repeat the saving throw, ending the spell on a success.

*At Higher Levels:* When you cast this spell using a 5<sup>th</sup> or higher level slot, you may target one additional creature per slot level above 4<sup>th</sup>.

## Implacable Pursuer

*4<sup>th</sup>-level divination (ranger)*

**Casting Time:** 1 action

**Range:** 600'

**Components:** V, S

**Duration:** Concentration, up to 24 hours

Choose one creature you can see within range. That creature must make a Wisdom save or else you gain a special awareness of it. As long as it is on the same plane as you, you automatically sense the direction and distance to it and know if it is moving.

If the target moves to another plane, you learn which plane it went to, but you lose your awareness of it until you are once again on the same plane.

## Improved Magic Mouth

*3<sup>rd</sup>-level illusion (bard, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a small bit of honeycomb and jade dust worth at least 50 gp, which the spell consumes)

**Duration:** Until triggered, then 1 minute

You create a magic mouth in an object in range that isn't being carried or worn by a creature. This mouth appears when a trigger condition is met, and then speaks with your voice and personality until the spell ends. The mouth knows what you knew when you created it, and once triggered, it reacts only to speech and sound.

*At Higher Levels:* If you cast this spell using a 4<sup>th</sup> level slot, the duration is until triggered, then 10 minutes. If you cast it using a 6<sup>th</sup> level slot, the duration is until triggered, then 1 hour. If you cast it using an 8<sup>th</sup> level slot, the duration is until triggered, then 8 hours.

## Incredible Curse

*4th-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V

**Duration:** See text

You utter a curse so foul and offensive that each creature within range must make a Wisdom saving throw or swoon, falling prone and being incapacitated. Each creature repeats the save at the end of each of its turns, ending the effect on a success. In addition, the effect ends for a creature that takes damage or has a spell cast upon it.

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*Divination cantrip (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You touch a book, scroll, or other written work that fits entirely in a 5' cube and choose one word. If that word appears in the text, you instantly know each location it is found in the text.

## Inhibit

*1<sup>st</sup> level enchantment (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, choose one creature you can see in range. Creatures that can't be charmed are immune to this spell. That creature must make a Wisdom saving throw. If it fails, you inhibit it from acting. On its next turn, the creature must take the Ready action, which it knows can trigger only immediately before your next turn. (It can still move, take a bonus action, and take a free interact normally.)

## Insanity

*7th-level enchantment (bard, cleric, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S

**Duration:** Concentration, up to 24 hours

Choose one creature in range. That creature must make a Wisdom save, gaining a short-term, long-term and indefinite form of madness on a failure. If you maintain concentration for the entire duration, the indefinite form of madness becomes permanent.

## Insatiable Thirst

*2nd-level enchantment (bard, druid, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

When you cast this spell, choose up to three creatures within range. Each target must make a Wisdom saving throw or become overcome with a terrible thirst. The victim can take no actions except to drink any potable liquids within its reach. If there are no potable liquids within reach, it must use all of its actions to move towards, acquire and consume other potable liquids. At the end of each of the victim's turns, it can repeat the saving throw, ending the effect on a success.

## Insidious Rhythm

*1st-level enchantment (bard)*

**Casting Time:** 1 bonus action

**Range:** 30'

**Components:** V, S

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

You recite a foolhardy ditty, tapping your foot in time, and wink and grin at one creature in range that can see and hear you. That target must make a Wisdom saving throw; if it fails, it finds itself distracted by the endlessly recycling melody stuck

in its mind. The creature has disadvantage on Intelligence checks and cannot maintain concentration while this spell lasts.

At the end of each of its turns, the creature can repeat the save, ending the effect on a success.

## Insolent Insult

*7th-level enchantment (bard)*

**Casting Time:** 1 bonus action

**Range:** 50'

**Components:** V

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

You utter an insult so devastating and insolent that the target is utterly discombobulated. Choose one creature in range that can hear and understand you. That creature must make a Wisdom saving throw, suffering 10d8 psychic damage on a failure or half that on a success. In addition, if the target fails its save, it is so overcome with rage that it can do nothing but attempt to move closer to you and attack you in melee, but it is so careless that it has disadvantage on attacks against you. While overcome with this rage, the target is so focused that other creatures are effectively invisible to it. The creature may repeat the saving throw at the end of its turn to end the effect, but if it succeeds, you can use your reaction to taunt it, forcing it to reroll the saving throw.

## Inspirational Boost

*1st-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Until this spell ends, whenever a creature you can see within 60' uses one of your bardic inspiration dice, you can choose to give that die a +1 bonus.

## Intoxicate

*1st-level enchantment (bard, druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (a drop of wine)

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

When you cast this spell, choose a single creature in range. That creature must make a Wisdom saving throw or else it becomes intoxicated as your magic clouds and confuses its mind. The creature acts as though drunk and gains the poisoned condition. At the end of each of its turns, it can repeat the save, ending the effect on a success.

**At Higher Levels:** When you cast this spell using a slot of 2<sup>nd</sup> or higher level, you can target one additional creature in range for each level of the slot above 1<sup>st</sup>.

## Invisibility Purge

*3rd-level abjuration (cleric, paladin, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a small silver mirror)

**Duration:** 30 minutes

When you cast this spell, choose a point within range. That point becomes the center of a 30' radius sphere in which invisible creatures and objects are revealed, instantly becoming visible. A creature whose invisibility would not have otherwise ended becomes invisible again upon leaving the sphere.

**At Higher Levels:** When you cast this spell using a 4<sup>th</sup> or higher level slot, the range becomes 120'. When you cast this spell using a 5<sup>th</sup> or higher level slot, the duration increases to 1 hour. When you cast this spell using a 6<sup>th</sup> or higher level slot, the sphere's radius increases to 40'. When you cast this spell using a 7<sup>th</sup> or higher level slot, the range increases to 160' and the duration increases to 3 hours. When you cast this spell using an 8<sup>th</sup> or higher level slot, the sphere's radius increases to 50' and the duration increases to 8 hours. When

you cast this spell using a 9<sup>th</sup> level slot, the duration increases to 24 hours, and if you cast the spell again you extend the duration for 24 hours. If you do this so that the spell lasts for a year and day, it becomes permanent.

## Iron Body

*8th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S, M (a small piece of iron that was once part of an iron golem, a hero's armor or a war machine)

**Duration:** 1 hour

This spell transforms your body into living iron. This gives you resistance to acid, fire and bludgeoning, piercing and slashing damage from weapons that aren't composed of adamantite, immunity to lightning damage and immunity to blindness, deafness, disease, stunning and suffocation. When you suffer a critical hit, its severity is reduced by 3d6. However, you are vulnerable to attacks that specifically affect iron golems.

While in your *iron body*, you gain advantage on all Strength checks and saves, but disadvantage on Dexterity checks and saves. If you hit a creature with a Strength-based attack, you deal an extra 2d6 points of damage with that attack. Your speed is reduced by 15', and you cannot drink (and thus cannot consume potions), eat or play wind instruments. Your weight increases tenfold.

## Iron to Glass

*5th-level transmutation (cleric)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S, M (a small piece of glass)

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

This spell causes your foes' weapons, including natural weapons, to weaken and become less effective, as if they were brittle glass. Choose up to five creatures you can see in range, each of which must make a Constitution saving throw. If it

fails, whenever the target hits with an attack, it must roll damage twice and take the lower result. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## Irritation

*2<sup>nd</sup> level transmutation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

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

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

When you cast this spell, choose a creature you can see in range. That creature must succeed on a Constitution saving throw or be covered in an itching, irritating rash. While affected by this itching rash, on each of its turns, the first thing the creature must do is move half its speed in a random direction. It must then move the remainder of its speed in another random direction. At the end of the creature's turn, it can repeat the save, ending the effect on a success.

## Ivy Siege

*6th-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S, M (an ivy leaf)

**Duration:** Concentration, up to 8 hours

You cause vines of ivy to curl up out of the ground and grip a building within range that rests upon the earth. The ivy grows continually thicker throughout the duration of the spell and it twines ever tighter around the building. After ten minutes, the ivy begins dealing 10 hit points of damage per ten minutes to the building.

## Jabruxes' Entropy Bender

*3<sup>rd</sup> level abjuration (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

When you cast this spell, you touch the target. As long as the spell lasts, whenever the creature is subjected to an effect that requires a random roll on a table, such as a Chaos effect, wild surge, confusion effect, mana rock roll, etc, the creature may roll twice and take the result that it chooses. If this spell ends because you cast another spell that requires concentration, the effects of *Jabruxes' entropy bender* apply to any rolls made on a table due to the initial casting of that spell, but not afterward.

*At Higher Levels:* If you cast this spell using a 4<sup>th</sup> or higher level slot, its maximum duration increases by one round per slot level above 3<sup>rd</sup>.

## Jabruxes' Instant Action

*6<sup>th</sup> level transmutation (wizard)*

**Casting Time:** 1 reaction, which you take when another creature ends its turn

**Range:** Self

**Components:** V

**Duration:** Instantaneous

When you cast this spell, you take one action of your choice.

## Jabruxes' Spatial Direction Distorter

*3<sup>rd</sup> level abjuration (bard, cleric, wizard)*

**Casting Time:** 1 reaction, which you take when a creature targets you with an attack or a spell, or when a spell is cast centered on a space you can see within 10' of you

**Range:** See text

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, you redirect space and distance so that the triggering attack or spell instead targets another creature other than the attacker within 10' of you. (If there is no valid target, you can't cast this spell to redirect an attack.) If the triggering spell didn't target you, you can instead move the space it is centered on up to 10' in a direction of your choice.

## Jackal Ploy

*1<sup>st</sup> level transmutation (ranger)*

**Casting Time:** 1 reaction, which you take when you hit a creature with a melee attack

**Range:** Personal

**Components:** V, S

**Duration:** Instantaneous

You move up to half your speed without provoking opportunity attacks, and the creature you hit with the triggering attack grants advantage on attacks against it for 1 minute. At the end of each of its turns, it can make a Wisdom save; on a success, it ends the effect on itself.

## Jerakai's Embrace

*3<sup>rd</sup>-level transmutation (sorcerer, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** Personal

**Components:** S, M (the tentacle of an octopus)

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

When you cast this spell, you sprout an extra pair of arms. Your clothing and armor magically accommodates the new arms. While you have the extra arms, you gain an extra action each round. You can use the Attack (single attack only), Cast a Spell (cantrip only) or Use an Object actions, as well as any action that the DM determines could be reasonably accomplished by an extra pair of hands.

While you have the extra arms, you gain a +3 bonus on Acrobatics, Athletics and Intimidation checks.

## Jinx

*1<sup>st</sup>-level enchantment (bard, warlock)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

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

When you cast this spell, choose one creature you can see within range. That creature must make a

Wisdom save. If it fails, the first time on each turn that it misses with an attack, it falls prone.

## Joyful Noise

*1st-level abjuration (druid)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S, M (a musical instrument you are proficient in, which you must play throughout the duration of the spell)

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

While this spell lasts, you can use your action to play a joyous tune that overpowers magical silence within 30' of you. This does not end the silence effect, it merely suppresses it until the beginning of your next turn.

## Karma

*3rd-level transmutation (Luck domain)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a holy symbol)

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

You trade bad luck now for good luck later. At any time while this spell is in effect, you may take disadvantage on an attack, check or save that you do not already have disadvantage on. In return, once before the end of the spell, you gain advantage on an attack, check or save. You may repeat this effect as often as you like, although the DM may rule that you do not gain future advantage from taking disadvantage on meaningless or unimportant rolls (e.g. a Persuasion check against another pc or an ally).

## Keep Fighting!

*5th-level evocation (cleric, paladin)*

**Casting Time:** 1 reaction, which you take when you are reduced to 0 hit points but not killed outright

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You cast this spell when you are reduced to 0 hit points but not killed outright. You regain 20 hit points and can make saving throws against up to three effects that a save can end.

## Know Age

*Divination cantrip (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** Instantaneous

Choose one creature or object that you can see in range. If the target is a creature, it must make a Wisdom save. If the target is an object or a creature that fails its saving throw, learn its age to the nearest year. If the target is less than a year old, you learn its age to the nearest month. If the target is less than a month old, you learn its age to the nearest day. If the target is less than a day old, you learn its age to the nearest hour.

Conversely, if the target is more than 1,000 years old, you learn its age to the nearest century. If it is more than 10,000 years old, you learn its age to the nearest millenium.

A creature that succeeds on its saving throw is immune to your *know age* cantrip for 24 hours.

## Know Customs

*3rd-level divination (bard, cleric, druid, ranger) (ritual)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, choose a creature that you can see within 30'. You instantly gain an intuitive knowledge of the customs, laws, mores and social etiquette of that creature and its tribe, village or country, as appropriate. You cannot gain information that the creature does not possess, so if a village has a strict gender segregation wherein each sex has secret rituals and codes, you would learn only the codes of the gender of the creature you designate.

Typical information revealed by this spell includes common courtesies (outsiders must avert their eyes when addressing local officials), restrictions (no dogs are allowed inside the city limits), important festivals, common passwords known by the majority of citizens, including the creature you chose when casting the spell, and so forth.

This spell allows you to know when you might violate the culture's proper behavior, but does not stop you from doing so.

## Know Motivation

*2nd-level divination (bard, cleric, paladin)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a strip of cloth with magical symbols inked on it tied around your forehead)

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

You are able to discern the feelings, needs, drives and emotions motivating creatures you can see in range. You can use an action to choose one creature in range and learn what is currently motivating its actions- for example, hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love, duty and so on.

## Know Name

*Divination cantrip (bard, cleric, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** Instantaneous

Choose one creature you can see in range. That creature must make a Wisdom save or you learn its personal name. If it makes its save, it is immune to your *know name* cantrip for 24 hours.

## Knurl

*4th-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a small twig)

**Duration:** Permanent

Choose one creature you can see within range, which can make a Wisdom saving throw, negating the effect on a success. You turn one arm of the target into a wooden branch of the same thickness, covered with bark and twigs. The new limb possesses neither elbow nor wrist joints- not even a hand. It remains attached to the target's shoulder, and the target can use it as a club but cannot manipulate tools, grasp objects or the like with it.

This spell lasts until dispelled or a *remove curse* is cast on the target.

## Kovian's Flypaper Floor

*3<sup>rd</sup> level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a drop of honey)

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

When you cast this spell, choose a point you can see in range that is on a flat surface such as a floor, wall, or ceiling. A 30' x 30' square of that surface centered on that point becomes sticky without changing appearance. Any creature touching the affected area when you cast this spell must succeed on a Strength save or have its speed reduced to 0 until the spell ends or until it starts its turn out of the area. A creature that enters the area must also make a Strength save or be affected.

A creature in the area can use its action to make a Strength saving throw. If it succeeds, it can move half its speed.

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## Lance of Disruption

*3<sup>rd</sup> level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self (5' wide, 60' long line)

**Components:** V, S

**Duration:** Instantaneous

You create a beam of concussive force in a 5' wide, 60' long line that extends from your outstretched hand. Each creature in the line must make a Dexterity save, suffering 8d4 force damage on a failure or half that on a success.

## Lay of the Land

*4th-level divination (druid, ranger)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small piece of loestone)

**Duration:** Instantaneous

You instantly gain an overview of the surrounding geography, including notable landmarks such as settlements of at least 20 individuals, rivers, lakes, mountains and so on. You gain a good understanding of the land in a 50 mile radius of you.

## Legion's Hold

*9th-level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

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

Choose up to 20 creatures within range. Each of those creatures must make a Wisdom saving throw, taking 4d10 psychic damage and becoming paralyzed on a failure or taking half damage (and not becoming paralyzed) on a success.

A creature paralyzed by this spell repeats the save at the end of each of its turns, ending the effect on a success.

## Leomund's Lamentable Belaborment

*6th-level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V

**Duration:** See text

When you cast this spell, choose a point in range. Each creature within 10' of that point is affected by this devious spell, which distracts them by drawing them into polite conversation on topics of interest to them. Upon casting the spell, you begin a discussion of some topic germane to the spell's targets, each of whom makes a Wisdom saving throw. Those that succeed are unaffected. Creatures affected immediately begin to converse with you, agreeing or disagreeing, all most politely. By concentrating and spending your action to converse, you can maintain the spell for up to seven rounds, but creatures remain under the effects of the spell even after you stop concentrating on it. If you are attacked or otherwise distracted during this time, the subjects don't notice. You can leave at any time after the initial round of casting the spell and the subjects will continue on as if you were still present. As long as they don't take damage and aren't the subject of a spell or attack, they ignore all else that is going on around them, spending their time talking and arguing. However, when you stop using your action to talk to them, each subject completes only the stage of the spell that is currently in.

If you keep talking for three rounds, each target must make another Wisdom saving throw. If this one succeeds, it continues to converse, but if it fails, it wanders away randomly and takes a random action each round, as if under the influence of a *confusion* spell (with the proviso that it will ignore you). At the end of each of its turns, it makes another saving throw, ending the effect on a success.

If you keep talking for seven rounds, each target must make another Wisdom saving throw, flying into a rage on a failure or realizing that they

have been duped on a success (see below). While in a rage, the creature must use its most efficacious attack against the nearest creature other than you and has advantage on attacks, but also grants advantage on attacks against it. At the end of each of its turns, the creature can repeat the save, ending the effect on a success.

A creature that makes its save against the rage realizes that it was duped and falls prone, lamenting its foolishness. It can take no actions or reactions. At the end of each of its turns, it can repeat the saving throw, ending the effect on a success.

## Lester's Antielemental Bolts

*3<sup>rd</sup> level evocation (cleric, druid)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous

You hurl bolts of raw elemental energy at one or more creatures in range, disrupting and damaging them. The elemental energy you hurl is a coruscating mass of unstable energy that works by destabilizing existing elemental energy. You may hurl four bolts of this energy, making a ranged spell attack for each one, but each target can only be affected once by this spell.

If you hit a creature, the target suffers 4d6 points of force damage. If the target is an elemental, it is also incapacitated until the end of your next turn.

## Lich Avatar

*9<sup>th</sup>-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 1000 miles

**Components:** V, S

**Duration:** Concentration, up to 30 days

If you aren't undead and you cast this spell, you suffer 8d6 necrotic damage and the spell ends immediately.

If you are undead and you cast this spell, your body or spectral form vanishes into a sealed

demiplane while you manifest a false form at a point that you specify within range. The false form looks like you but has no equipment. While using the false form, you have all your normal statistics.

The spell ends if your false form is reduced to 0 hit points or if you are successfully turned.

When the spell ends, your true form reappears where it vanished from (or in the closest available unoccupied space, if that space is now occupied).

You gain advantage on saves to maintain your concentration on this spell.

## Lifeburst

*4<sup>th</sup>-level necromancy (paladin, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You emit a burst of powerful radiant energy in a 30' radius sphere centered on you that harms only undead. Each undead creature in the sphere must make a Dexterity save, suffering 6d6 radiant damage on a failure or half that on a success.

In addition, an undead creature that fails its Dexterity save must make a Wisdom save or be turned by you for 1 minute. A turned creature spends its turn trying to move as far away from you as it can, and it can't willingly move to a space within 30' of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere for it to move, the creature can use the Dodge action. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

**At Higher Levels:** When you cast this spell using a slot of 5<sup>th</sup> or higher level, the damage increases by 1d6 per slot level above 4<sup>th</sup>.

## Lighten Load

*2nd-level transmutation (bard, cleric, druid, ranger) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a feather and a slip of paper moistened by a soap bubble)

**Duration:** 4 hours

You cast this spell on a pile of nonliving, nonmagical objects no larger than a 10' cube, and the weight of those objects is reduced by 50%. None of the other qualities of the object are affected.

## Lightning Serpent

*4th-level conjuration (druid, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a serpent's tooth and a piece of amber)

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

You conjure a great serpent of lightning that flashes out at a target in range. That creature must make a Dexterity save, suffering 6d8 lightning damage on a failure and half that on a success. In addition, a creature that fails its saving throw is restrained and poisoned by the lightning until the spell ends, and takes 1d10 lightning damage at the start of each of its turns. It can spend an action to attempt to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to escape.

## Lively Step

*2nd-level transmutation (bard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** 10 minutes

Up to 5 creatures you choose within range have their walking speed increased by 10' for the duration.

**At Higher Levels:** When you cast this spell

with a 4<sup>th</sup> level slot, the duration increases to one hour. When you cast it with a 6<sup>th</sup> level slot, the duration increases to 8 hours. When you cast it with an 8<sup>th</sup> level slot, the duration increases to 24 hours.

## Lockbox

*5<sup>th</sup> level abjuration (cleric, wizard) (ritual)*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (an iron padlock)

**Duration:** 8 hours

You touch a chest or box that fits entirely in a 10' cube, laying powerful wards upon it. Until the spell ends, the *lockbox* is invisible to all creatures except you, weighs no more than 1 lb, no matter how much it contains, and can only be opened by you or via magical means, such as a *knock* spell. The box gains resistance to all damage and has a damage threshold of 10.

## Lorloveim's Shadowy Transformation

*6th-level illusion (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You use the power of illusion to transform one creature or an object no larger than a 10' cube into shadows, making it insubstantial. If you target an unwilling creature, you must make a melee spell attack against it, and if you hit, it makes a Wisdom saving throw. If it succeeds, it is only partially transformed into shadow, and until the end of your next turn, it gains resistance to all damage, and only deals half damage with any attack, spell or ability.

An object or a creature that fails its saving throw is transformed into shadow. Other creatures and objects can pass freely through it, and it can pass through objects and creatures but not through walls or other barriers. The shadow cannot affect

or be affected by the world in any way.

If the creature or object is in the same space as a physical creature or object when this spell ends, each one of them takes 10d6 points of force damage and the smaller one is ejected to the nearest available empty space.

## Lorbrit's Direction Sense

*Divination cantrip (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** 10 minutes

Choose one creature that you can see in range. Until this spell ends, that creature can sense which direction is north. If you cast this spell a second time while the first casting is still in effect, the first casting ends.

## Lorbrit's Emergency Exit

*4th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (a small wire loop and two pieces of parchment glued together)

**Duration:** Instantaneous

This spell was designed to aid in dungeoneering. It instantly transports you and up to six other willing creature in range that you choose out of a dungeon that you are in, depositing you just outside the entrance that you came through.

**At Higher Levels:** When you cast this spell using a slot of 5<sup>th</sup> level or higher, you can affect an additional four willing creatures per slot level above 4<sup>th</sup>.

## Lorbrit's Exploratory Aid

*5<sup>th</sup> level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (a small wire loop and two pieces of parchment glued together)

**Duration:** Instantaneous

This spell, designed to aid in dungeon exploration, instantly teleports you and up to six other willing creatures in range that you choose. You arrive at your choice of the nearest pillar, water source, stairway, table, tapestry, or painting, as long as that place is on the same level of the dungeon you are on. This spell has no effect if there is no such feature on the same level as you, and it has no effect if cast outside of a dungeon or building.

## Lorbrit's Extreme Drop

*5<sup>th</sup> level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

This spell instantly transports you and up to six other willing creature in range that you choose down three levels in a dungeon. The spell transports you to a random location on that level (or sublevel, in the case of exceptionally large dungeons). If this spell would transport you below the dungeon's lowest level, it instead transports you to the lowest level. If you are already on the lowest level of the dungeon, this spell has no effect, nor will it have any effect if you are outside of a dungeon.

## Lorbrit's Fall

*3rd-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (a small wire loop and two pieces of parchment glued together)

**Duration:** Instantaneous

This spell was designed to aid in dungeoneering. It instantly transports you and up to six other willing creature in range that you choose down one level in a dungeon. The spell transports you to a random location on that level (or sublevel, in the case of exceptionally large dungeons). If you are on the dungeon's lowest level, this spell has no effect, nor will it have any effect if you are outside of a

dungeon.

## Lorbrit's Ideal Encumbrance Allocation

*2<sup>nd</sup> level transmutation (wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Instantaneous

This spell allows you to magically rearrange treasure carried by your party, distributing it in the most efficient way. The spell affects only nonmagical coins, gems, jewels, and art objects carried by up to six willing creatures you can see within range. The items are distributed so that the fewest number of creatures possible are encumbered.

## Lorbrit's Rise

*3rd-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (a small wire loop and two pieces of parchment glued together)

**Duration:** Instantaneous

This spell was designed to aid in dungeoneering. It instantly transports you and up to six other willing creature in range that you choose up one level in a dungeon. The spell transports you to a random location on that level (or sublevel, in the case of exceptionally large dungeons). If you are on the dungeon's top level, this spell has no effect (it will not transport you out of the dungeon).

## Lorbrit's Weight Displacement

*1<sup>st</sup> level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

When you cast this spell, you touch a willing creature and cause its weight to displace 10' in a

direction of its choice. It can use an action to change the direction its weight is displaced. While its weight is displaced, things that are triggered by weight, such as weak floor collapses, pressure plates, and the like are triggered only when the creature's weight is on them, rather than the creature's body. The subject can also use this displacement to walk up to 10' away from the edge of a weight bearing surface, such as over the surface of a liquid or off the edge of a cliff, without falling off the edge.

This spell does not allow the subject to carry any more weight than it normally can.

*At Higher Levels:* If you cast this spell using a 2<sup>nd</sup> or higher level slot, for every slot level above 1<sup>st</sup>, you can either extend the spell's duration by 1 hour, affect one additional target, or increase the distance of the weight displacement by 10'.

## Lower Magic Resistance

*5th-level abjuration (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M (a piece of lead wrapped in a cloth)

**Duration:** 1 minute

Choose one creature in range. That creature makes a Charisma saving throw with disadvantage; if it fails, that creature loses the magic resistance trait if it has it. At the end of each of its turns, the creature repeats the saving throw (but doesn't have disadvantage on it), ending the effect on a success.

## Lucky Break

*3rd-level transmutation (Luck domain)*

**Casting Time:** 1 reaction

**Range:** 60 feet

**Components:** V, S, M (a holy symbol)

**Duration:** Instantaneous

When you or an ally are hit by an attack or fail a saving throw, you can use your reaction to cast this spell to give the victim of the attack or failed save a lucky break. Against that target only, the attacker or spellcaster rolls twice the normal

damage dice for the attack or save, then discards the half of the dice showing the highest numbers.

**At Higher Levels:** When you cast this spell using a 5<sup>th</sup> or higher level slot, you can protect more than one creature from the same attack or effect. When you use a 5<sup>th</sup> level slot, you can protect two creatures; when you use a 7<sup>th</sup> level slot, you can protect up to four creatures; and when you use a 9<sup>th</sup> level slot, you can protect up to eight creatures from the same attack or effect.

## Lucky Day

*5th-level transmutation (Luck domain)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a holy symbol)

**Duration:** Until the next dusk

You grant a creature a lucky day. Until the next dusk, the target has 3 luck points. Whenever it makes an attack, check or save, it can spend one luck point to roll an additional d20. It can choose to spend one of its luck points after rolling the die but before determining the results, and it chooses which of the d20s to use. It can also spend a luck point when an attack roll is made against it. It rolls a d20, then chooses whether to use its result or the attacker's. If more than one creature spends a luck point to influence the outcome of a roll, the effects cancel each other out, even if they both wanted the same result.

## Lucky Shot

*2nd-level transmutation (Luck domain)*

**Casting Time:** 1 bonus action or 1 reaction

**Range:** 10 feet

**Components:** V, S, M (a holy symbol)

**Duration:** Instantaneous

When you hit with a weapon attack against a creature within range, you can cast this spell with your bonus action (on your turn) or your reaction (off your turn). Roll one extra damage die for the weapon and discard the lowest die.

In addition, if you use this spell when the triggering attack is a critical hit, you roll one extra

severity die and discard the lowest.

**At Higher Levels:** When you cast this spell using a 3<sup>rd</sup> or higher level slot, you increase the range at which it can be used to 30'. If you cast it using a 4<sup>th</sup> or higher level slot, you can cast it as a reaction to an ally hitting a target within range.

## Lunar Cage

*4th-level abjuration (druid)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (silver powder worth 20 gp, which the spell consumes)

**Duration:** 1 hour

You create a shimmering barrier of silver moonlight surrounding a 40' cube you can see in range. This barrier prevents creatures that are not in their natural form from physically passing through it, as well as from attacking or casting spells through it.

If any creature, spell or weapon that is outside the barrier crosses it, it collapses.

## Maelstrom of Despair

*7th-level conjuration (warlock)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

Choose one creature you can see in range. That creature must make a Wisdom save, suffering 5d10 psychic damage on a failure or half that on a success. In addition, until the spell ends, the target is consumed by despair and suffers 1d10 psychic damage at the start of each of its turns and each time it rolls a saving throw.

## Mage Hunter

*4th-level enchantment (bard, cleric, paladin, ranger)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (a broken arcane implement, such as a wand or staff)

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

Choose one creature as the target of this spell, who you touch when casting it. If any creature casts a spell within the target's reach, the target may use its reaction to make a single melee attack against that creature.

## Magesurge

*5th-level evocation (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S

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

Choose one creature in range. That creature must make a Wisdom saving throw or else be affected by a field of static energy that is triggered by spellcasting. While the spell lasts, each time the target casts a spell, it suffers 1d6 force damage plus 1d6 force damage per level of the spell slot expended.

## Magic Miasma

*9th-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** 250'

**Components:** V, S, M (a small piece of quilted cloth, which must be soaked in water while the spell is cast)

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

When you cast this spell, choose a point you can see in range. A 30' radius sphere of dark, sparkling energy that resembles a cloud of billowing vapor appears centered on that point. The energy goes around corners.

Any spells cast within the energy are treated as if they were cast using a slot 2 levels lower. If

this is too low level for the spell to be cast, it simply fails.

A creature that ends its turn in the energy must make a Wisdom save. If it fails, even after it leaves the field, it still suffers the effects of the spell until the spell ends.

## Magic Resistance

*8th-level abjuration (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You gain the Magic Resistance trait: you have advantage on all saving throws against spells and magical effects.

## Majestic Word

*2<sup>nd</sup> level evocation (bard)*

**Casting Time:** 1 bonus action

**Range:** 90'

**Components:** V

**Duration:** Instantaneous

You sing a magic word that affects one creature that can hear you in range. That creature regains hit points equal to 1d6 + your Charisma bonus. In addition, if you can see that creature, you can cause it to move up to 10' without provoking opportunity attacks.

*At Higher Levels:* When you cast this spell using a 3<sup>rd</sup> or higher level spell slot, the amount of hit points regained by the target increases by 1d6 per slot level above 2<sup>nd</sup>. In addition, for every two slot levels above 2<sup>nd</sup>, you can cause the target to move an additional 5'.

## Make Whole

*3<sup>rd</sup> level transmutation (bard, cleric, sorcerer, wizard)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a nail, a bit of string, and a dab of glue)

**Duration:** Permanent

You touch one object that fits entirely within a 10' cube and repair it, as long as all the pieces of the item are present and the item has not been burnt, disintegrated, ground to powder, melted, vaporized, or transformed into another substance entirely. All damage to the item is repaired, all wear points are removed, and the item's appearance changes to look as it did when the item was freshly constructed.

This spell won't restore magical properties lost when a magic item is destroyed, nor will it affect spells or curses on the item. Only the item's physical state is repaired.

## Malevolent Mischief

*2nd-level conjuration (bard, druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

Choose one creature you can see in range. That creature must make a Strength save or it is plagued by malevolent fey spirits that clutch at it, interfering with its movement and actions. While the spell lasts, they cling to the target's arms and body, giving it disadvantage on the first attack or check it makes on each of its turns. In addition, whenever the target suffers damage, the fey spirits grab at its legs, reducing its speed by 10' until the start of its next turn.

The creature can use its action to make a Strength save to throw the spirits off. If it succeeds, the spell ends.

## Malford's Doppelgangment

*3rd-level illusion (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a bit of hair or fingernail clippings from the creature you want to imitate)

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

This ingenious illusion allows you to become a perfect double of someone you've studied for at least ten minutes, including watching them speak, seeing their mannerisms, etc. People that know the doubled creature and interact with you more than in passing may make a Wisdom (Insight) check against your Charisma (Deception) check, which you roll with advantage, to sense that something is wrong, but if they fail, this spell causes them to “fill in the blanks” for you, assuming that you say what they would expect to hear and act appropriate to your identity.

## Malford's Group Invisibility

*5th-level illusion (bard, wizard)*

**Casting Time:** 1 action

**Range:** 10'

**Components:** V, S, M (an eyelash encased in a bit of gum arabic)

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

You and up to six other creatures in range become invisible and inaudible to everyone except each other. This inaudibility only covers sounds up to normal conversational volume, not shouting, the noise of combat or other especially loud noise. Any recipient that attacks or casts a spell immediately loses all benefits of the spell and can no longer see and hear its compatriots.

You may selective dismiss the spell from one or more recipients as a bonus action. In addition, any recipient of the spell can dismiss it from itself as a bonus action.



## Malford's Hell on Earth

*4<sup>th</sup> level illusion (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a bit of sulphur)

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

When you cast this spell, choose a point you can see in range. Hell seems to erupt in a 30' radius centered on that point, going around corners. Within the area, geysers of magma leap up from the ground, great clouds of fire and brimstone roll, flying devils patrol the black sky, jagged mountain ranges loom in all directions, and horrible scream echo, all created by the spell. A creature in the area cannot see or here out of the area.

## Malison

*3rd-level enchantment (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** 30'

**Components:** V

**Duration:** 1 minute

This spell weakens the ability of the targets to defend themselves against your further magic. When you cast this spell, chose one ability score. Each creature in range must make a Wisdom saving throw or else fall victim to the *malison*. Those that fail their saving throws suffer a -2 penalty to the chosen saving throw.

**At Higher Levels:** When you cast this spell using a 6<sup>th</sup> level slot, the penalty inflicted by the *malison* is -3. When you cast this spell using a 9<sup>th</sup> level slot, the penalty inflicted is -4.

## March, My Pretties!

*3rd-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, you clap and sing a regular rhythm. Choose any number of creatures you can see in range. Each target may make a Wisdom save; if it fails (or declines), it moves its speed in a direction of your choice, although not into obviously dangerous terrain (such as off a cliff or into lava). This movement provokes opportunity attacks normally.

## Marius' Aging Attack

*5<sup>th</sup> level transmutation (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

This spell temporarily brings the weight of years down on a creature you can see in range that isn't undead or a construct. The target must succeed on a Constitution save or else temporarily age, becoming venerable for its race until the spell ends. Its body, mind, and senses grow weak. Until the spell ends, each time the creature rolls an attack, check, or save, it must subtract 1d6 from the result. In addition, the creature's speed is reduced by 10', to a minimum of half its normal speed.

When this spell ends, the target must repeat the saving throw (without the penalty for being venerable). If it fails, it gains one level of exhaustion.

## Marius' Deconstruction

*7th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S

**Duration:** Instantaneous

Choose one construct or *simulacrum* in range. The target must succeed on a Constitution saving throw or be reduced to 0 hit points. If it succeeds on its saving throw, the target still takes 3d6+20 points of damage.

## Marius' Double Actions

*8<sup>th</sup> level transmutation (wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a bit of sand from the Plane of Time)

**Duration:** Instantaneous

You compress time, allowing you to take an extra action.

## Marius' Moment

*3<sup>rd</sup>-level divination (wizard)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** 1 round

This spell affects one creature that you touch, enabling it to act at just the right moment. Once during its next turn, the recipient can choose to treat any one d20 roll as a 20 without rolling, except that this will not generate a critical hit.

## Marius' Sidestep

*8<sup>th</sup>-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a holy symbol)

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

While this spell lasts, you can teleport up to 30' to an unoccupied space that you can see as a bonus action on your turn. In addition, when you are attacked or must make a saving throw but before you know the result, you can use a reaction to teleport up to 30' to an unoccupied space that you can see, potentially avoiding the attack or the effect forcing you to save.

## Marius' Stasis Shield

*9<sup>th</sup>-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a bit of sand from the Plane of Time and a powder composed of diamond, emerald, ruby and sapphire dust with a total value of at least 5,000 gp, which the spell consumes)

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

The touched creature is warded by a silvery shimmering field of temporal energy. Any creature that touches the warded creature (including hitting it with a weapon) must make a Charisma saving throw or else be put into a state of temporal stasis. While in stasis, time does not pass for the creature and it cannot be moved or affected in any way. It can take no actions and is unaware of what happens around it while in stasis. At the end of each of its turns, the creature repeats the save, ending the effect on a success.

## Marius' Stunning Cone

*6<sup>th</sup> level evocation (wizard)*

**Casting Time:** 1 action

**Range:** Self (50' cone)

**Components:** V, S

**Duration:** Instantaneous

You unleash a cone of silvery force that disrupts the normal connection to time of all the creatures in the cone. Each creature in the area must succeed on a Wisdom save or be stunned for 1 minute, repeating the save at the end of each of its turns and ending the effect on itself if it succeeds twice.

## Marked for Death

*3<sup>rd</sup> level enchantment (ranger)*

**Casting Time:** 1 bonus action

**Range:** 120'

**Components:** V, S

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

When you cast this spell, choose one creature you can see in range. That creature must succeed on a Wisdom saving throw or you magically enchant it so that attacks against it are drawn toward vital areas and weak spots. Any weapon attack that hits that creature deals an extra 1d8 damage and has its critical range expanded by one (typically to 19-20).

In addition, the affected creature can't stop thinking about the threat you present to it. Any attacks it makes that don't include you as a target have disadvantage.

If the target makes its initial saving throw, one of your expended first level spell slots is refreshed.

## Mass Fly

*5th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a wing feather from any flying bird)

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

Choose up to six creatures in range. Each target gains a flying speed of 40 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

When this spell ends, you gain a level of exhaustion.

**At Higher Levels:** When you cast this spell using a slot of 6<sup>th</sup> or higher level, you can affect an additional two creatures per slot level above 5<sup>th</sup>.

## Mass Vigor

*5th-level evocation (bard, cleric, druid, paladin, ranger)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S

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

When you cast this spell, choose up to four creature in range. As long as it has at least 1 hit point, at the start of its turn it regains 2 hit points.

**At Higher Levels:** When you cast this spell using a slot of 6<sup>th</sup> or higher level, the number of hit

points each subject regains at the start of its turn increases by 1 for each slot level above 5<sup>th</sup>.

## Melf's Slumber Arrows

*4th-level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a handful of poppy seeds)

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

You touch up to five arrows and imbue them with powerful magic. A creature that is hit by one of the arrows must make a Wisdom save or fall unconscious. It remains unconscious for one hour or until it takes damage or a creature uses an action to shake it awake, even if the spell otherwise ends.

Unless it is immune to the unconscious condition, a creature that makes its save when struck by one of the arrows is instead rendered groggy until the end of its next turn. While groggy, its speed is halved, it can't take reactions, and it can take an action or a bonus action on its turn, but not both.

## Merciful Mindset

*2<sup>nd</sup> level enchantment (bard, cleric, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** 10 minutes

When you cast this spell, choose one creature you can see within range. A creature that is immune to the charmed condition is immune to this spell. That creature must succeed on a Wisdom save or it is unconsciously compelled to show mercy when possible. Although it doesn't realize it, if it reduces a creature to 0 hit points with a melee weapon attack, it leaves the creature unconscious but stable, assuming the creature to be dead, and declines further opportunities to harm it unless it becomes conscious.

**At Higher Levels:** If you cast this spell with a 3<sup>rd</sup> or higher level slot, you can target one

additional creature per slot level above 2<sup>nd</sup>.

## Metamorphose Liquid

*1st-level transmutation (bard, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a drop of the liquid to be created, which you must place on your tongue)

**Duration:** Instantaneous

You turn one liquid into another. You must both place a drop of the liquid to be created on your tongue and touch the liquid being transmuted (not merely its container), so working with dangerous fluids such as poison or acid is dangerous. You can neither alter a magical liquid nor alter a liquid into a magical liquid with this spell.

If you cast this spell on a liquid monster, you must hit it with a melee spell attack. The target must then make a Constitution saving throw, suffering 3d10 points of damage on a failure and half that on a success.

## Mind of Rage

*8th-level enchantment (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S

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

When you cast this spell, choose one creature you can see in range. That creature must make a Wisdom save or be charmed by you until the spell ends. While charmed, the creature is enraged and filled with irrational anger, which you can direct. When you cast this spell, you can choose a target of this anger; in addition, when the spell's target starts its turn, you can use your reaction to change the target of its anger.

On its turn, the creature does everything in its power to kill the target of its anger in the most efficient way it can, using its most powerful spells, attacks or abilities. It has advantage on attacks against the target of its rage, as well as on saving throws against spells and effects caused by the target of its rage. In addition, it gains resistance to

bludgeoning, piercing and slashing damage from the target of its rage.

The creature must also use its reaction to attempt to kill the target of its rage if possible, such as by using opportunity attacks against it.

## Misdirecting Taunt

*2nd-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V

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

You utter a *taunt* at one creature in range that can hear (but need not understand) you, but your magic makes it seem as though it came from a creature within 20' of the target that isn't one of the target's allies. The target makes a Wisdom saving throw, and if it fails, it must spend its turn doing nothing but attempting to close with the creature that it think taunted it and engage it in melee. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## Mist Sight

*2nd-level divination (druid, ranger)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You touch a willing creature within your reach and bestow *mist sight* on it. While the creature has *mist sight*, smoke, fog, mist and other vapors don't obscure its vision for 60'.

## Mists of Melancholy

*4<sup>th</sup> level conjuration (bard, druid, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a tear)

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

When you cast this spell, choose a point you can see in range. A bank of blue mist rolls forth in a

30' cylinder 20' high centered on that point. The cylinder is heavily obscured, and creatures within it are stricken with a powerful melancholy.

A creature that isn't immune to the charmed condition that starts its turn within the mist must make a Wisdom save or be momentarily overcome by the melancholy. A creature overcome in this way has its speed halved, can't take the Dash or Dodge action, enter a rage, make more than a single attack if it takes the Attack action, or take reactions.

A wind of moderate or greater speed (at least 10 miles per hour) disperses the mist in 3 rounds.

## Moans of Ecstasy

*2nd-level illusion (ritual) (Perversion domain)*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

For the duration, loud moans emanate from a 20' radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is unable to hear anything but the moans and has disadvantage on any Charisma checks that rely on verbal communicating. In addition, the moans are highly distracting, giving creatures entirely within the sphere disadvantage on Dexterity- or Wisdom-based attacks, checks and saves.

## Moment

*4th-level transmutation (Luck domain)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (a holy symbol)

**Duration:** 1 round

You and your allies have a perfect moment of luck. Until the end of your next turn, you and each creature you choose have advantage on all attacks and saves while within range.

## Moment of Insight

*1st level divination (bard, cleric, wizard)*

**Casting Time:** 1 reaction, which you take when you make a skill check but before you roll

**Range:** Personal

**Components:** V, S

**Duration:** Instantaneous

You grant yourself a flash of insight into how best to accomplish your task. You gain advantage on the triggering check. You can't use this spell to gain advantage on a check to accomplish the same task twice.

## Momentary Banishing

*3rd-level abjuration (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S

**Duration:** See text

You attempt to banish a creature that you can see into a demiplane that this spell creates. Unless the target succeeds at a Charisma saving throw, it is banished to a demiplane. While there, it cannot interact with other creatures, but may use abilities on itself. At the end of each of its turns, the creature repeats the saving throw. If it succeeds, it returns to the last space it occupied before being banished or the closest space big enough to hold it, if that space is now occupied. The spell also ends if the target fails the save it makes at the end of its turn three times.

## Moon Rune

*2nd-level illusion (bard, druid, ranger, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a mixture of pigments including mithral filings or powder worth 100 gp, which the spell consumes)

**Duration:** Permanent

You create up to seven invisible marks, runes or characters on any surface (not on a creature). The

marks remain invisible until conditions you specify at the time of casting are met. For example, you could specify that the runes are solely visible under the light of a moon, when you are present, when viewed by an elf, etc., using visual cues. When the conditions are met, the *moon runes* become visible. Otherwise, they can be seen by a *detect magic*, *see invisibility* or similar effect.

A *moon rune* cannot transcribe magical writing.

## Morality Undone

*4th-level enchantment (bard, cleric, paladin, Perversion domain)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a powdered holy symbol of a good deity)

**Duration:** 1 hour

If the target fails a Will saving throw, it becomes evil until the end of the duration. The ethical component of the subject's alignment is unchanged. The subject retains whatever outlook, allegiances and outlooks it had before, so long as they do not conflict with its new selfish and bloodthirsty outlook on all things.

## Mordenkainen's Disjunction

*9th-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** Self (30' radius)

**Components:** V

**Duration:** Instantaneous

You disjoin all magical effects within 30' of you. Spells and magical effects in the area end, and each magic item must make a special saving throw or have its magic destroyed. If the item is worn or carried by a creature, that creature can make a Will save for the item; otherwise, the item has a +1 bonus if it is common, +2 if it is uncommon, +3 if it is rare, +4 if it is very rare or +5 if it is legendary. Artifacts have a +10 bonus on this save, and if you manage to disjoin an artifact, its creator

is very likely to seek you out and punish you for doing so.

## Morghaul's Binding

*5th-level necromancy (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** 8 hours

Choose one creature in range that you can see. That creature must make a Wisdom saving throw or you forge a necromantic link with it. While linked in this fashion, you can use an action to send empathic messages to the target, such as dread or hope (although it can't communicate back) or to drain its life force, inflicting 1d6 necrotic damage to it. You can do either of these things even if you can't see the target, as long as the target is on the same plane as you.

At the end of every hour and each time you deal necrotic damage to it, the target can repeat the save to end the effect.

## Mortal Terror

*7th level illusion (bard, cleric)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

You fill one creature you can see in range with a flash of terror so great that it threatens to kill the creature. A creature that isn't alive or is immune to the frightened condition is immune to this spell. Otherwise, the target must make a Wisdom saving throw. On a failure, it falls to 0 hit points. On a success, it suffers 3d6 psychic damage.

## Mostin's Metagnostic Inquiry

*9th level divination (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

This spell is designed to extract information from extraplanar creatures. Choose one creature you can see in range, which can't be magically bound, imprisoned, paralyzed, restrained, or summoned. The target must possess a language and be capable of speech or telepathy. The target gets no saving throw, but if it takes damage, is attacked or is subject to another spell, the *metagnostic inquiry* ends.

While this spell lasts, the target becomes passive and doesn't act aggressively, and its awareness expands. Its mind connects to the collective memories and consciousness of its kind (for instance, devilkind, earth elemental-kind, slaadikind, etc). You may pose it a single question, which it attempts to answer. Because of its connection to the collective unconsciousness of its kind, the target is thus able to relay information it would not normally have access to. However, this information comes in the form of visions, which it must attempt to articulate.

Despite its connection to the minds of its kind, certain extremely obscure information may not be available (at the DM's discretion). When you cast this spell, roll on the following chart to find the results, based on the target's combined Intelligence and Wisdom scores.

#### Combined Scores - Results

<20: 01-25: Unknown; 26-50: Riddle; 51-75: Cryptic; 76-90: Transparent; 91-00: Clear

20-25: 01-20: Unknown; 21-40: Riddle; 41-70: Cryptic; 71-85: Transparent; 86-00: Clear

26-30: 01-15: Unknown; 16-30: Riddle; 31-60: Cryptic; 61-80: Transparent; 81-00: Clear

31-35: 01-10: Unknown; 11-20: Riddle; 21-40: Cryptic; 41-70: Transparent; 71-00: Clear

36-40: 01-05: Unknown; 06-10: Riddle; 11-30: Cryptic; 31-60: Transparent; 61-00: Clear

41-45: 01-03: Unknown; 04-20: Cryptic; 21-50: Transparent; 51-00: Clear

46-50: 01-02: Unknown; 03-10: Cryptic; 11-40: Transparent; 41-00: Clear

>50: 01: Unknown; 02-30: Transparent; 31-00: Clear

*Impenetrable Riddle:* Either the target creature cannot discern an answer to the question, or the barrage of symbols and metaphors is too much for its mind to deal with. Its answer is so opaque as to hold no real meaning.

*Cryptic Allegory:* The answer is veiled in obscure imagery and nuance, but is not impenetrable to those who are practiced with riddles and symbolic thought.

*Transparent Allegory:* Familiar symbols are used to signify the answer to the inquiry, which should prove reasonably easy for you to interpret.

*Clear Answer:* The target answers in clear, precise, and unequivocal terms.

Circumstances may occasionally raise or lower the chance that the collective racial consciousness has no knowledge pertaining to a given subject.

## Mount

*1st-level conjuration (ranger, sorcerer, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a bit of horse hair)

**Duration:** 8 hours

You conjure a riding horse to serve you or a creature you designate as a mount. The steed serves willingly and well, but will not fight for you. The mount comes with a riding saddle, bit and bridle.

*At Higher Levels:* When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you conjure one additional riding horse for each level of the slot above 1<sup>st</sup>. You can designate a different rider for each mount.

## Mudstorm

*5th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a drop of mud)

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

When you cast this spell, choose a point in range. A huge storm of mud and water furiously splashes everywhere in a massive, roaring tumble 30' high that encompasses the area within 60' of the chosen point, going around corners but not through barriers. The *mudstorm* limits visibility to 20', and creatures within it are deafened. In addition, any creature that starts its turn in the storm while attempting to concentrate on a spell or similar effect must make a Constitution save or lose concentration. A creature that ends its turn in the storm takes 2d6 points of bludgeoning damage. The area of the storm is slippery; a creature moving in the area must spend twice the normal amount of movement to move safely. Otherwise, the creature must make a Dexterity save upon starting its movement or fall prone. If it tries to continue moving, it must make another saving throw.

## Murderous Mist

*4<sup>th</sup> level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

You create a cloud of scalding hot steam in a 30' radius cylinder 20' high, spreading around corners, centered on a point in range. The area of the cloud is lightly obscured. Each creature in the cloud when it forms, or that starts its turn in the cloud, suffers 2d8 fire damage. If it takes any of this damage, it must also make a Constitution save or be blinded for 1 minute, repeating the save at the end of each of its turns and ending the effect on itself on a success. If the initial save fails by 5 or more, the creature is instead permanently blinded.

At the start of each of your turns, the cloud

moves 10' directly away from you. A wind of moderate or greater speed (at least 10 miles per hour) disperses the cloud after 2 rounds.

## Mysterious Redirection

*8th-level abjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

While this spell lasts, anytime a creature within 5' of you makes an attack against you, that attack is magically redirected at a random creature within 5' of you (other than the attacker).

In addition, you can use your reaction when a creature within 5' makes an attack against you to redirect that attack against the attacking creature.

## Nahal's Reckless Dweomer

*1st-level evocation (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S, M (a pair of dice)

**Duration:** Instantaneous

This dangerous spell unleashes a burst of wild magic, which you attempt to shape to your benefit, but with unreliable results. When you cast this spell, make a DC 15 Charisma check. If you succeed, you can produce one of the following effects:

- You unleash a blast of coruscating chaotic energy in a 15' cone extending from you. Each creature in that cone must make a Dexterity saving throw, suffering 2d8 force damage on a failure or half that on a success.
- You wrap a cloak of seething chaotic energy around yourself as a shield. Until the start of your next turn, each time an enemy makes an attack against you, it suffers 1d6 points of force damage, and it subtract 1d4 from its attack roll.
- You teleport to a random unoccupied space within 10' of your current location.

If you fail the Charisma check, you instead trigger a wild surge. (Roll on the *wild surge table*,



PH 104.)

## Nail in the Heel

*2nd-level transmutation (bard, cleric, paladin, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a nail)

**Duration:** 1 minute

Choose up to three creatures you can see in range. Each of those creatures takes 1d8 piercing damage and must make a Constitution save or have its speed reduced by half for the duration.

## Nap

*2nd-level transmutation (Time domain)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a holy symbol)

**Duration:** 30 minutes

By means of this spell, up to 8 willing creatures, possibly including yourself, fall into a deep, restful sleep for the spell's duration. When they awaken, each creature that slept the full duration of the spell gains the benefits of a short rest.

**At Higher Levels:** When you cast this spell using a slot of 3<sup>rd</sup> or higher level, the duration decreases, allowing for a shorter nap. If you use a 3<sup>rd</sup> level slot, the nap takes only 20 minutes; if you use a 4<sup>th</sup> level slot, the nap takes only 10 minutes; and if you use a 5<sup>th</sup> or higher level slot, the nap takes only 5 minutes.

## Nature's Avatar

*9th-level transmutation (druid)*

**Casting Time:** 1 bonus action or 1 action

**Range:** Touch

**Components:** V, S

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

When you cast this spell, you touch a beast. That creature receives the following benefits:

- Whenever it makes an attack, it adds 1d8 to the attack roll.

- Whenever it hits with a melee weapon attack, it deals extra damage dice equal to the normal damage dice.

- It gains 75 temporary hit points.
- It gains a +2 bonus to AC.
- It has advantage on all saving throws.
- As a bonus action on its turn, it can use the Attack (one attack only), Dash or Disengage action.
- Its speed is doubled.

## Neutralize Acid

*3rd-level abjuration (druid, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a drop of water)

**Duration:** Permanent

You neutralize all acid that you can see within a 40' cube. The acid loses all caustic properties, becoming as inert as water, although its appearance doesn't change.

Alternatively, you can use this spell to negate any acid effect produced by a spell of 5<sup>th</sup> level or lower.

You can also cast this spell on a creature that you can see that produces acid with its natural attacks. That creature must make a Constitution save or lose the ability to produce acid for 1 hour. It can repeat the save at the end of each of its turns, ending the effect on a success.

## Never Trust a Fart

*1<sup>st</sup> level transmutation (bard, druid, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, you choose up to four creatures that aren't constructs or undead that you can see in range, each of which must make a Constitution save. A creature that fails loses control of its bowels and bladder, defecating and urinating on itself. Until it spends at least one

minute cleaning itself up, the creature has disadvantage on all Charisma checks. In addition, a creature that is wearing armor or clothes has its speed reduced by 10' (to a minimum of half speed) until it cleans itself up.

## Nirrighan's Dismemberment

*8th-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a troll's heart)

**Duration:** 1 hour

When you cast this spell, you can detach and reattach your body parts at will. You can, for example, send a hand to deliver a message, leave an eye in a hidden spot to spy on a room, reattach a leg hewn off by a *sword of sharpness*, etc. Detached body parts move at your volition and perceive as appropriate to the body part that they are.

While this spell is in effect, you suffer no extra damage from critical hits, but whatever body part is hit (as determined by the critical severity) is severed. Wounding, sharpness, vorpal and other similar abilities have no extra effect on you.

When you cast a spell, you can cause it to originate from any part of your body. If the spell ends while your body is separated, you suffer 2d10 damage if you are missing nothing larger than a hand or foot, 4d10 damage if you are missing nothing more than one limb, 8d10 damage if you are missing no more than half your body and 12d10 damage if your head is attached to less than half your body. Assuming you have enough hit points, your head and whatever it is attached to survives, and all other body parts die.

## Nydroth's Dark Impregnation

*4th-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a drop of blood from the mother and a drop of semen from the father, which are required even if you use a spell focus)

**Duration:** Instantaneous

You implant the seed of a living male creature into the womb of a living female creature, impregnating her even if the two creatures are of vastly different species. The pregnancy takes the normal length of time for the mother's species, and the child, when born, is a hybrid of the mother and father and has some traits of both parents. (The DM will adjudicate exact results.)

## Nydroth's Grisly Death Sending

*4th-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You project the feelings and terror of the moment of death into a creature you touch. Make a melee spell attack. If you hit, the target suffers 5d6 psychic damage, plus 2d8 necrotic damage. In addition, the target must make a Wisdom save or be frightened of everything for 1 minute. While frightened in this way, the target's speed is reduced to 0. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> or higher level, the psychic damage increases by 1d6 per slot level above 4<sup>th</sup>.

## Obedient Avalanche

*9th-level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S

**Duration:** Instantaneous

You conjure an avalanche of snow out of a rift in midair, burying your foes and sending them to a frosty death. Choose a point you can see in range that is no more than 40' above the ground. Snow pours from that point onto the ground, and the *obedient avalanche* is centered on a point on the ground directly below the point you choose.

Creatures in a 20' radius cylinder as high as the point you choose must make Dexterity saves, taking 10d8 bludgeoning and 5d6 cold damage on a failure or half that on a success. A creature that fails its save is also knocked prone and buried. A buried creature takes 3d6 cold damage at the start of its turn and can use an action to try to move 5' toward the surface by making a Strength (Athletics) check against your spell save DC. A creature that isn't buried can dig down one foot in the snow per round.

Creatures between 20' and 40' from the central point of the avalanche must make Strength saves, taking 5d8 bludgeoning and 5d6 cold damage on a failure or half that on a success. A creature that fails its save is also pushed 10' away from the center of the avalanche.

The avalanche uproots small trees and other vegetation automatically, and deals 100 points of damage to all structures in its area. It initially leaves a hill of snow that is 20' high at the center, losing one foot of height per two feet toward the edge. This snow remains until it would melt away based on the local temperature and conditions. Even after it melts away, the area of the *obedient avalanche* is covered with difficult terrain from the rubble and debris it causes.

All flames in the *obedient avalanche* are extinguished.

## Oblivious Joy

*1st-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S

**Duration:** 10 minutes

When you cast this spell, pick a point in range. Up to three creatures of your choice within 15' of that point must make Wisdom saving throws. Those that fail are filled with joy and become distracted and introspective. For the duration, each affected creature suffers disadvantage on Intelligence and Wisdom checks. If an affected creature takes damage or sees a creature make an attack or cast a spell, it can repeat its saving throw, ending the

effect on a success.

## Oops, Sorry

*4th-level enchantment (bard)*

**Casting Time:** 1 reaction, which you take when initiative is rolled

**Range:** Self

**Components:** V, S

**Duration:** See text

When you cast this spell, you say, "Oops, sorry," and back out of the view of creatures that you have just encountered. Each such creature that has seen you for less than 3 rounds (and from whose view you are now hidden) must make a Wisdom saving throw; if it fails, it forgets that you just appeared, as well as any companions of yours that are now out of sight and haven't attacked or cast a spell. You can't cast this spell if you have already attacked or cast a spell since the encounter began.

## Opposition

*7th-level illusion (wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

By means of this spell you create a duplicate of one creature in range. The duplicate appears within 10' of the subject and acts immediately, moving to attack the target. Each time the duplicate deals damage to the target, the target can make a Wisdom saving throw to recognize that it is illusory and end the spell. In addition, it can spend its action to make an Intelligence saving throw, ending the spell on a success.

Creatures other than the target can see the duplicate but cannot interact with it in any way, nor can it interact with them.

## Orbius' Gem Fusion

*4th-level transmutation (druid, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 5'

**Components:** V, S, M (the gems to be fused)

**Duration:** Instantaneous

You can fuse up to six gems of the same type into one larger stone with a value equal to the combined values of the fused gems. This spell will not fuse different types of gems together, nor can it affect magical gems. The gem created by this spell has a lingering magical aura for 1 day per 1,000 gp value.

## Orbmaster's Umbral Assault

*4th-level illusion (wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a thin solution of ink in water)

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

Choose a point you can see in range. A 15' radius sphere of illusory shadows occurs, centered on that point. Each creature in the area must make a Wisdom save, suffering 2d8 necrotic and 2d8 psychic damage on a failure or half that on a success. In addition, until the spell ends, each creature other than you that is in the shadows is blinded, even if it has darkvision or can normally see in magical darkness.

A creature in the illusory shadows can use its action to attempt to make an Intelligence save to pierce the shadows, ending the effect on itself.

## Otiluke's Dispelling Screen

*4<sup>th</sup> level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a sheet of fine lead crystal)

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

You create an imboile, shimmering, thin screen of violet energy up to 60' long and 30' high.

Whenever a spell is cast through the screen, you roll 1d20 + your spellcasting ability modifier, with a DC of 10 + the level of the spell being cast. If you succeed, the spell is countered.

In addition, whenever an existing spell, such as one on a creature or object, crosses the screen, you make a similar check. If you succeed, the spell ends.

## Overwhelm

*4th-level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous

Choose up to four creatures in range. Each target must make a Wisdom save, suffering 5d8 psychic damage on a failure or half that on a success. If this damage reduces the target to 0 hit points, it is unconscious and stable.

**At Higher Levels:** When you cast this spell using a spell slot of 5<sup>th</sup> or higher level, you deal an extra 1d8 damage per slot level above 4<sup>th</sup>.

## Overwhelming Advance

*8th-level enchantment (bard, cleric)*

**Casting Time:** 1 bonus action

**Range:** 400'

**Components:** V, S

**Duration:** 1 round

When you cast this spell, choose a point in range. Each creature of your choice within 40' of that point is affected. Until the end of your next turn, whenever an affected creature hits with a melee attack, the target of that attack is also knocked prone, and the creature that hit it can move up to 10' without triggering opportunity attacks. (This movement is in addition to the creature's normal movement, if any.) If it ends this movement within its melee reach of an enemy, it gains a bonus action that it can use to make two melee attacks.

## Pain Transfixation

*1st-level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (a needle)

**Duration:** 1 minute

When you cast this spell, pick a point within range. Up to three creatures of your choice within 10' of that point must make Constitution saves or be transfixed with pain. While transfixed, the target's speed is reduced by 20'. It suffers disadvantage on Strength and Dexterity attacks and saves, and must succeed on a DC 8 Constitution check to cast a spell.

At the end of each of its turns, an affected creature repeats the save, ending the effect on a success.

## Paint Memory

*1st-level illusion (Art domain, bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a small paintbrush)

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

This spell creates a silent image of something that you have seen previously. The image has every detail that you saw, even if you didn't notice them at the time. For instance, you can use this spell to read a letter that you only had a glance at, or if you caught a glimpse of someone fleeing a crime scene, you can try to identify that person by painting the memory.

## Paint the Target

*1st-level divination (ranger)*

**Casting Time:** 1 bonus action

**Range:** 5'

**Components:** V, S

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

When you cast this spell, choose a creature within range. Attacks against that creature have

advantage.

You can use a bonus action on your turn to choose a different target. You may only have one target of this spell at a time.

## Paranoia Phantom

*8th-level illusion (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** See text

Choose one creature you can see in range. You implant a phantom within its mind that whispers mocking words at it, telling it that everyone is out to get it and laughing at it, calling it a failure and a loser, etc. The creature must make a Wisdom save; if it fails, the phantom remains in its mind until the target receives a *remove curse* cast with a 7<sup>th</sup> or higher level slot. If it succeeds, the target can repeat the save at the end of each short or long rest, ending the effect on a success. Either way, the victim perceives the voice as its own internal voice rather than an external effect.

While the *paranoia phantom* affects the creature, it has disadvantage on all Insight, Perception and Persuasion checks. It also has disadvantage on any saving throw against any effect that includes the frightened condition. It has trouble trusting others and is very jumpy and nervous. It has trouble sleeping because the voice insists that “they” are coming for it, and gains a level of exhaustion each time it completes a long rest.

Due to being constantly on edge, the target's ability to focus is seriously impaired. Whenever combat starts and it is not otherwise surprised, it must succeed on a DC 10 Wisdom (Perception) check or be surprised. Whenever it uses its action to make a saving throw, it has disadvantage on that save. Whenever it starts its turn concentrating on a spell or effect, it must make a Wisdom save against your spell save DC or its concentration is broken.

## Pariah's Curse

*5<sup>th</sup> level enchantment (cleric)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

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

When you cast this spell, choose one creature you can see in range. That creature must make a Wisdom saving throw, suffering 3d8 psychic damage on a failure or half that on a success. In addition, if the target fails its saving throw, when a creature that isn't hostile to the target ends its turn within 10' of the target, that creature takes 3d8 psychic damage.

## Paro's Internal Integrity

*6th-level abjuration (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 24 hours

When you cast this spell, you touch up to three willing creatures. Until the spell ends, when one of the targets suffers a critical hit, it reduces the severity by 3d6.

## Path of Ruin

*7th-level illusion (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a caltrop)

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

When you cast this spell, choose up to six creatures you can see in range. Each target must make an Intelligence save; if it fails, you alter its perceptions so that it believes that wherever it moves, dangerous hazards and traps afflict it. Once per turn when the target moves at least 5', it suffers 4d8 psychic damage. In addition, when an affected creature moves, you can use your reaction to force it to spend an extra 1' of movement for every foot

it travels by making it believe that the terrain is more difficult to traverse.

At the end of each of its turns, an affected creature repeats the save, ending the effect after it succeeds twice.

## Peacebond

*Transmutation cantrip (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours or until broken

You touch a willing creature, and all the weapons and ammunition that it carries are magically bound in their sheaths, scabbards, quivers, cases, slings, or other carrying devices. Those weapons and pieces of ammunition can't be drawn. A creature can use an action to attempt a Strength saving throw against your DC to draw one of the weapons or pieces of ammunition. Successfully doing so ends the spell on that creature's weapons and ammunition.

This spell is often used to demonstrate good faith during diplomatic negotiations, and a few communities require outsiders to submit to it before being admitted.

## Persistent Lightning

*5th-level evocation (druid, wizard)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S, M

**Duration:** See text

Choose one creature in range. Lightning begins to spark all around that creature. It must make a Dexterity saving throw, suffering 3d8 lightning damage on a failure and half that on a success.

The lightning clings to the target, continuing to spark and shock it. Each round, at the start of the target's turn, it must make another Dexterity save, suffering 3d8 lightning damage on a failure and no damage on a success. Once the target succeeds on three saving throws (including the initial one, if it succeeded), the effect ends.

## Phantasmal Disorientation

*6th-level illusion (bard, druid, warlock)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S

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

Choose up to four creatures you can see in range. Each of those creatures must make a Wisdom save or be affected by this spell. You create ever-shifting phantasmal terrain in the mind of each target, who can't discern the true landscape from the false, and finds it almost impossible to move in a straight line. Each round that a target moves, it must first use its reaction to make a Wisdom (Survival check) with a DC equal to your spell save DC. If it succeeds, it moves in the direction it chooses. However, if it fails, it moves at a 90 degree angle from its intended direction without realizing it is heading in the wrong direction. At the end of its movement, it realizes where its new location is.

A creature subjected to this spell can use an action to repeat the saving throw to end the effect on itself.

## Phantasmal Image

*1st-level illusion (bard, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

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

You put an image into the mind of a single creature you can see in range. This image is strictly visual and mostly stationary, but it can be of any size up to the target's field of vision. You can build a very simple repeating pattern into it, such as someone gesturing toward an open door repeatedly, but nothing more complex than that. Only the target can see the image.

## Phantom Bolt

*Illusion cantrip (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

Choose one creature you can see in range. That creature must make an Intelligence save or suffer 1d8 points of psychic damage as you hurl an illusory bolt of energy at it.

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

## Phantom Legion

*8th-level illusion (bard, wizard)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S

**Duration:** Concentration, up to 24 hours

You create up to twenty Medium illusory creatures or objects, each of which appears in an unoccupied space within range. Each can make sounds and gestures appropriate to its apparent nature, but cannot move or act otherwise without your direction.

On your turn, you can use your action to cause as many of the illusory creatures or objects as you wish act as you please, each one moving up to 30'. You must be able to see each of the creatures or objects. Each acts independently, and the spell helps your mind handle all of them at once. You can have each hold a separate conversation without getting confused, for example.

The illusions cannot attack. Each has an AC 10 and is destroyed by a successful attack, vanishing into nothing and leaving no body behind.

## Phlegmatic Spray

*5th-level conjuration (bard)*

**Casting Time:** 1 action

**Range:** Self (40' cone)

**Components:** V, S, M (a handkerchief)

**Duration:** See text

You emit an enormous, comical sneeze that sprays phlegm at each creature and object in the cone. Each creature targeted must make a Dexterity save or be covered in mucus until it spends 6 actions cleaning itself up (although other creatures can use their action to help clean it). A creature that is covered in mucus suffers disadvantage on Dexterity attacks, checks and saves, and if it takes the Dash action, it must make a DC 10 Dexterity save or fall prone at the start of its Dash.

## Piercing Clarity

*8th-level divination (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a clear crystal lens)

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

This spell gives you extraordinary mental clarity. While it lasts, you cannot be charmed, confused, dominated or stunned, and you add your proficiency bonus to any Intelligence and Wisdom saving throws you must make. If you are already proficient in that saving throw, you instead add twice your proficiency bonus. In addition, you may add twice your Intelligence bonus to any Arcana, History, Nature or Religion check you make during the spell's duration.

## Plague of Embers

*5th-level conjuration (druid, wizard)*

**Casting Time:** 1 action

**Range:** 20'

**Components:** V, S, M (a fire at least as large as a campfire)

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

You cause a mass of red-hot embers to emanate from the fire source you use as a material

component, which must be within range. These embers roll out in a path 40' wide, 20' high and 40' deep, moving 40' away from the fire in a direction that you choose each round. When the embers move, each creature newly enveloped in their area must make a Dexterity saving throw, taking 7d6 fire damage on a failure or half that on a success. In addition, all unattended flammable objects in the area ignite. The secondary fires thus started are not magical and do not end with the rest of the spell.

## Pocket Dimension

*4th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** See text

You create a small demiplane that wraps around you, removing you from the Material Plane. Time flows at a different rate in the *pocket dimension* than it does in the world. You choose one of the following options:

- You have five rounds to act in the demiplane. You cannot perceive or affect anything on another plane (such as the Prime Material), and after this period of time, you reappear in the same place that you last occupied in the world, or the closest unoccupied space if the space you were in is no longer available. On the Prime Material Plane, you are gone for 2 of your turns and reappear at the start of your third turn.
- You have 15 rounds to act in the demiplane. You cannot perceive or affect anything on another plane, and after this period of time, you reappear in the same place that you last occupied in the world, or the closest unoccupied space if the space you were in is no longer available. On the Prime Material Plane, you are gone for 5 of your turns and reappear at the start of your sixth turn.
- You have one hour to act in the demiplane. You cannot perceive or affect anything on another plane, and after this period of time, you reappear in the same place that you last occupied in the world, or the closest unoccupied space if the space



you were in is no longer available. On the Prime Material Plane, you are gone for 10 minutes.

## Poison

*4<sup>th</sup> level transmutation (cleric, druid)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, make a melee touch attack against one creature within your reach. If you hit, that creature takes 4d10 poison damage and is poisoned for 1 hour. At the end of each of its turns, it can make a Constitution save against your spell save DC; after it succeeds twice, the poisoned condition ends.

## Poison Web

*6th-level conjuration (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a bit of spiderweb)

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

You conjure a mass of thick, sticky webbing dripping with virulent poison at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area.

If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet.

Once per turn, any creature that enters or starts its turn in the webs takes 3d10 poison damage. When it takes this damage, the creature must succeed on a Constitution save or be poisoned as long as it is in the webs and for 1 minute afterward. In addition, it must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its

action to make a Strength check against your spell save DC. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

## Poisoner's Punishment

*7th-level transmutation (cleric, druid)*

**Casting Time:** 1 action

**Range:** 160 feet

**Components:** V, S

**Duration:** Instantaneous (see text)

When you cast this spell, choose a point you can see within range. Each creature within 20' of that point is immediately affected by each poison that it carries or can produce naturally. The creature may make all appropriate saving throws against those poisons, but the DC is your spell save DC, rather than the normal DC for the poison. (Note that a few creatures are immune to their own poison, and that this spell does not actually expend any of the poisons being born by the targets.)

Although this spell itself is instantaneous, the poisons continue to affect their victims as is normal for the individual toxin.

## Poisonous Rain

*6th-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 600'

**Components:** V, S, M (a drop of poison)

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

You cause a foul, poisonous rain to begin to fall in a 40' high, 40' radius cylinder area centered on a point you can see in range. Each creature caught in the foul rain makes a Constitution saving throw, taking 4d8 poison damage and becoming poisoned for 1 minute on a failure or taking half damage (and not being poisoned) on a success. A creature that is poisoned can repeat the save at the end of each of its turns, ending the effect on a success. A creature that succeeds on a saving throw against this spell at any point can still take poison damage

from it, but can no longer be poisoned by that particular casting of the spell.

At the start of your turn, exposed creatures take damage again.

## Polar Ray

*8th-level evocation (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a white ceramic cone or prism)

**Duration:** Instantaneous

You fire a ray of freezing cold blue-white energy at a target within range. Make a ranged spell attack roll. If you hit, the target takes 15d10 cold damage.

## Power Sink

*4th-level abjuration (sorcerer, wizard)*

**Casting Time:** 1 reaction, which you take when you see a creature in range cast a spell

**Range:** 60' radius)

**Components:** V, S, M (a chunk of lead)

**Duration:** Instantaneous

You counter the triggering spell unless its caster expends another spell slot of a level no lower than one level lower than the one used to cast it initially.

## Power Word Orgasm

*4th-level enchantment (Perversion domain)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V

**Duration:** Instantaneous

You speak a word of power that overwhelms the body of one creature you can see within range, leaving it quaking with a powerful orgasm. If the target has 50 hit points or fewer, its speed is halved and it has disadvantage on all attacks, checks and saves. Otherwise, the spell has no effect.

The orgasming target must make a

Constitution saving throw at the end of each of its turns. On a successful save, this effect ends.

## Predict Weather

*Divination cantrip (druid)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You instantly learn what the next 24 hour's weather will be like in a 5 mile radius. You predict only normal weather, so if your prediction proves untrue, the weather was probably magically manipulated.

## Primal Restoration

*4th-level transmutation (druid, ranger)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, choose up to four creatures you can see in range. Each target regains two expended Hit Dice.

**At Higher Levels:** If you cast this spell using a 5<sup>th</sup> or higher level slot, each target regains one additional expended Hit Die per slot level above 4<sup>th</sup>.

## Primal Roar

*3rd-level enchantment (druid)*

**Casting Time:** 1 action

**Range:** See text

**Components:** V

**Duration:** 1 round

When you cast this spell, you give out a terrific bellow in a 30' cone. Each creature in that cone must make a Constitution save, suffering 4d8 thunder damage on a failure or half that on a success. In addition, each ally that can hear you within 30' gains advantage on attack rolls until the end of your next turn.

## Programmed Amnesia

*9th-level enchantment (bard, warlock, wizard)*

**Casting Time:** See text

**Range:** Touch

**Components:** V, S

**Duration:** Permanent

You touch a creature in range when you finish casting this spell and selectively delete, edit or add memories to the target. You can perform simple or complex changes, but the more extreme the changes, the longer it takes to cast this spell.

You can delete any or all memories possessed by the target, including all memories of a specific creature, place or event. This is a simple change. Conversely, you can add false memories of things as you desire. Imaginary friends, events that never happened, betrayal by friends or even the friendship of an enemy can be implanted. Implanting memories is a moderately complex change.

You can attempt to cut off the victim's access to some or all of its proficiencies or to add or remove an ideal, bond or flaw from the target. You can also choose to cut off access to a specific feat or class feature. This is moderately complex, and the victim can regain access to a suppressed proficiency or feature by spending a week training.

Combining the ability to delete and implant memories, you can attempt to perform highly complex mental operations, replacing the current persona with a new one, changing the target's class or alignment, or programming the target to undergo a programmed amnesia effect when a certain event takes place. You can also program a target's memories to return when a trigger event happens.

The casting time is one minute for simple operations, one hour for moderately complex operations, or one day for highly complex operations.

## Proleptic Vision

*9th-level divination (wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 24 hours

This spell is an ancient variant of *foresight* designed to alert you of threats to others rather than yourself. It gives you visions of impending attack concerning up to five individuals, five locations and five objects that you choose, which may be at any distance from you and may even be on a different plane, though you must know where it is. In the context of this spell, an "attack" must be instigated by one or more creatures intending to damage, destroy or capture the individual, location or object. This spell will alert you of subtle or unusual attack forms, such as poison in a creature's food, arson, etc. Generally speaking, traps will not be detected, as they are generally triggered by the victim rather than the one setting them.

The five individuals you select may include you. The five locations may be as large or small as you desire, but to trigger the *proleptic vision*, an attack must endanger a significant portion of the location. The five objects you select may be up to Gargantuan size; an attack on any other guardians or wards around one of the objects will not trigger this spell, only an attack on the object itself. However, you can choose a set of magical wards on an object as one of your five monitored objects if you choose.

The visions granted by this spell show you a visual and audible impression of the danger and its nature. The vision lasts only an instant. When you receive a vision, you can take one action or bonus action before the attack takes place.

## Protection from Hunger and Thirst

*3rd-level abjuration (cleric, druid, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** S, M (a small piece of dried meat and a cup of water)

**Duration:** 1 week

Up to four creatures in range can go without food and drink without harm for the spell's duration. When it ends, even if you cast it again, each of the spell's targets gain one level of exhaustion, which it can't lose until it eats a full day's rations.

## Protection from Normal Missiles

*3rd-level abjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

This spell creates a ward that moves with you and extends in a 10' radius around you. Creatures within the ward, including yourself, gain resistance to bludgeoning, piercing and slashing damage from nonmagical ranged weapons.

## Protection from Pickpockets

*2nd-level abjuration (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** 1 hour

When you cast this spell, choose up to four creatures in range. Attempts to pick the subjects' pockets suffer disadvantage.

## Protective Shock

*3rd-level abjuration (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a copper wire)

**Duration:** Until discharged, to a maximum of 1 hour

This spell charges your body with electrical energy. When a creature touches or strikes you, including with a melee weapon, you can use your reaction to deal 10d4 lightning damage to that creature.

## Protege

*6th-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a musical instrument that you are proficient in, which the spell's target must carry for the duration of the spell)

**Duration:** Concentration, to a maximum of 1 hour

You briefly grant some of your own bardic ability to the subject of this spell. When you cast it, you give one or more of your bardic inspiration dice to the target, but the target cannot use them itself. Instead, the target acts as a proxy for you, using its bonus action (or reaction, as appropriate) to grant the dice to others as if it were you. If the spell ends with some of your bardic inspiration dice unspent, they revert to you.

In addition, while the spell lasts, if your proficiency bonus is higher than the target's, it can use your proficiency bonus instead.

## Prying Eyes

*5th-level divination (bard, wizard)*

**Casting Time:** 1 action

**Range:** 1 mile

**Components:** V, S, M (a handful of crystal marbles)

**Duration:** Concentration, up to 8 hours

You create 10 visible, semitangible magical orbs that resemble eyes. They move out, scout around

and report back as you mentally direct them when casting the spell. You can give the eyes a set of commands up to 25 words in length, and they know what you know, so they can recognize your allies or specific creatures. Each eye can see 120' with normal vision only, but can see in all directions.

The individual eyes are fragile but small and difficult to spot. Each eye has 1 hit point, but because of their maneuverability, they are AC 18. They eyes have a +10 bonus to Stealth checks and a Perception bonus equal to your Wisdom bonus plus twice your proficiency bonus.

To report their findings, the eyes must return to you. When you touch one of the eyes, you see a mental replay of everything the eye has seen in the last hour. After it relays its findings, the eye vanishes, as it does if it ever gets out of range or is destroyed. You can sense it when an eye vanishes, but cannot tell why.

## Psychic Disturbance

*3rd-level enchantment (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

**Duration:** Instantaneous

Each creature of your choice within range that is concentrating on a spell or effect makes a Wisdom saving throw. On a failure, its concentration is broken.

## Pull the Strings

*6<sup>th</sup> level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

When you cast this spell, each creature in range must make a Wisdom saving throw. If a creature fails, on its next turn, when it takes an action, you decide what its action is, if any. You cannot force

a creature to expend limited resources, such as spell slots, superiority dice, or the like, nor can you force it to use an ability that requires a recharge, such as a dragon's breath. On its turn, the creature still moves, interacts with the environment, and possibly takes a bonus action normally. The creature doesn't know that you will control its action until it tries to take an action. Alternatively, if it would end its turn without taking an action, you can instead cause it to take an action of your choice.

## Puncture

*8th-level transmutation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 400 feet

**Components:** V, S

**Duration:** Instantaneous

This powerful spell punches a small hole, about 2" in diameter, completely through one creature or object to a maximum depth of 400'. The power of this *puncture* is such that the rest of the target is often shattered asunder. A creature targeted must make a Constitution saving throw or suffer 10d12 force damage; an object receives no save. A creature that makes its saving throw takes half damage.

In addition, if a creature fails its saving throw by 5 or more, it must roll on the following chart:

<i>d% Roll</i>	<i>Result</i>
01-15	Random appendage blown off
16-55	Random limb blown off
56-65	Head shot- knocked unconscious, 50% chance to lose an eye
66-75	Neck shot- head blown off, killed
76-90	Torso shot; stunned 1d10 rounds
91-00	Torso shot: extensive internal damage; maximum hit points reduced by 50% until attended with a <i>greater restoration</i> , <i>heal</i> or similar effect

## Purge the Written Word

*9th-level transmutation (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 week (but see text)

**Range:** See text

**Components:** V, S, M (three drops of invisible ink and a gallon of water taken from the River Styx)

**Duration:** Instantaneous

By means of this spell, you erase all direct written references to one creature, object or event of your choice in a vast range. This spell penetrates all barriers except for those that prevent magic from crossing them and reaches out to affect all writing in a 500 mile radius. You can continue casting the spell after the initial week's casting time; if you do so, the radius affected increases by 100 miles per additional day of casting. If you cast this spell continuously for 7 years and 7 weeks, the range increases to everywhere on the same plane.

## Quench

*3rd-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S

**Duration:** Instantaneous or 1 hour (see text).

Often used to fight forest fires, *quench* extinguishes all nonmagical fires in a 50' cube in range. Any magical fires are also extinguished if they are created by a spell or equivalent of 5<sup>th</sup> level or lower. You can make a Wisdom check with a DC equal to 10 + the spell's level to dispel higher level fire effects.

A creature composed at least partially of fire in the area must succeed on a Constitution save, suffering 6d6 damage on a failure or half that on a success.

Alternatively, you can target the spell on a single magic item you can see that produces flames, such as a *wand of fireballs* or a *flame tongue* sword. All fire-based abilities of that item are suppressed for 1 hour.

**At Higher Levels:** If you cast this spell using

a slot of 4<sup>th</sup> or higher level, for each slot level above 3<sup>rd</sup>, the range increases by 40', the cube's size increases by 10', the spell automatically extinguishes magical fires created by a spell one level higher and damage to fire creatures increases by 1d6.

## Quickness

*2<sup>nd</sup> level transmutation (bard, ranger, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

You touch one creature in range and bestow supernatural *quickness* upon it. While this spell lasts, the creature can do any of the following as a bonus action: stand up from prone, move half its speed, drink a potion, interact with the environment, ready or stow a shield, make a Wisdom (Perception) check, interact with the environment, or use an item.

## Rain of Leeches

*6th-level conjuration (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 400 feet

**Components:** V, S, M (three drops of swamp water)

**Duration:** 10 minutes

When you cast this spell, you create a rain of fist-sized leeches in a 40' radius cylinder 100' high centered on a point in range. The rain lasts but an instant, but the leeches persist until the end of the spell's duration. Each creature in the cylinder when it forms is attacked by 2d4 leeches (using your spell attack bonus). Each leech that hits deals 1d3 damage and attaches to the target; at the start of its turn, a creature suffers 1d3 points of damage per leech attached to it.

After the initial rain of leeches when you cast the spell, a creature that enters or starts its turn in the area of the cylinder during the duration is attacked by 1d4 leeches (again, using your spell attack bonus), as described above.

A creature can use an attack or a bonus action to remove one leech from a creature in its melee reach. Alternatively, an area effect that includes a creature with leeches attached and deals at least 15 fire damage will destroy the leeches on that creature. At the end of each turn of a creature with attached leeches, it may attempt a Dexterity save against your spell save DC; success indicates that 1d2 leeches drop off.

## Rainbow

*5<sup>th</sup> level conjuration (cleric, druid)*

**Casting Time:** 1 action

**Range:** See text

**Components:** V, S, M (a crystal or diamond prism worth at least 1,000 gp, which is unnecessary if a rainbow is visible in the sky)

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

When you cast this versatile spell, you can choose one of three variants: bow, bridge, or flagon. Depending on which you choose, the spell functions differently.

If you conjure a bow, a magical longbow appears in your hands, made of flashing rainbows and brilliant colors. Until the spell ends, you are proficient with the bow. As an action, you can loose a magical arrow composed of a single color from the bow, each having a different effect. When you do so, choose which color you launch, and then make a ranged spell attack. That color leaves the bow and cannot be used again. If you use all the bow's colors, the spell ends. If you hit with an arrow from the bow, the effect depends on which color you unleash, as follows:

- Red: The target takes 2d10 radiant damage and 1d10 fire damage.
- Orange: The target takes 2d10 radiant damage and is blinded until the end of its next turn.
- Yellow: The target takes 2d10 radiant damage and 1d10 lightning damage.
- Green: The target takes 2d10 radiant damage and is poisoned until the end of its next turn.
- Blue: The target takes 2d10 radiant damage

and 1d10 cold damage.

- Indigo: The target takes 2d10 radiant damage and 1d10 psychic damage.
- Violet: The target takes 2d10 radiant damage and is pushed 20' directly away from you.

If you conjure a bridge, it joins two points you can see within 300', as long as no physical barriers exist between those points. At your option, it can carry any or all willing creatures within 10' of one of the points to the other point when it manifests. As long as the bridge lasts, at the end of any creature's turn, you can use your reaction to cause it to transport any or all willing creatures within 10' of one of the points that it connects to the other, as long as there is sufficient unoccupied space within 10' of the arrival point.

If you conjure a flagon, a flashing vessel containing glowing, layered, multicolored liquid manifests in your hands. Until the spell ends, a creature within 5' of you can use an action to drink from the flagon, as long as you are willing to let it do so. Alternatively, you can use an action to feed a willing creature within 5' a drink from the flagon. The creature can drink one color of the fluid from the flagon, draining that color from it. When the last color is drank, the spell ends. The fluids have the following effects, depending on their color:

- Red: While the spell lasts, as long as the creature has at least 1 hit point, at the start of each of its turns, it regains 5 hit points.
- Orange: While the spell lasts, the creature is immune to fire damage.
- Yellow: When the creature drinks this, it is cured of the blinded condition. In addition, while the spell lasts, the creature is immune to the blinded condition.
- Green: While the spell lasts, the creature is immune to the poisoned condition and poison damage.
- Blue: When the creature drinks this fluid, any diseases it is suffering from end. In addition, while the spell lasts, the creature is immune to disease.
- Indigo: While the spell lasts, the creature is

immune to cold damage.

- Violet: When the creature drinks this fluid, any diseases it is suffering from end. In addition, while the spell lasts, the creature is immune to disease.

## Rainbow Pattern

*4th-level illusion (bard, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a piece of phosphorus and a crystal prism)

**Duration:** Concentration, up to 1 minute, plus see text

You create a glowing, rainbow-hued pattern or interweaving colors that fascinates those too close to it. When you cast this spell, choose a point you can see within range, which the pattern is centered on. Each creature within 30' of the pattern that can see it must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed, the subject is incapacitated and can move only to follow the *rainbow pattern*.

The pattern persists as long as you concentrate on it. While it persists, you can use a bonus action to move it up to 30', and each creature fascinated by it must move toward it on its turn.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

## Raise Volcano

*9th-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 800'

**Components:** V, S, M (a piece of obsidian)

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

When you cast this spell, choose a point you can see in range as the center of the effect, which immediately begins to swell with internal violence, trembling and rising like a huge blister at a frightening rate. Initially, the area that rises is 15' radius circle of ground centered on the point you

chose, but each round that the volcano continues to grow, the circle's radius increases by 15', sloping upward at approximately a 2/3 slope. The first round, the central area rises 10'; each round thereafter, it rises another 20'.

At the start of each of your turns after you cast this spell, roll 1d10. On a 1-5, the volcano's central 15' radius will erupt. Each creature within the area must make a Dexterity saving throw, suffering 6d8 bludgeoning and 6d8 fire damage on a failure, or half damage on a success. Each creature within a distance of twice the volcano's height from the central area (but not in the central area) must make a Dexterity saving throw, suffering 3d6 bludgeoning and 3d6 fire damage on a failure and no damage on a success. If a creature fails the saving throw by 5 or more, it also falls prone.

The volcano created by this spell is permanent, but its level of activity depends on local seismic conditions.

## Rally

*2nd-level enchantment (bard, cleric, paladin, ranger)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

You allow allies to rally. When you cast this spell, choose up to three creatures within range that can see or hear you. Each of them may spend one of their Hit Dice, if any are available, and make one saving throw against an ongoing effect that it is suffering from.

## Rary's Mnemonic Enhancer

*4th-level transmutation (wizard)*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, M (a piece of string, ink consisting of squid secretions mixed with black dragon blood, and an ivory plaque worth 50 gp)

**Duration:** See text



This spell has two applications: you can use it to prepare extra spells or you can use it to gain additional spell slots.

If you use it to prepare extra spells, after you cast it, you can spend one hour to prepare an additional two spells.

If you use it to gain additional spell slots, you gain three levels of spell slots of your choice—either one 3<sup>rd</sup> level slot, one 2<sup>nd</sup> level and one 1<sup>st</sup> level slot or three 1<sup>st</sup> level slots.

In either case, the additional prepared spells or spell slots remain until expended or until you complete a long rest.

**At Higher Levels:** When you cast this spell using a 6<sup>th</sup> level slot, you can prepare an additional three spells or gain four levels of spell slots of your choice. When you cast this spell using an 8<sup>th</sup> level slot, you can prepare an additional four spells or gain five levels of spells slots.

## Ray of Exhaustion

*3rd-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

You fire a ray of black energy at a target. Make a ranged spell attack. If you hit, the target gains two level of exhaustion. This spell is not cumulative with itself; once a creature has been exhausted by it, this spell cannot further exhaust it.

## Ray of Fatigue

*1st-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

You fire a ray of black energy at a target. Make a ranged spell attack. If you hit, the target gains one level of exhaustion. This spell is not cumulative with itself; once a creature has been exhausted by it, this spell cannot further exhaust it.

## Ray of Light

*6th-level evocation (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** See text

When you cast this spell, you fire up to six rays of bright light at the eyes of creatures in range. Make a ranged spell attack for each ray; if you hit, the target is blinded. It can make a Constitution save at the end of each of its turns; when it succeeds three times, it recovers its sight. If it fails three times, it is permanently blinded.

**At Higher Levels:** When you cast this spell using a 7<sup>th</sup> or higher level spell slot, you can fire one additional ray per slot level above 6<sup>th</sup>.

## Ray of Melting

*3rd-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 180 feet

**Components:** V, S

**Duration:** Instantaneous

A ruby-red ray shoots from your fingertip, unerringly seeking out a single metal object in range. If that object is nonmagical, unattended and fits within a 5' cube, it melts into slag. If it is in the possession of a creature or is a magic item, it suffers 1d4 wear points and 3d6 damage.

If you use this spell on a metal creature, such as an iron golem, you instead deal 10d8 damage to it.

**At Higher Levels:** If you cast this spell using a slot of 4<sup>th</sup> or higher level, the damage it inflicts increases by 1d6 (or 1d8, when used against a metal creature) per slot level above 3<sup>rd</sup>.

## Reality Maelstrom

*9th-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S, M (a golden hoop no less than 1" across, worth at least 50 gp)

**Duration:** 1 round

This spell causes a tremendous tearing sound as a hole tears open in reality itself. Wind rushes forward into the hole, and creatures and objects nearby are pulled inexorably into the rift. Anything that passes through the *reality maelstrom* is deposited on a random plane .

Surrounding a point you can see in range in a 20' sphere, the primary area pulls all unattended objects of 100 lbs or less into the maelstrom, as is each creature that fails a Charisma saving throw.

Surrounding the inner hole, a windstorm extends out another 20' in all direction. All unattended objects that weigh 50 lbs or less are swept through the maelstrom, and a creature within the secondary area must make a Strength saving throw or be swept 20' inward (and forced to make a Charisma save, as noted above).

A *reality maelstrom* is a one-way portal, so nothing comes through from the other side. At the end of the spell's duration, the rent in reality collapses with a tremendous cracking noise.

## Reaving Aura

*1st-level necromancy (cleric, paladin, warlock)*

**Casting Time:** 1 bonus action

**Range:** Self (10' radius)

**Components:** V

**Duration:** Instantaneous

Each creature in the aura that is dying fails a death save. Casting this spell is an Evil act.

## Reaving Dispel

*9th-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** See text

Choose one creature, object or magical effect within range. Any spell of 6<sup>th</sup> level or lower on the target ends. For each spell of 7<sup>th</sup> level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends .

However, each spell that ends on the target is actually transferred to you. Transferred spells operate normally, running for their full remaining duration. If a spell transferred to you requires concentration, it ends at the end of your next turn unless you concentrate upon it.

## Recitation

*4th-level enchantment (cleric, paladin)*

**Casting Time:** 1 action

**Range:** Self (30' radius)

**Components:** V, S, M (your deity's holy symbol)

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

You recite praises to your deity, calling its aid down upon you and your allies while impeding your foes. When a creature you can see within 30' makes an attack or saving throw, you can choose to give it either a bonus or penalty of 1d4 to that attack or check.

## Reconstruction

*7th-level transmutation (wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a complex assembly of clockwork gears worth at least 100 gp, which the spell consumes)

**Duration:** Permanent

This spell reconstructs a destroyed construct as long as you have access to its remains, effectively bringing it back to "life". It may have been dead for any length of time, but any construct may only be subject to this spell one time.

A construct that had been *reconstructed* can be destroyed via a successful *dispel magic*, which can eliminate the binding magic holding it back together.

## Reciprocal Gyre

*5th-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a tiny closed loop of copper wire)

**Duration:** Instantaneous

When you cast this spell, choose a point in range. Up to five creatures of your choice within 30' of that point are affected. Each subject takes 1d12 points of damage per spell level affecting it.

## Recuperating Smite

*3rd-level evocation (paladin)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The next time you hit a creature with a melee weapon attack during this spell's duration, your weapon flares with bright light, and the attack deals an extra 2d6 radiant damage to the target. In addition, you may spend as many Hit Dice as you like to heal yourself and make one saving throw to end an effect that is currently affecting you.

## Redirect Damage

*7th-level abjuration (cleric, wizard)*

**Casting Time:** 1 reaction, which you take when a creature in range damages you but before you take the damage

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, you magically redirect the damage and any special effects from the triggering attack or effect to the creature that attacked you or otherwise caused you damage. That creature must make a Constitution save, taking half damage and no other effects on a success. You take no damage from the triggering effect, and don't suffer any other special effects caused by it.

## Reeking Wall of Flesh

*3rd-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S, M (a piece of dead flesh)

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

You create a wall of reeking, dead flesh that must be entirely within range. The wall can be up to 50' long and 30' high. It is 3' thick. The wall can be breached with damage; it is AC 5, and each 5' x 5' section of it has 30 hit points. Any creature that starts its turn or comes within 5' of the wall must make a Constitution saving throw or be poisoned until the start of its next turn.

## Reflective Disguise

*2nd-level illusion (bard, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You wrap yourself in an illusion that causes any intelligent creature within one size category of you to see you as the same species and gender as itself. The spell changes perception of clothing, race and gender, but does not give you any knowledge of the abilities or mannerisms of the form you appear to be, nor does it alter your tactile, auditory or olfactory qualities.

A creature that interacts with the illusion beyond simply viewing it receives a Wisdom saving throw to recognize it as an illusion.

**At Higher Levels:** When you cast this spell with a slot of 3<sup>rd</sup> or higher level, you can target one additional creature that you can see within 30' per slot level above 2<sup>nd</sup>.

## Refusal

*5th-level abjuration (cleric, paladin, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S, M (a pinch of dust from a wizard's tomb)

**Duration:** Concentration, up to 8 hours

You ward an area up to 100' square with an invisible magical barrier that repels creatures that can cast spells, including innately or through magic items. Any creature that can cast at least one spell must make a Wis save or be halted by the magical ward and be unable to physically enter the warded area. The DC of the save is increased by the level of the creature's highest unexpended spell slot, if any.

## Regroup

*3rd-level conjuration (bard, cleric, paladin, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

Choose up to five willing creatures in range. Each of them teleports to an unoccupied space of your choice within 5' of you. If there is no available space, each teleports to the nearest available unoccupied space.

## Remove Charm

*1st-level abjuration (bard, cleric, druid, paladin, wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (a rose petal, a small silken cord, and a shard of glass)

**Duration:** Instantaneous

The charmed condition immediately ends on each creature of your choice that you can see within range.

## Rend Ectoplasm

*6th-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S, M (a piece of a broken gravestone)

**Duration:** Instantaneous

This spell unleashes a burst of magical energy that damages only creatures such as wraiths, specters, shadows and ghosts- any incorporeal type of creature (usually, undead with the Incorporeal Movement trait). When you cast it, choose a point in range. Any creature that can be affected by the spell that is within 30' of the origin point, even behind barriers that provide total cover, must make a Constitution saving throw, suffering 10d8 damage on a failure or half that on a success.

## Repair Damage

*1st-level transmutation (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, you touch one construct or undead. That creature regains hit points equal to 1d8 + your spellcasting ability modifier.

**At Higher Levels:** When you cast this spell using a slot of 2<sup>nd</sup> or higher level, you repair an additional 1d8 damage per slot level above 1<sup>st</sup>.

## Repair Object

*2nd-level transmutation (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, you touch one object within your reach. You can either repair up to 2 wear points to that object or repair 3d10 points of damage that the object has sustained.

## Replicate Casting

*9th-level transmutation (wizard)*

**Casting Time:** Same as the spell being replicated

**Range:** Same as the spell being replicated

**Components:** V, S

**Duration:** Same as the spell being replicated

You duplicate the effects of any spell that you have seen cast in the last round.

## Repulsion

*6th-level abjuration (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a pair of small iron bars attached to two small canine statuettes, one black and one white, the whole worth at least 50 gp)

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

You surround yourself with an invisible, mobile field of magical energy that prevents creatures from approaching you. If a creature within 100' of you attempts to move closer to you, it must make a Wisdom saving throw. If it fails, it cannot move any closer to you until its next turn.

You can freely approach affected creatures, and they are not forced back.

## Resist Poison

*1st-level abjuration (bard, cleric, druid, paladin, ranger)*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** 10 minutes

When you cast this spell, choose up to three creatures you can see in range. Each of those creatures gain resistance to poison damage and immunity to the poisoned condition while the spell lasts.

## Restore Vitality

*4th level transmutation (cleric, paladin)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, you touch one creature. It can make a saving throw against any one effect it is suffering from that a save can end, and it can spend up to half of its Hit Dice to heal itself.

## Reveal Creature

*6th-level divination (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 200 miles

**Components:** V, S, M (something the spell's target has worn or touched or a creature who has seen the target of the spell)

**Duration:** Instantaneous

By examining a creature (living or dead) or object that another creature has interacted with and casting this spell, you receive a vision of that creature that gives you a great deal of information about it. You must identify a specific target of this spell, but need not know that target's name; for instance, you could cast this spell on "the chief of these orcs" or "the person who hired this assassin." If the spell's target is out of range, you learn this information upon casting this spell, but it still uses a spell slot.

You can choose to share the vision with up to four creatures within 20' of you. The vision shows you a visual image of the target as it currently is. In addition to learning its appearance, you gain the following information: the creature's name, race, Challenge Rating, alignment, ideal, bond and flaw.

## Reveille

*Enchantment cantrip (bard, cleric, druid)*

**Casting Time:** 1 bonus action

**Range:** 40'

**Components:** V

**Duration:** Instantaneous

Each sleeping creature in range wakes up, including magically sleeping ones.

## Revive Undead

*6th-level necromancy (cleric, wizard)*

**Casting Time:** 1 minute

**Range:** 30 feet

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

**Duration:** Instantaneous

This spell restores a destroyed undead creature to unlife, so long as that creature is not currently alive. This spell will return even undead seemingly permanently destroyed, such as a lich whose phylactery has been destroyed or a ghost who was laid to rest by completing its unfinished task. This can be a cruel act indeed.

The undead creature's body or form reassembles as you cast this spell, and it reanimates with half its normal maximum hit points. You have no special influence over it.

## Righteous Zeal

*9th-level transmutation (cleric)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (your holy symbol)

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

The power of your god flows through you, giving you great power in combat. You gain resistance to bludgeoning, piercing and slashing damage from nonmagical weapons and advantage on attack rolls and Wisdom and Charisma checks and saves.

While this spell persists, you gain 30 temporary hit points at the start of each of your turns. When you take the attack action, you can make two attacks. Once per turn, when you hit a creature with a melee weapon attack, you can choose to deal an extra 4d10 radiant damage to it.

## Ritual of the Lotus

*3rd-level enchantment (bard, druid, wizard) (ritual)*

**Casting Time:** 1 minute

**Range:** 30'

**Components:** V, S, M (a pinch of residuum worth at least 5 gp per subject of the spell, which the spell consumes)

**Duration:** 1 hour

When you cast this spell, choose up to six willing creatures in range. Each of them enters a blissful stupor that lasts for the duration. This state is extremely enjoyable. While in this state, the subject suffers disadvantage on ability checks, its speed is reduced by 10' and on its turn it can move or take an action or take a bonus action. It can still interact with the environment for free once per round. If a creature takes damage, it receives a Wisdom saving throw to end the effect, and it can use an action to try to focus and end the spell by making a Wisdom saving throw, if desired.

Some people become addicted to this spell.

## Robe of Things

*3rd-level conjuration (bard, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour or until discharged

When you cast this spell, you designate one garment and one willing creature you can see in range. For the duration, that creature can pull random small useful objects from that garment. It can pull one such item each round as its free interaction with the environment, and can use an action and a bonus action to pull additional items. Once the garment has produced 7 items, the garment can produce no more, but the ones already produced remain even after the end of the spell's duration. To determine the object created by the garment, roll on the chart below.

<i>D% Roll</i>	<i>Item Produced</i>
01-04	Dagger
05-07	Bullseye lantern
19-11	Quill, ink and paper
12-15	Full waterskin
16-19	50' silk rope with grappling hook
20-23	Large sack
24-27	Vial of acid
28-30	Hammer and 6 pitons
31-34	Manacles
35-38	Bag of 3 pp
39-42	12 silvered arrows
43-46	Healer's kit
47-50	Thieves' tools
51-53	Iron chest with lock (DC 20) and key
54-57	Flask of oil
58-61	5 matches
62-65	10' pole
66-69	Bag of ball bearings
70-73	Small mirror
74-77	Vial of holy water
78-81	Jar of strong glue
82-85	Messenger pigeon
86-89	Sling with 20 bullets
90-91	Apple
92-94	Pipe loaded with tobacco
95-97	Tanglefoot bag
98-00	Bag of caltrops

**At Higher Levels:** When you cast this spell with a 4<sup>th</sup> or higher level slot, the number of items that the garment can produce increases by 2 per slot level above 3<sup>rd</sup>.

## Rolling Thunder

*2nd-level conjuration (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

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

Choose up to 2 creatures you can see in range. You conjure a ball of thunder in each target's space. Each target takes 2d6 thunder damage and must make a Strength save. If it fails, the ball of

thunder moves the target and itself up to 15' in a direction of your choice, changing direction mid-movement if you so desire.

If the target moves out of the ball's space, it takes 2d6 thunder damage and the spell ends.

**At Higher Levels:** When you cast this spell using a slot of 3<sup>rd</sup> or higher level, you can target one additional creature per slot level above 2<sup>nd</sup>.

## Roses of Distraction

*2nd-level transmutation (bard, druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** 1 hour

This spell charges normal flowers, either living or dead, with a magical fragrance. Any creature within 20' of the flowers cannot take reactions or bonus actions. You can affect a single contiguous mass of flowers that fills up to 10 five-foot squares.

**At Higher Levels:** When you cast this spell with a 4<sup>th</sup> level slot, the duration increases to 8 hours. When you cast this spell with a 6<sup>th</sup> level slot, the duration increases to 24 hours. When you cast this spell with an 8<sup>th</sup> level slot, the duration increases to 1 week.

## Rusting Grasp

*4th-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a pinch of rust)

**Duration:** Instantaneous

You touch an object made of iron or an iron alloy that fits entirely within a 10' cube, and that object instantly rusts and falls to pieces, effectively destroyed. If the object is worn or carried by a creature, you must succeed on a melee spell attack against that creature.

If the object you touch is a magic item, it makes a Constitution saving throw to resist the effect, using its bearer's bonus. If it is unattended, it has a +2 bonus. If you touch a creature made of

iron or an iron alloy, it must make a Constitution saving throw, suffering 8d8 damage on a failure or half that on a success.

## Safeguard

*5th-level abjuration (wizard)*

**Casting Time:** 1 bonus action

**Range:** 15'

**Components:** V, S, M (a piece of preserved skin from any creature that possesses the Magic Resistance trait)

**Duration:** 10 minutes

When you cast this spell, choose any number of creatures within range. Those creatures are shielded from your magic, so that they take no damage from spells you cast of 5<sup>th</sup> level or lower.

**At Higher Levels:** When you cast this spell with a 6<sup>th</sup> or higher level slot, it wards against spells of a level equal to the slot or lower. In addition, if you use a 7<sup>th</sup> level slot, the duration increases to one hour, and if you use a 9<sup>th</sup> level slot, it increases to 8 hours.

## Saga of Rivalry

*2nd-level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a scrap of paper torn from an epic tale of two rivals)

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

You sing a song describing one of your enemies and you or one of your allies as great rivals, compelling the enemy to face you or your ally or suffer. You must be able to see both the targeted ally and the targeted enemy, and both must be in range. If the enemy is immune to the charmed condition, or if succeeds on a Wisdom save, it is unaffected by this spell.

If the targeted enemy fails its save, whenever it starts or ends its turn and is more than 5' from the targeted ally, it suffers 1d10 psychic damage.

If the targeted ally hits the enemy with a melee weapon attack, it deals an extra die of weapon damage.

## Saint Elmoe's Fire

*2nd-level evocation (bard, druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V

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

Each object in a 20' cube within range is outlined in blue, green or violet light (your choice). Any creature in the area when the spell is cast is also outlined if it fails a Dexterity save. For the duration, affected creatures and objects shed dim light in a 10' radius.

An attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

An affected creature suffers 1d6 lightning damage at the start of its turn. It can use an action to try to shake the glow off by repeating the saving throw.

## Salt of Purity

*4<sup>th</sup> level conjuration (druid)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a handful of earth)

**Duration:** Instantaneous

When you cast this spell, choose a point within range. You conjure a blast of purifying salt in a 10' radius sphere centered on that point. This salt has the following effects.

- Each creature in the sphere loses the charmed and poisoned conditions.
- Each instance of ongoing acid, poison, or psychic damage in the sphere ends.
- Any diseases in the sphere end.
- Each aberration in the sphere takes 4d10 points of damage that can't be reduced or negated in any way.



## Satiric Barb

*2<sup>nd</sup> level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V

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

You utter a scathing quip that targets one creature in range that can hear you. That creature must make a Wisdom saving throw, suffering 2d10 psychic damage on a failure or half that on a success. In addition, until the spell ends, a target that fails its save takes 1d10 psychic damage each time it misses with an attack.

## Scare

*2nd-level enchantment (bard, paladin, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

Choose one creature in range. The target must make a Wisdom saving throw or become frightened of you and drop whatever it is holding, then use its reaction to move 15' away from you (provoking opportunity attacks normally). It must use its movement to get as far from you as possible on its turn. It can repeat the save at the end of each of its turns, ending the effect on a success.

## Scorching Burst

*Evocation cantrip (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** Instantaneous

You create a small explosion of fire centered on a point within range. The explosion fills a 5' radius sphere with flames. Each creature within the sphere must make a Dexterity saving throw, suffering 1d4 fire damage on a failure and no

damage on a success.

This spell's damage increases by 1d4 when you reach 5<sup>th</sup> level (2d4), 11<sup>th</sup> level (3d4) and 17<sup>th</sup> level (4d4).

## Screen

*8th-level illusion (bard, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** 24 hours

This spell creates a powerful protection from both scrying and direct observation. Choose an area up to 30' high and up to 120' on a side in range. When casting the spell, you dictate what will and will not be observed in the chosen area. The illusion must be stated in general terms. Thus, you could specify the illusion of yourself and another character playing chess for the duration of the spell, but you could not have the illusory chess players take a break, make dinner, and then resume their game. You could have a crossroads appear quiet and empty even when an army is actually passing through the area. You could specify that no one be seen, that your soldiers be undetected, or even that every fifth person or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. A creature that interacts with the illusion can make a Wisdom saving throw to see through it.

## Seal Portal

*6th-level abjuration (cleric, druid, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a silver bar worth at least 50 gp, which the spell consumes)

**Duration:** Permanent

You permanently seal an interplanar gate or portal that you can see in range. A *knock* spell won't break this seal, but a successful *dispel magic* can

remove it.

## Searing Orb

*6<sup>th</sup> level transmutation (cleric)*

**Casting Time:** 1 action

**Range:** 90'

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

**Duration:** Instantaneous

You transform the topaz you use to cast this spell into a blazing orb, which you hurl at a creature in range. Make a ranged spell attack. If you hit, the target takes 4d6 radiant damage and 4d6 fire damage. In addition, the target must succeed on a Constitution saving throw or be blinded for 24 hours. A blinded creature can repeat the saving throw at the end of every minute, ending the effect on itself on a success. If it fails three of these saves, it stops attempting them.

If your ranged attack roll misses, the *searing orb* lands 2d10' away from the target in a random direction. Whether you hit or miss, the orb bursts in a 30' radius sphere. Each creature in the sphere other than a creature hit by the orb must make a Dexterity save, suffering 4d6 radiant damage on a failure or half that on a success. A creature that fails this save is also dazzled and partially blinded for 1 hour. While dazzled in this way, the creature has disadvantage on ability checks relying on sight and on attacks or checks against a target more than 20' away from it. A dazzled creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If it fails three of these saves, it stops attempting them.

## Seeker Missiles

*5th-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** See text

**Components:** V, S

**Duration:** 1 minute

When you cast this spell, you create five *seeker missiles*, which are similar to *magic missiles* except that they will fly towards their designated

targets, attempting to reach them at any distance. Pick one target that you have seen for each missile (you may designate the same target for multiple missiles). The missile streaks away toward that target, acting as if it had your knowledge of the target's location. The *seeker missiles* move 200' per round, can slip through gaps as small as ½" wide, and zip in to attack when its target is in range.

When the *seeker missile* attacks, you make a ranged spell attack with it. If it hits, the target takes 2d6 force damage; if it misses, it zips around to attack again the next round, harrying the target for as long as the spell lasts. Once one of the missiles hits, it ends, but the other missiles continue to seek until they end or the spell expires.

**At Higher Levels:** When you cast this spell using a 6<sup>th</sup> or higher level slot, you produce one additional *seeker missile* per slot level above 5<sup>th</sup>.

## Selective Invisibility

*3rd-level illusion (bard, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (an eyelash encased in gum arabic)

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

A creature you touch becomes invisible until the spell ends, along with anything it is wearing or carrying as long as it is on the target's person. However, you can designate up to three individuals that can see the target at the time of casting.

**At Higher Levels:** If you cast this spell using a slot of 4<sup>th</sup> or higher level, you can designate up to two additional individuals that can see the target per slot level above 3<sup>rd</sup>.

## Self-Destruction

*6th-level enchantment (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S, M (a cracked mirror)

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

Choose one creature within range that you can see, which must make a Wisdom saving throw. If it fails, you fill it with such self-loathing that, on its turn, it must take the Attack action to attack itself with its most effective attack routine that does not require the use of consumable resources. At the end of each of its turns, the creature can repeat the save, ending the effect on a success.

**At Higher Levels:** When you cast this spell with a slot of 7<sup>th</sup> level or higher, you can target one additional creature per slot level above 6<sup>th</sup>.

## Semiclone

*7th-level necromancy (wizard) (ritual)*

**Casting Time:** 1 day

**Range:** Touch

**Components:** V, S, M (a flawed diamond worth between 100 and 500 gp and at least 1 cubic inch of flesh from the creature to be cloned, which the spell consumes, and a vessel worth at least 2,000 gp that has a sealable lid and is large enough to hold a Medium creature, such as a huge urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)

**Duration:** Instantaneous

Similar to *clone* but far more sinister, *semiclone* grows an imperfect duplicate from a sample taken from a creature that was living when it was taken. Though it looks almost exactly like the creature from which it was grown, something about the *semiclone* is unnerving and it looks undefinably unhealthy, unnatural and disturbing. Beasts with an Intelligence score of 3 or lower will avoid approaching within 10' of the *semiclone*.

Rather than being a recipient for the original creature's soul, the *semiclone* is an insane mockery of the one from whom it was born. It loathes the creature that it is a mockery of, as it is a constant reminder that the *semiclone* is not a 'real person' but rather just a soulless imitation. A *semiclone* is always Chaotic Neutral and wholly insane, and it is completely wretched. It and the creature from which it was created can each sense the direction and rough distance (within 5', within 50', within 500', within 1 mile, within 10 miles, etc) to the

other.

The *semiclone*'s ability scores are  $\frac{3}{4}$  those of the creature from which it was created, except for its Wisdom and Charisma, which are  $\frac{1}{2}$  those of the creature from which it was created. Its Hit Dice and hit points are half those of the creature from which it was created, but it retains its originator's full proficiency bonus and all proficiencies. The *semiclone* has the features and abilities (including spells) of its originator, but at 75 % of their full strength (for example, a 10<sup>th</sup> level wizard would produce a 7<sup>th</sup> level caster *semiclone*).

If the *semiclone* and the creature from which it was created can see and hear each other, the creature from which it was spawned can use an action to speak softly and firmly to the *semiclone* and attempt to exert control over it. If it beats the *semiclone* in a Charisma contest, the creature can issue a single *suggestion* (as the spell) to the *semiclone*.

## Sense

*7th-level divination (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You extend your sense of touch so that you can feel things within 50' of you, even through most barriers. This gives you blindsight within range, though this sense is blocked by 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt.

By concentrating as a bonus action, you can feel a 10' cube within 50', allowing you to detect invisible or unseen creatures and objects in that area, even beyond barriers that block your blindsight. You can feel what is in a room through the door or through a wall. You can detect textures and temperatures as easily as if you were handling an object with your hands, though you cannot be damaged in this way.

## Sense Link

*1st-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S

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

By means of this spell, you forge a link between one of your senses of your choice and the corresponding sense of a living or undead creature (i.e. not a construct) that you can see in range. An unwilling target receives a Wisdom saving throw to negate the effect. While the spell lasts, you perceive what the target perceives through the chosen sense. This doesn't prevent you from perceiving the area around yourself, but you can only pay as much attention to the linked sense as circumstances permit.

**At Higher Levels:** When you cast this spell using a 3<sup>rd</sup> level slot, the duration is concentration up to 1 hour. When you cast this spell using a 5<sup>th</sup> level slot, the duration is concentration, up to 8 hours, and you can link two senses instead of one. When you cast this spell using a 7<sup>th</sup> level slot, the duration is concentration, up to 24 hours, and you can link two senses instead of one.

## Sensory Deprivation

*5th-level illusion (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

This spell lays an illusion on up to three creatures in range that prevents each of them from seeing, hearing, tasting, smelling or feeling, although it can sense when it takes damage, nor can it use special senses including blindsight, tremorsense or the like. Each target may make a Wisdom saving throw to avoid the spell's effects; if it succeeds, the target is blinded until the start of its next turn but is otherwise unaffected.

A creature suffering from *sensory deprivation* grants advantage on attacks against it. In addition,

it has disadvantage on all attacks, on Strength, Dexterity and Constitution saves, and on ability checks that require sensory input (which includes most ability checks other than ones to recall lore).

At the end of an affected creature's turn, it may repeat the saving throw. If it succeeds, the creature is blinded until the start of its next turn, and then the spell ceases to affect it.

**At Higher Levels:** If you cast this spell using a slot of 6<sup>th</sup> or higher level, you can target one additional creature in range for each level of the slot above 5<sup>th</sup>.

## Servant Horde

*3rd-level conjuration (wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M (a small stick to which many lengths of knotted thread are attached)

**Duration:** 6 hours

You conjure a number of *unseen servants* equal to your Intelligence score.

## Servants of Arion

*6th-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S

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

This spell creates five invisible magical forces similar to *unseen servants*. However, the forces summoned by this spell are considerably more powerful and have Strength scores of 14. You can issue a mental command to one or more of the servants as a bonus action.

Each of the magical forces acts on your turn, immediately after you. They can pick up, move or manipulate objects as appropriate to their Strength, attack a creature or object (using your melee spell attack value and inflicting 1d6 points of bludgeoning damage on a hit), interfere with a creature's attempts to defend itself to give a single attack roll against it each round advantage, or interfere with a creature's attacks, giving it

disadvantage on a single attack each round.

The servants are unintelligent, so you must give simple and precise commands. “Throw off the attacks of anyone that attempts to attack me” would be fully comprehensible to them, but “Wait for someone to come around the corner, and if it is a gnoll or ogre, attack it” is far too complex.

## Shadow Magic

*3rd-level illusion (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** See text

**Components:** V, S

**Duration:** Instantaneous

You create a shockingly convincing illusion of any evocation spell of 2<sup>nd</sup> level or lower with a duration of instantaneous that is in the *Players Handbook* or that you have encountered. The *shadow magic* version of the chosen spell acts just like the aped spell, except that any damage it deals is psychic damage instead of its normal type, and any saving throw allowed is an Intelligence save.

**At Higher Levels:** When you cast this spell using a slot of 4<sup>th</sup> or higher level, you can imitate a spell up to one level lower than the slot level used.

## Shark-Sword

*2nd-level transmutation (druid, ranger, wizard)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (a shark's tooth and the weapon to be affected)

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

You cast this spell on a melee weapon with a wide blade, shaft or striking surface; a spear, rapier or other thin weapon has insufficient space for the spell to work.

When cast on an appropriate weapon, you cause a shark-toothed maw to open up and snap at enemies in combat. Whenever the weapon hits a creature in combat, make a melee spell attack against that creature; on a hit, the maw bites the target for 1d10 points of slashing damage.

## Shattering Pulse

*2nd-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous

Choose up to three points in range. Each of those points the center of a detonation of force. Each creature within 10' of each of the chosen points takes 2d6 force damage and must make a Strength saving throw or be knocked prone.

A creature caught in multiple detonations only takes damage once, from the pulse it is caught in that deals the most damage, but has disadvantage on the saving throw to avoid being knocked prone.

## Shatterstaff

*3rd-level transmutation (druid, ranger, wizard)*

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S, M (a length of wood, which can be a staff or club, graven with runes and glyphs and inlaid with shards of broken gemstones worth 25 gp, which the spell consumes)

**Duration:** 1 minute

This spell transforms a specially prepared length of wood into a quarterstaff of brittle crystal. When you swing it into any hard object or into a creature, the staff sprays shards of sharp crystal all around the target.

When you make a melee attack with the staff, you gain a +2 bonus to hit and deal 1d6 bludgeoning damage plus 4d4 slashing damage. Each creature within 10' of you other than you and the target must make a Dexterity save, suffering 4d4 slashing damage on a failure or half damage on a success. Objects in the area automatically take the damage.

In addition, you can cause the staff to explode when you hit a creature with it or by using an action to strike an object. It also explodes if you score a critical hit with it or if it takes any damage or gains a wear point. If the staff explodes, instead of its normal damage, any target actually struck

with it suffers 5d6 slashing damage, doubling if the attack is a critical hit on that target, and each creature other than you within 10' must make a Dexterity save, suffering the same damage on a failure or half that on a success. Objects in the area automatically take the damage.

**At Higher Levels:** When you cast this spell using a 4<sup>th</sup> or higher level spell slot, the slashing damage dealt on a hit increases by 1d4 per slot level above 3<sup>rd</sup>, and the damage dealt if the staff explodes increases by 1d6 per slot level above 3<sup>rd</sup>.

## Shielding Smite

*3<sup>rd</sup> level evocation (paladin)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

The next time you hit a creature with a melee weapon attack during the spell's duration, your attack deals an extra 4d6 psychic damage, and your blow magically weakens the target's attacks against creatures other than you. Until the spell ends, the target has disadvantage on attacks that don't include you as a target. If you end your turn more than 5' from the target, the spell ends.

## Shift the Earth

*6th-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 300 feet

**Components:** V, S, M (a small spade)

**Duration:** Instantaneous

You can only cast this spell where the ground is earth, even if it is covered by vegetation; it has no affect on a floor made of wood, stone or other similar material. When you cast it, you can designate a rectangular area of ground 5' deep with each side no longer than 80'. In a great rumble audible up to half a mile away, that area of ground slides up to 100' at your command. Each creature and object on the shifting earth suffers 4d6 points of bludgeoning damage, and each creature must succeed at a Dexterity saving throw or fall prone.

The *shifting earth* raises a huge cloud of dust that covers the original location of the earth, its new location and the path that it moved through, limiting vision to 20'.

Any creature that is in the path of the *shifting earth* must make a Dexterity saving throw, suffering 10d6 bludgeoning damage on a failure or half that on a success. The target must also make a Strength saving throw, being knocked prone and dragged up to 20' with the *shifting earth* on a success, or being knocked prone and dragged to the rear edge of the *shifting earth* on a failure. If the target fails this saving throw by 5 or more, it is also buried under a mass of earth and in danger of suffocation. It can use its action to try to escape by making three successful DC 15 Strength checks.

## Shout

*4th-level evocation (bard, wizard)*

**Casting Time:** 1 action

**Range:** Self (30' cone)

**Components:** V

**Duration:** Instantaneous and see text

You emit an ear-splitting yell that deafens and damages creatures in a 30' cone extending from you. Each creature within the cone must make a Constitution saving throw, suffering 6d8 thunder damage and being deafened for 2d6 rounds on a failure. Unattended objects are also damaged, and creatures and objects made of glass, crystal or other similar brittle material have vulnerability to the damage. If a creature fails its saving throw by 5 or more, it is also stunned until the end of your next turn.

**At Higher Levels:** When you cast this spell using a slot of 5<sup>th</sup> or higher level, the damage increases by 1d8 per slot level above 4<sup>th</sup>.

## Shroud of Ash

*4<sup>th</sup> level conjuration (druid, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a flake of ash and a drop of honey)

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

When you cast this spell, choose up to four creatures you can see in range that fit within a 20' cube. You conjure swirling clouds of heat-stealing ash around each of those targets. A creature that starts its turn in a *shroud of ash* takes 1d10 cold damage and is blinded until the start of its next turn. The creature can use an action to attempt to make a Dexterity save by trying to free itself from the shroud, ending the effect on itself on a success.

## Shroud of Winter

*8<sup>th</sup> level conjuration (druid)*

**Casting Time:** 1 action

**Range:** Self (60' radius)

**Components:** V, S

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

When you cast this spell, a horrendously powerful blizzard springs up in a 60' radius centered around you. It moves with you. Flurries of snow leave all creatures within the radius other than you blind. Blindsight and blindsight are useless within the storm. Creatures other than you treat the area within the radius as difficult terrain, and a creature other than you that enters or starts its turn in the radius must succeed on a Dexterity save or fall prone. Any creature other than you that makes a Wisdom (Perception) check in the radius has disadvantage. You can see through the snow as if it wasn't there.

A creature other than you that makes a ranged attack that enters, exits, or passes through the snow automatically misses, and any fire within the *shroud of winter* goes out immediately. Fire spells and effects that enter the shroud are instantly dispelled.

While this spell lasts, you are immune to cold.

## Singalong

*3<sup>rd</sup> level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V

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

When you cast this spell, choose up to three creatures that can hear you in range. You begin to sing a ditty in a strong voice, and each chosen creature must succeed on a Wisdom save or sing along, inserting nonsense syllables if they don't know the words. While singing along, the creatures cannot otherwise speak, including casting spells with verbal components.

Each round, you must use a bonus action to continue to sing, and you can't otherwise speak, including casting spells or using command words. At the end of an affected creature's turn, it can repeat the saving throw, ending the effect on itself on a success. In addition, if you stop singing, if an affected creature ends its turn at least 120' from you (with each intervening closed door halving the distance) or otherwise can't hear you clearly, the effect ends on that creature at the end of its turn.

## Sinkhole

*3<sup>rd</sup>-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, choose a point in range that you can see. That point and a 10' radius around it suddenly settles downward, dealing 3d6 points of damage to structures and ignoring any damage threshold that they have. A creature in the area must make a Dexterity saving throw or fall prone.

The center of the sinkhole is 5' deep, and it slopes upward to the level of the surrounding floor. The *sinkhole* is filled to a depth of 6" with mud at the bottom; creatures in the *sinkhole* suffer disadvantage to Dexterity checks and saving throws.

If you create the *sinkhole* in an area where the ground or floor is too thin, a further collapse may result.

## Skip Day

*5th-level transmutation (Time domain)*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S, M (a holy symbol)

**Duration:** Instantaneous

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, forward 1 day in time. If the space a target of this spell would arrive in is occupied at the time of its return, it takes 6d10 force damage and appears in the nearest unoccupied space.

## Slap

*1st-level evocation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self (15' cone)

**Components:** V, S

**Duration:** Instantaneous

A wave of magical force blasts forth from you. Each creature in the cone must make a Dexterity save, taking 2d6 force damage on a failed save or no damage on a success. If a creature fails its save by 5 or more, it is also stunned until the end of your next turn.

## Slayer

*2nd-level transmutation (paladin, ranger)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

Until this spell ends, whenever a creature within your melee reach casts a spell, makes a ranged attack, stows a weapon or stands up from prone, it provokes an opportunity attack from you.

**At Higher Levels:** When you cast this spell using a 3<sup>rd</sup> or higher level slot, you can target one additional creature within 30' with this spell for each slot level above 2<sup>nd</sup>. In addition, if you use a slot of at least 4<sup>th</sup> level, the spell lasts a maximum of 10 minutes, and if you use a slot of at least 6<sup>th</sup>

level, the spell lasts a maximum of 1 hour.

## Sliding Stance

*1<sup>st</sup> level transmutation (bard, paladin, ranger)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You magically enhance your blows to knock your foes about when you hit them. Until the spell ends, each time you hit with a melee weapon attack, the target must succeed on a Strength save or you can move it 5' in a direction of your choice.

## Slumber of the Blessed

*1<sup>st</sup> level enchantment (cleric, druid, paladin)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** 12 hours

When you cast this spell, choose one creature you can see in range. The next time that creature completes a long rest before the spell ends, it gains inspiration.

**At Higher Levels:** If you cast this spell using a 2<sup>nd</sup> or higher level spell slot, you can target one additional creature per slot level above 1<sup>st</sup>.

## Snuff

*9th-level necromancy (cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a black diamond worth at least 1,000 gp per Hit Die of the target, which the spell consumes)

**Duration:** Instantaneous

When you cast this spell, you touch the corpse of a creature that died within the last 3 rounds. That creature must succeed on a Charisma save, as if it were alive, or its soul is utterly snuffed out. The creature is thereafter completely beyond the power



of any magic to contact or restore, short of the power of a greater deity of an appropriate portfolio.

## Softening

*4th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V, S

**Duration:** 1 hour

When you cast this spell, you must choose to either effect one specific object (or a 20' cube of an extremely large object) or to effect all objects in a 20' radius sphere centered on a point in range.

Affected objects lose any damage threshold they may have and gain vulnerability to acid, bludgeoning, force, lightning, piercing, slashing and thunder damage.

## Solid Fog

*4th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S, M (a pinch of dried powdered peas combined with powdered animal hoof)

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

You create a 40' radius sphere of fog centered on a point within range. The fog spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of at least 40 mph disperses it.

In addition, the fog is extraordinarily thick. Moving into or through the fog requires a creature spend 5' of movement for each foot that it actually moves into or through.

Ranged weapon attacks against creatures within 5' of the edge of the cloud have disadvantage. Against creatures deeper in the cloud, they are wholly ineffective.

A creature that falls into *solid fog* slows and suffers no falling damage.

**At Higher Levels:** When you cast this spell using a slot of 5<sup>th</sup> or higher level, the radius of the fog increases by 20' for each slot level above 4<sup>th</sup>.

## Sonar

*3rd-level divination (druid, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

While you are underwater, you have blindsight to a range of 120'. In addition, as long as there are no intervening barriers, you can sense the general layout of the underwater environment, including the presence of creatures and objects of Medium or greater size, within 1 mile.

## Song of Speed

*3<sup>rd</sup> level enchantment (bard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

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

Choose up to three creatures you can see within range that can hear you. As long as this spell lasts, the targets' movement doesn't trigger opportunity attacks.

## Soul Bind

*9th-level necromancy (cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S, M (a black sapphire worth no less than 1,000 per Hit Die of the creature whose soul is to be bound)

**Duration:** Permanent

You draw the soul from a newly dead body that you can see in range and imprison it in a black sapphire. The subject must have been dead for no more than 1 minute when you cast this spell. Once the soul is trapped in the gem, the dead creature cannot be brought back to life by any means. Only by dispelling this spell or breaking the gem can it be returned to life.

Each sapphire can contain only one soul by

means of this spell.

## Sound Bubble

*2nd-level illusion (bard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

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

You surround yourself with an invisible magical bubble that prevents sound from leaving it. The bubble extends for 5' around you. Creatures inside that bubble can hear you, but creatures outside the bubble cannot, nor can you hear them.

## Speak With Undead

*1st-level necromancy (cleric, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

You can speak with and understand the undead while this spell lasts. Undead are not compelled to respond to you, and especially stupid ones are not likely to have much to say.

## Speak With Anything

*8th-level divination (bard, druid)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Until this spell ends, you can speak with and understand any creature or plant, including normally unintelligent ones. You can also speak to natural objects, formations and locations.

## Speech Ward

*6th-level enchantment (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a gag)

**Duration:** 1 week

When you cast this spell, choose one creature in range and mentally describe a word or specific subject. The chosen creature makes a Wisdom saving throw, with failure indicating that it cannot utter the specific word or talk about the subject. In addition, you can cast this spell on it again to extend the duration of the original *speech ward* as long as it has not yet ended; if you keep casting this spell on the target until it lasts for a year and a day, it becomes permanent.

## Speed Ship

*3<sup>rd</sup> level transmutation (cleric, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 360'

**Components:** V, S

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

When you cast this spell, choose one boat, ship, raft, or other waterborn vessel you can see in range. Until the spell ends, that vessel moves at twice its normal speed, whether driven by sail, oar, or more exotic mechanism.

## Spell Blast

*8th-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** 100 feet

**Components:** V, S

**Duration:** Instantaneous

Choose one creature, object or magical effect within range. Any spell of 6<sup>th</sup> level or lower on the target ends. For each spell of 7<sup>th</sup> level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

In addition, each spell that is dispelled creates magical feedback that deals 1d4 points of force damage per level of the spell to the creature that cast it. Each creature that suffers this feedback may make a Constitution saving throw, suffering half damage from the feedback it suffers on a success.

## Spell Clock

*6th-level transmutation (wizard)*

**Casting Time:** 1 bonus action

**Range:** 150'

**Components:** V, S, M (a handful of sand)

**Duration:** Instantaneous

You unleash a blast of temporal energy that fills a 20' radius sphere in range. Every effect with a duration that is in the area is affected as if 16d6 minutes had passed. This includes spells with durations, as well as effects such as a cloud of gas that lingers for a certain duration or a door that closes after an hour.

## Spell Immunity

*4th-level abjuration (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a handful of sand)

**Duration:** Concentration, up to 24 hours

You ward a creature that you touch against one specified spells of 4<sup>th</sup> level or lower. That spell has absolutely no effect on the target, though it may affect the target indirectly (e.g. by destroying the bridge beneath its feet).

A creature can be subject to only one *spell immunity* at a time.

**At Higher Levels:** When you cast this spell using a slot of 5<sup>th</sup> or higher level, the maximum level of the spell that you ward the recipient against increases by 1 per slot level above 4<sup>th</sup>. Alternatively, when you cast this spell using a slot of 5<sup>th</sup> or higher level, you can ward the target against two specified spells of 2<sup>nd</sup> level or lower. When you cast this spell using a 6<sup>th</sup> level slot, you can ward the target against two specified spells of

3<sup>rd</sup> level or lower, or against three specified 1<sup>st</sup> level spells and/or cantrips. When you cast this spell using a 7<sup>th</sup> level slot, you can ward the target against two specified spells of 4<sup>th</sup> level or lower, or against three specified spells of 2<sup>nd</sup> level or lower. When you cast this spell using an 8<sup>th</sup> level slot, you can ward the target against two specified spells of 4<sup>th</sup> level or lower, or against three specified spells of 2<sup>nd</sup> level or lower. When you cast this spell using a 9<sup>th</sup> level slot, you can ward the target against two specified spells of 5<sup>th</sup> level or lower, against three specified spells of 3<sup>rd</sup> level or lower, or against four 1<sup>st</sup> level spells and/or cantrips.

## Spell Turning

*7th-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a small silver mirror)

**Duration:** Until expended, up to 1 hour

This spell creates a magical field around you that protects you from certain spells. When you cast this spell, roll 1d4+6 to determine how many levels of spells the field will turn. If a spell whose level is low enough for your *spell turning* to affect has a range other than touch and specifically targets you (even if it also targets other creatures), it instead targets its caster. *Spell turning* will not turn spells with a range of touch or area effect spells that include you in their area.

If you are targeted by a spell with more levels than this spell can turn, it partially turns it. Both you and the caster are affected, but gain advantage on any applicable saving throw and each take half damage, if any.

If you and the caster of a turned spell both have *spell turning* in effect, a resonating field is created. Roll to determine the effects on the following chart.

D% Roll	Effect
01-70	Spell drains away without effect.
71-80	Spell affects both of you equally at full effect.
81-97	Both <i>spell turning</i> effects are

98-00 suppressed for 1d4 minutes.  
A rift draws both of you through to another plane.

**At Higher Levels:** When you cast this spell using a slot of 8<sup>th</sup> or higher level, it turns an additional 1d4 spell levels per level of the slot above 7<sup>th</sup>.

## Spelltemper

*3<sup>rd</sup> level transmutation (bard, cleric, paladin, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 6 rounds

When you cast this spell, you touch one melee weapon. That weapon begins to glow blue, shedding dim light in a 20' radius, and until the spell ends, it is a magic weapon that deals an extra 1d6 points of bludgeoning, piercing, or slashing damage (whichever the weapon normally deals) each time it hits.

**At Higher Levels:** If you cast this spell using a 4<sup>th</sup> or higher level slot, the maximum duration increases by one round per slot level above 3<sup>rd</sup>.

## Sphere of Ultimate Destruction

*9th-level conjuration (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a pinch of dust from a disintegrated object)

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

When you cast this spell, you summon a featureless black sphere of nothingness that disintegrates whatever it touches at an unoccupied point you can see within range. You can use a bonus action to move the sphere up to 30' and make a ranged spell attack with it against a target that it can touch. If it hits, the target takes 10d6+40 force damage. If this damage reduces it to 0 hit points, it is disintegrated, and it and everything it is wearing and carrying are reduced to a pile of

fine gray dust.

If the sphere touches an object, it automatically disintegrates a Large or smaller object or a creation of magical force. If the target is Huge or larger, the sphere disintegrates a 10' cube portion of it.

## Spirit Armor

*3<sup>rd</sup> level necromancy (warlock, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Until this spell ends, whenever you take damage, you can use your reaction to expend one Hit Die. If you do so, you automatically regain the maximum number of hit points for that Hit Die, to a maximum equal to the triggering damage.

## Spirit Jaunt

*4th-level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a silver chain with ten links, worth at least 50 gp)

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

You put your body into a trance while your astral form detaches itself and travels about, flying at a speed of 30' and being able to pass through material objects other than lead, orichalcum or other special materials as if they were difficult terrain. While you are in your astral form, creatures that can detect invisibility can perceive you, but only attacks that can affect the astral plane can affect your astral form, nor can your astral form interact with material creatures or cast spells.

Your body, meanwhile, is in a trance that leaves it unable to react to stimuli and helpless.

**At Higher Levels:** If you cast this spell using a 6<sup>th</sup> level slot, you increase the duration to concentration, up to 10 minutes.

## Spirit Shock

*7th-level necromancy (cleric, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S

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

When you cast this spell, choose up to four creatures in range that you can see. Each of those creatures must make a Constitution save as you magically deliver a tremendous shock to their spirits. A creature that fails its save is stunned until the spell ends, but can repeat the save at the end of each of its turns, ending the effect once it succeeds twice.

A creature that fails its save by 5 or more has its astral form shocked loose from its body. Its body falls unconscious. The creature's astral form, meanwhile, can attempt to rejoin its body as an action by succeeding on a DC 15 Intelligence check. Once it rejoins its body, it regains consciousness but is incapacitated. At the end of each of its turns, it can attempt a Constitution save to end the effect.

## Spook

*Enchantment cantrip (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

Choose one creature that you can see in range. If that creature is immune to the frightened condition, this spell has no effect on it. That creature must make a Wisdom save or use its reaction to move 15' in a direction of its choice, provoking opportunity attacks normally. (It can't move back towards where it started this movement as part of this movement.)

## Spring Traps

*3rd level transmutation (bard, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous

When you cast this spell, choose a point in range that you have line of effect to. All traps, mechanical and magical alike, trigger instantly in a 30' cube centered on that point. You need not be aware of traps to spring them with this spell.

After casting this spell, you recharge an expended 1<sup>st</sup> level spell slot.

*At Higher Levels:* If you cast this spell using a 4<sup>th</sup> or higher level slot, the size of the cube increases by 20' per slot level above 3<sup>rd</sup>.

## Standstill

*1st level enchantment (bard, cleric, ranger, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M

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

When you cast this spell, choose up to two creatures you can see in range. Each of those creatures must succeed on a Wisdom save or it is unable to voluntarily move from the space it is in, though it can still turn in place normally. The target's speed is reduced to 0. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on itself on a success.

## Status

*2nd-level divination (cleric)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 8 hours

This spell allows you to mentally monitor the relative positions and general conditions of up to 3 willing creatures that you touch when you cast it.

You are aware of the distance and direction to each subject, as well as any conditions affecting them, as long as they are on the same plane as you. You know whether each target is unwounded, at half hit points or more, at less than half hit points or at zero hit points.

The spell ends for a subject that enters a different plane or dies, but you don't know why it ended for that subject.

**At Higher Levels:** If you cast this spell using a 3<sup>rd</sup> or higher level slot, you can target two additional willing creatures per slot level above 2<sup>nd</sup>.

## Steal Secrets

*6th-level divination (bard, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a thin sheet of clear glass)

**Duration:** Instantaneous

By means of this spell, you steal secrets from the mind of a creature that you can see in range. The target must succeed on a Wisdom save or you learn one piece of information that the target knows of your choice, such as a password, the location of an item, the target's name or even what it had for breakfast. You learn the secret in great detail; for instance, if you sought to learn how a conflict started, you would know everything about it that the target knows.

If you attempt to steal information that the target doesn't have, you realize it and can choose a different piece of information to extract. However, if the target doesn't know that piece of information either, the spell ends.

**At Higher Levels:** When you cast this spell using a 7<sup>th</sup> or higher level slot, you gain one additional piece of information per slot level above 6<sup>th</sup>. For each piece of information, If you attempt to steal information that the target doesn't have, you realize it and can choose a different piece of information to extract. However, if the target doesn't know that secret either, that piece of information extraction is lost.

## Steal Speed

*3rd-level transmutation (bard, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a piece of lead and a drop of quicksilver)

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

Choose one creature you can see in range. That creature must make a Wisdom save or else you steal some of its speed and grant it to a second creature that you can see in range, who must be willing. If the target fails its save, its speed with each movement type it has is reduced by half, to a maximum reduction of 30'. The second creature's speed is increased by an equal amount.

## Steal Spell

*5th-level enchantment (bard, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S

**Duration:** See text

Choose one creature that you can see in range. That creature must succeed on a Wisdom save or you steal one random spell that it has prepared (if it prepares spells) or knows (if it knows a specific list of spell). If the spell was prepared, the target no longer has the spell prepared. If the spell was known, the target can't cast it as long as you retain it.

You retain and can cast the stolen spell using your own spell slots until either you or the target complete an hour of resting, you lose consciousness, or 4 hours pass.

## Steal Summoning

*5th-level enchantment (warlock, wizard)*

**Casting Time:** 1 reaction, which you take when a creature is summoned within range

**Range:** 50'

**Components:** V, S

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

You gain control of the triggering summoned creature, as if you had cast the spell summoning it yourself. Your concentration on this spell now determines the duration of the conjuration spell or effect that summoned the creature.

If you cast this spell in response to a creature being summoned that isn't controlled by its summoner, you don't gain control over it, but you must concentrate to maintain the summoning effect.

## Steam Jet

*2nd-level transmutation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self (20' cone)

**Components:** V, S

**Duration:** Instantaneous

A cone of superheated steam emanates from your hand. Each creature in the cone must make a Dexterity saving throw, suffering 4d6 fire damage on a failure and half that on a success. In addition, a creature that fails its saving throw is covered in horrific burns. Until it completes a long rest or heals to full hit points, it has disadvantage on Charisma checks due to a combination of the creature's appearance and the distraction of the constant pain.

Fires of up to 5' diameter in the cone are extinguished.

This spell is also sometimes known as *Malford's steam jet* or *Therena's jet of steam*. There is some debate as to which of the two ancient wizards actually created this spell.

## Stone Tell

*6th-level divination (bard, druid) (ritual)*

**Casting Time:** 10 minutes

**Range:** Personal

**Components:** V, S

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

While this spell lasts, you can speak with stones. The stones will tell you what has touched or passed over them, as well as what is behind or beneath them. They can give complete

descriptions, but are limited by their own perspective and limited intellect.

## Stream of Life

*5<sup>th</sup> level necromancy (cleric, druid)*

**Casting Time:** 1 action

**Range:** Personal

**Components:** V, S

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

This spell causes your life force to continuously stream towards one or more of your allies. While the spell lasts, at the start of each of your turns, you take 5 points of damage, which can't be reduced or negated in any way. This damage does not cause you to lose concentration on this spell. After you take the damage, one willing creature you can see within 30' regains 10 hit points.

## Strength of One

*3rd-level transmutation (cleric, paladin)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

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

When you cast this spell, choose up to three creatures in range, each of whom must be within 15' of each of the others. While the spell persists, all the targets share the Strength score of the strongest creature among them, to a maximum of 20. (A creature with a higher Strength score keeps its own score while this spell lasts.) If any of the subjects of the spell is ever more than 15' from another, the spell ends.

## Stygian Oblivion

*9th-level enchantment (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 week (but see text)

**Range:** See text

**Components:** V, S, M (the brain of an amnesiac and a gallon of water taken from the River Styx)

**Duration:** Instantaneous

By means of this spell, you eliminate all memory of one creature, object or event of your choice from all creatures within a vast range. This spell penetrates all barriers except for those that prevent magic from crossing them and reaches out to affect all within in a 500 mile radius. You can continue casting the spell after the initial week's casting time; if you do so, the radius affected increases by 100 miles per additional day of casting. If you cast this spell continuously for 7 years and 7 weeks, the range increases to everywhere on the same plane.

Creatures that have at least 16 Hit Dice receive a Wisdom saving throw to partially resist this spell. If successful, the creature knows that it has lost the memory of something and can tell whether it was a creature, object or event, but cannot recall anything specific about it.

## Sufferance

*2nd-level abjuration (bard, cleric, druid, paladin, ranger, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You create a field of protective magic that permeates and surrounds your body. While the spell lasts, whenever you take damage, you reduce that damage by 2.

**At Higher Levels:** When you cast this spell using a 4<sup>th</sup> level slot, it lasts as long as you concentrate, up to 10 minutes. When you cast it using a 6<sup>th</sup> level slot, it lasts as long as you concentrate, up to 1 hour.

## Suffocate

*8<sup>th</sup> level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a small bag, which a spell focus cannot act as a substitute for)

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

When you cast this spell, choose up to three creatures you can see in range that must breathe air. You magically draw the air from the creatures' lungs, trapping it in a small bag. Each target immediately begins to suffocate. It can survive for a number of rounds equal to its Constitution modifier, minimum of 1 round. At the start of its next turn, the creature drops to 0 hit points and begins dying, and can't regain hit points until it can breathe again.

An affected creature can use its action to try to take a breath by making a Constitution saving throw against your spell save DC. If it succeeds, the effect ends on it.

Additionally, at the end of an affected creature's turn, it can make a Constitution save. If it succeeds, it extends the time before it drops to 0 hit points by one round.

## Summon Bard

*3rd-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V, S, M (a feather in a box)

**Duration:** 1 hour

You summon a random bard from within the surrounding 500 mile radius. If you are somewhere with no bards, none arrives; otherwise, the subject receives a Wisdom saving throw to resist the summons. If it fails, it appears in an unoccupied space within range.

The bard is 70% likely to be 1<sup>st</sup> level, 23% likely to be 2<sup>nd</sup> level, 6% likely to be 3<sup>rd</sup> level and 1% likely to be higher level. The bard is not beholden to do anything except listen to you for the duration. He will clearly recall any tales you tell him. At the end of the spell's duration, or if the bard takes damage or must make a saving throw, the bard vanishes, returning from whence he came.



## Summon Cleric

*3<sup>rd</sup> level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a bone wrapped in a red silk ribbon)

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

When you cast this spell, you cause a cleric with 1d4 levels to appear. The cleric is under a compulsion to heal you and other creatures that you direct it to heal, but need not obey you in any other respect.

The cleric's Wisdom is 1d8+10. It will be of a randomly determined faith practiced within 100 miles, is usually of the most common race that worships that faith, and usually shares the alignment of its deity. If you share a language with the cleric, you can speak with it, if it is willing.

The cleric has a 75% chance to have *cure wounds* prepared, as well as a 25% chance to have *healing word* prepared. If it has no healing spells prepared, you summon the cleric, but can't command it to take any particular actions.

If the cleric is the target of a spell or attack, or if it takes damage, this spell ends.

If no clerics exist within 100 miles, this spell fails, but you recharge a spell slot of 2<sup>nd</sup> or lower level of your choice.

## Summon Monster

*1st-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a tiny bag and a lit candle)

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

You summon a creature from elsewhere to do your bidding. Roll on the table below. The creature summoned is a celestial or fiendish version of the creature indicated on the table (your choice). It has the same statistics as the creature on the table, except that a celestial creature is always good and a fiendish creature is always evil. The creature obeys your mental commands to the best of its ability, even laying down its life for you if

necessary.

If the summoned creature is slain, its body, possessions and all traces of its existence disappear.

### D20 Roll Creature Summoned (CR ¼)

1	Axe beak
2	Blink dog
3	Bullywug
4	Dretch demon
5	Duodrone modron
6	Flying sword animated object
7	Giant centipede
8	Giant wolf spider
9	Mud mephit
10	Pixie
11	Pseudodragon
12	Skeleton
13	Smoke mephit
14	Sprite
15	Steam mephit
16	Troglodyte
17	Violet fungus
18	Winged kobold
19	Zombie
20	Your choice

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> or higher level, you may roll on a higher level list. Alternatively, you can roll on a list one level below the slot you use and summon two creatures, roll on a list two levels below the slot you use and summon four creatures, roll on a list three levels below the slot you use and summon eight creatures or roll on a list four levels below the slot you use and summon 16 creatures.

If you use a 2<sup>nd</sup> level slot, you can roll on the following chart:

### D20 Roll Creature Summoned (CR ½)

1	Adherer
2	Blindheim
3	Chagmat
4	Dust mephit
5	Gas spore
6	Giant wasp

7	Gray ooze
8	Ibixian goatfolk
9	Ice mephit
10	Jackalwere
11	Magma mephit
12	Magmin
13	Satyr
14	Shadow
15	Silver clockwork horror
16	Tridrone modron
17	Vine blight
18	Warhorse skeleton
19	Worg
20	Your choice

If you use a 3<sup>rd</sup> level slot, you can roll on the following chart:

*D20 Roll Creature Summoned (CR 1)*

1	Animated armor animated object
2	Arbalaster
3	Choker
4	Dark creeper
5	Death dog
6	Dryad
7	Fire snake
8	Foulspawn grue
9	Ghoul
10	Giant spider
11	Guard drake
12	Hippogriff
13	Imp
14	Megalocentipede
15	Phantom bat
16	Quadrone modron
17	Quasit
18	Scarecrow
19	Specter
20	Your choice

If you use a 4<sup>th</sup> level slot, you can roll on the following chart:

*d20 Roll Creature Summoned (CR 2)*

1	Allosaurus dinosaur
2	Ankheg
3	Azer
4	Carrion crawler
5	Centaur
6	Ettercap
7	Gargoyle
8	Ghast
9	Gibbering Mouther
10	Grick
11	Intellect Devourer
12	Nothic
13	Ochre jelly
14	Ogre
15	Pentadrone modron
16	Peryton
17	Sea hag
18	Spined devil
19	Will-o'-wisp
20	Your choice

If you use a 5<sup>th</sup> level slot, you can roll on the following chart:

*d20 Roll Creature Summoned (CR 3)*

1	Bearded devil
2	Displacer bbeast
3	Foulspawn seer
4	Giant scorpion
5	Green hag
6	Grell
7	Hell hound
8	Hook horror
9	Leucrotta
10	Manticore
11	Minotaur
12	Mummy
13	Nightmare
14	Owlbear
15	Phase spider
16	Water weird
17	Wight
18	Winter wolf
19	Yeti
20	Your choice

If you use a 6<sup>th</sup> level slot, you can roll on the following chart:

d20 Roll Creature Summoned (CR 4-5)

1	Banshee
2	Barbed devil
3	Barlgura demon
4	Bone naga
5	Chuul
6	Couatl
7	Ettin
8	Helmed horror
9	Hill giant
10	Lamia
11	Mezzoloth yugoloth
12	Night hag
13	Red slaad
14	Roper
15	Shadow demon
16	Succubus
17	Troll
18	Umber hulk
19	Xorn
20	Your choice

If you use a 7<sup>th</sup> level slot, you can roll on the following chart:

d20 Roll Creature Summoned (CR 6-7)

1	Ascomoid
2	Black abishai devil
3	Blue slaad
4	Chasme demon
5	Chimera
6	Cyclops
7	Drider
8	Galeb duhr
9	Giant ape
10	Legion devil
11	Mammoth
12	Medusa
13	Nimblewright
14	Oni
15	Osteopede
16	Shield guardian
17	Stone giant
18	Vrock demon

19	Wyvern
20	Your choice

If you use an 8<sup>th</sup> level slot, you can roll on the following chart:

d20 Roll Creature Summoned (CR 8-9)

1	Abominable yeti
2	Bone devil
3	Chain devil
4	Clay golem
5	Cloaker
6	Deodanth
7	Fomorian
8	Fire giant
9	Frost giant
10	Glabrezu demon
11	Goldfolk
12	Green slaad
13	Gray slaad
14	Hezrou demon
15	Hydra
16	Nycaloth yugoloth
17	Spirit naga
18	Treant
19	Tyrannosaurus rex dinosaur
20	Your choice

If you use a 9<sup>th</sup> level slot, you can roll on the following chart:

d20 Roll Creature Summoned (CR 10-12)

1	Arcanaloth yugoloth
2	Behir
3	Blue abishai devil
4	Dao genie
5	Death slaad
6	Deva angel
7	Djinn genie
8	Efreet genie
9	Erinyes devil
10	Foulspawn hulk
11	Guardian naga
12	Gynosphinx
13	Horned devil
14	Marid genie
15	Remorhaz

16	Roc
17	Solamith demon
18	Stone golem
19	Yochlol demon
20	Your choice

## Summon Object

*2nd-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a lodestone)

**Duration:** Instantaneous

You cause one nonmagical object that you can see in range to teleport into your outstretched empty hand. The object can't weigh more than 30 lbs and can't be physically attached to another object. If it is worn or carried by a creature, that creature can make a Wisdom save to negate the effect.

If the object fully contains other objects and they collectively fit in the spell's weight limit, they teleport to you together.

## Summon Shadows

*5th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

You summon up to six shadows, which appear anywhere in range, though they must all appear within 30' of all of the others. When they arrive, and on your turn as a bonus action, you can give the shadows a simple set of commands. The shadows act immediately after you, following your commands.

## Superior Teleport

*9th-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V

**Duration:** Instantaneous

This spell instantly transports you and up to eight willing creatures that you can see in range to a destination that you name. Unlike conventional teleportation, however, you can designate a place you know by name or reputation but not location ("the thieves' guild of Aris"), the location of a creature or object ("I teleport to the stolen painting"), teleport to the nearest available unoccupied space near a specified creature, even one you don't know ("I teleport to the high priest of the god of that symbol over there"), or to the site of an event ("wherever the meeting is").

Although *superior teleport* is more reliable than a standard *teleport*, it is not infallible. When you cast this spell, you must roll on the Familiarity chart (see the *teleport* spell description, PH 281), but you gain a bonus of +30 to the roll, and if you attempt to go to a false destination, the spell is not cast and you do not expend a spell slot.

You can't use this spell to teleport to a creature, object, or location that you can't scry.

## Swim

*1st-level transmutation (bard, druid, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** 1 hour

Choose up to four willing creatures you can see in range. Each target of the spell gains a swim speed equal to its walking speed, with a minimum of 20'.

## Sylph's Kiss

*2nd-level transmutation (bard, druid, ranger, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

When you cast this spell, you gain the ability to grant a moment of flight to others. You can use your action to kiss a creature within your reach. When you do so, until the start of your next turn,

that creature gains a fly speed equal to its normal walking speed.

## Synchronicity

*1st-level transmutation (bard, ranger)*

**Casting Time:** 1 reaction, which you take when you roll initiative

**Range:** 120'

**Components:** V, S, M (a rabbit's foot)

**Duration:** Instantaneous

You and each creature of your choice that you can see in range that is also rolling for initiative gains a +5 bonus to initiative.

**At Higher Levels:** When you cast this spell using a slot of 2<sup>nd</sup> or higher level, the bonus to initiative increases by 2 for each slot level above 1<sup>st</sup>.

## Tactical Precision

*2nd-level divination (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M

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

When you cast this spell, choose up to four creatures in range. When a creature affected by this spell flanks an enemy, it gains advantage on its attacks against that enemy and deals an extra 1d6 damage.

## Taunt

*1st-level enchantment (bard, cleric, paladin, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V

**Duration:** 1 round

You utter a *taunt* at one creature in range that can hear (but need not understand) you. If it fails a Wisdom saving throw, it must move its full speed toward you on its next turn, using the Dash action if necessary and provoking opportunity attacks normally. If it can reach you and make a melee

attack against you, it must do so.

## Taunting Phatoms

*4th-level illusion (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

Choose a point you can see in range. Each creature of your choice within 15' of that point must make an Intelligence save or begin to perceive tormenting images that flit around it, mocking and provoking it. A creature that fails its save must make a single melee attack against a creature within 5' of it of your choice, including itself. In addition, as long as the spell lasts, whenever the target misses with a weapon attack, the taunting voices deal 1d10 psychic damage to it.

An affected creature can use its action to repeat the save by actively attempting to disbelieve, ending the effect.

## Teleport Ward

*3<sup>rd</sup> level abjuration (cleric, druid, paladin, ranger, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Concentration, up to 8 hours

When you cast this spell, choose one item in range that isn't being worn or carried by a creature. Until this spell ends, that object can't be teleported.

## Teleporting Trace

*8th-level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V

**Duration:** Instantaneous

This spell functions like *teleport*, except that you must cast it within one round of another creature that teleports, and this spell causes its subjects to

teleport to the nearest unoccupied space to the creature that you are teleporting after. You always arrive on target.

## The Light of Truth

*5<sup>th</sup> level divination (cleric, paladin)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (the tongue of a liar)

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

Your eyes emit an angry red light, which you can shine on a creature in range. Any creature in the light that tells a lie must succeed on a Wisdom saving throw or begin to bleed from its eyes, nose, mouth, and ears, suffering 2d10 psychic damage at the end of each of its turns until it corrects that lie with the truth. The creature knows that telling the truth will end the suffering.

A creature must make the saving throw for each lie it tells while you shine the light upon it. It never takes more than 2d10 psychic damage from this spell on its turn, but it must correct all the lies for which it failed the saving throw against this spell to end the damage.

## Thermius' Flame Breath

*5th-level transmutation (sorcerer, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (the tooth of a fire-breathing creature)

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

While this spell lasts, you can use an action to breathe flame in a 40' long line 5' wide. Each creature in the gout of flame must make a Dexterity save, suffering 3d12 fire damage on a failure or half that on a success.

## Thought Capture

*1st-level divination (bard, cleric)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

Sages who study thoughts and the mind have made a number of strange contentions about the nature of thoughts. Many of these are scoffed at, yet in some cases, such as the notion of the 'thought object', there is some evidence to support it. The thought object theory states that once a thought has occurred in someone's brain, it exists as a freestanding mental object, usually remaining in the brain but sometimes escaping (which explains why people sometimes forget things). When this happens, the thought object stays in the geographical area where it was lost, and a properly receptive brain- usually that of the original thinker of the thought- can pick it up by simply bumping into it. (This explains why people can sometimes retrieve a lost memory by retracing their steps.)

This spell makes your brain into something of a magnet for thought objects near you. You can sense strong emotions or even sometimes catch momentary visions of creatures who died or suffered powerful emotions near where you cast this spell. Your mind will always attract the most powerful thought object in the area, and thus you are likely to receive the thoughts of someone who was in the throes of a powerful or traumatic experience.

You gain one thought object upon casting this spell. Each time you cast it thereafter, you gain the next strongest thought object that remains in the immediate area. However, a locale contains a finite number of thought objects, and they fade over time.

## Thunder

*3rd-level evocation (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a bit of amber and a drop of rain)

**Duration:** Instantaneous

This spell creates peals of thunder in a 20' radius sphere centered on a point within range. Each creature within the burst must make a Constitution saving throw, being deafened for 1d4 rounds on a success. On a failure, the creature is stunned and deafened for 1 minute, repeating the saving throw at the end of each of its turns and recovering from the stunned effect on a success. After it is no longer stunned, it remains deafened for 1d10 more rounds.

## Thunderous Blows

*6th-level transmutation (cleric, druid)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

While this spell lasts, whenever you hit with a melee weapon attack, your weapon peals with thunder and deals an extra 5d6 thunder damage. In addition, the target of the attack must make both a Dexterity save and a Constitution save. If the Dexterity save fails, the target falls prone; if the Constitution save fails, the target is deafened until the end of its next turn. If the target fails both saves, and if it failed one or both by more than 4, the target is also stunned until the end of its next turn.

## Time Pool

*4th-level divination (Time domain)*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a pinch of powdered quartz, a reflecting pool of liquid and a holy symbol)

**Duration:** 1 minute

This spell shows you (and other observers) an image in the surface of a reflective pool of liquid. You choose a specific event that took place within the last week, and the *time pool* shows you images and provides sounds that you would have seen and heard had you been at the event observed for the duration.

**At Higher Levels:** When you cast this spell with a 5<sup>th</sup> or higher level slot, you can peer deeper into the past. When you use a 5<sup>th</sup> level slot, you can peer back a month; with a 6<sup>th</sup> level slot, you can peer back six months; with a 7<sup>th</sup> level slot, you can peer back a year and a day; with an 8<sup>th</sup> level slot, you can peer back a decade; and with a 9<sup>th</sup> level slot, you can peer up to a century into the past.

## Timeslip

*1st-level transmutation (Time domain)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, M (a holy symbol)

**Duration:** Instantaneous

This spell transports you 1 round forward in time. You do not change location, but if the space you would arrive in is occupied, you take 2d10 force damage and instead arrive in the nearest unoccupied space.

**At Higher Levels:** When you cast this spell using a slot of 2<sup>nd</sup> level or higher, you teleport 1 additional round into the future for each level of the slot above 1<sup>st</sup>, and any force damage you take from arriving in an occupied space is increased by 1d10 per level of the slot above 1<sup>st</sup>.

## Total Carnage

*5th-level conjuration (cleric)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (your holy symbol)

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

This spell summons spirits of violence that swirl all around you, feeding on pain and suffering. Any

time a creature within 100' of you (including you) takes any damage, that damage is doubled.

This spell is almost always used by chaotic priests on the battlefields of war. Holthro's clerics favor it heavily.

## Touch of Idiocy

*Enchantment cantrip (warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

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

When you cast this spell, make a melee spell attack against a creature in range. If you hit, that creature's mind is dulled, and it suffers disadvantage on Intelligence, Wisdom, and Charisma checks until the spell ends. The creature can make an Intelligence save at the end of each of its turns, ending the effect on a success.

## Trade

*6<sup>th</sup> level enchantment (bard, cleric, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V

**Duration:** Instantaneous

Casting this spell is extremely subtle, noticeable only if a creature has a passive Wisdom (Insight) at least equal to your spell save DC. When you cast it, choose one creature you can see in range. You offer to trade one object in your possession for an object that you choose in that creature's possession. If that creature fails a Wisdom saving throw, it willingly makes the trade. It is then fully satisfied and convinced that it got the better end of the deal. This effect is permanent, and can only be ended by a *remove curse* spell.

## Transfix

*7<sup>th</sup>-level enchantment (wizard)*

**Casting Time:** 1 action

**Range:** 160'

**Components:** V, S, M (a drop of pine resin)

**Duration:** Concentration, up to 8 hours

When you cast this spell, choose a point in range. A 10' radius invisible sphere of magical power, centered on that point, comes into being. Any Medium or smaller humanoid that enters the sphere of power must make a Wisdom saving throw. If it fails, it is paralyzed.

When you cast this spell, you specify a condition that ends the paralysis of its victims ("Wait here until the dragon arrives"), even if that condition can never feasibly be met ("Stay here until the sun shines at night"). Paralyzed victims of the spell become aware of the condition, but can do nothing about it. Every hour, a paralyzed creature repeats the saving throw, ending the effect on a success.

As long as the spell persists (even if you move out of range), the sphere of magical power remains and continues to potentially entrap victims. Any creature removed from the sphere is released from the spell's effects, and a creature paralyzed by the sphere that takes damage may repeat the save, ending the effect on a success.

## Treachery

*5<sup>th</sup>-level necromancy (cleric)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** See text

You heal one willing creature that you touch of 3d8 + your spellcasting ability bonus points of damage. In addition, you gain a treachery point that can be used against that creature. That creature doesn't know you gain this point. The treachery point lasts until used. At any point in the future when you can see the target, you can use your reaction and spend the treachery point to give that creature disadvantage on one saving throw.



## Treasure Sense

*4th-level divination (bard, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (one of each coin you wish to detect, plus a gem, piece of jewelry and magic item, if you wish to detect them, all of which the spell consumes)

**Duration:** 1 hour

This spell allows you to detect treasure of the types that you use as material components. By expending a coin of a certain material, you can detect any coin of that material, you can expend any type of gem to detect all gem types, and so forth.

While the spell persists, you can use an action to sense the presence of treasure within range. If you sense treasure in this way, you can use your action to see a faint aura around any treasure within range, including treasure hidden or behind barriers. However, a foot of earth or stone, an inch of metal or a thin sheet of lead will block your ability to detect.

## Tremor

*2nd-level transmutation (druid, ranger)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (a broken rock)

**Duration:** Instantaneous

The earth rumbles and trembles around you. Each creature in range other than you must succeed on a Dexterity saving throw or fall prone, suffering 1d6 points of bludgeoning damage.

## Tunnel Swallow

*6<sup>th</sup> level transmutation (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a lump of chewed food)

**Duration:** Instantaneous

You cause a section of tunnel or hallway to roll and shift, crushing creatures within it and hurling them toward one end of the affected area. Choose a point you can see in range that is in a tunnel or passage no more than 20' wide and 20' high. A 50' long section of that tunnel is affected, centered on that point. Side branches, adjacent rooms, and similar areas are not affected, only a single length of tunnel. Each creature in the affected area must make a Strength saving throw, suffering 10d6 points of bludgeoning damage on a failure or half that on a success. In addition, when you cast the spell, you choose one end of the affected hallway. A creature that fails its saving throw is cast into the nearest unoccupied space outside of that end of the hallway, falling prone. If there is no unoccupied space outside that edge of the tunnel, the creature instead ends in the closest possible unoccupied space within the tunnel to that end. A creature whose saving throw succeeds instead moves into an unoccupied space halfway to that end of the tunnel, but remains standing.

*Tunnel swallow* can affect both natural passageways and artificial tunnels, including hallways inside an aboveground building. When the convulsion caused by the spell ends, the structure is undamaged, and objects within it (other than those worn or carried by affected creatures) are unmoved.

## Turn Metal

*1st-level abjuration (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a piece of lodestone)

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

You surround yourself with a magical ward that repels metallic objects. The ward doesn't affect objects you carry or hold. While the ward lasts, if you take bludgeoning, piercing and slashing damage inflicted by a metal creature or object, you reduce the damage by 3 points, to a minimum of 0.

## Ultimate Concentration

*8th-level abjuration (bard, cleric, druid, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

While this spell persists, you gain a +10 bonus to saving throws and checks made to maintain your concentration. In addition, you can maintain concentration on two spells at once.

**At Higher Levels:** If you cast this spell using a 9<sup>th</sup> level slot, you can maintain concentration on three spells at once.

## Unceasing Vigilance of the Holy Sentinel

*5th-level enchantment (cleric, paladin) (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (you must trace a circle of sigils and runes around the area to be guarded using a special ink containing a powder of crushed sapphires (at least 1,000 gp value) and a drop of holy water, which the spell consumes. Tracing the circle takes at least ten minutes, and may be done in advance of casting the spell.)

**Duration:** 1 week

When you cast this spell, the target must stand within a 10' diameter circle of runes that you have traced. That 10' diameter area becomes a zone of holy power, within which its senses grow supernaturally acute and it is able to ignore many of its body's needs. While in the zone, the subject gains the following effects:

- It has advantage on any checks that it make to notice, observe or detect intruders.
- It can see invisible creatures and objects within 120' of it.
- It needs neither food, water nor rest.
- It cannot be surprised, be put to sleep magically, or be charmed or frightened.
- It ignores effects that would move or teleport it outside of the zone of holy power.

The creature can willingly leave the circle while the spell lasts, but only gains its benefits while in the circle.

When this spell ends, the target gains 1 level of exhaustion.

## Undead Lieutenant

*3rd-level necromancy (cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

**Duration:** 24 hours

You empower one undead creature in range to have authority over undead that you control. The targeted undead must have an Intelligence score of 5 or higher. Undead under your control obey the target as if it were you. You can give orders to the undead you control normally.

## Undead Torch

*3rd-level necromancy (cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M (a living or dead firefly or glow worm)

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

Choose up to three corporeal undead within range. Each begins to burn with blue flames that do not harm it, but allow it to deal an extra 3d6 necrotic damage when it hits with a melee weapon attack once per round. The flames shed dim light in a 10' radius around the subject creature, even if it is destroyed prior to the spell's end.

**At Higher Levels:** When you cast this spell using a slot of 4<sup>th</sup> or higher level, you can affect one additional undead per slot level above 3<sup>rd</sup>.

## Unseen Strike

*3rd-level illusion (bard, ranger, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

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

After you cast this spell, immediately after the next time you hit with a melee attack, you become invisible. This invisibility lasts until you attack, cast a spell, or this spell ends.

## Unwilling Wood

*6rd-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S, M (a bit of tree root)

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

You attempt to turn one creature that you can see within range into a wooden tree, rooting it in place. The creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begin to roughen and change into that of a tree of approximately the same size as the creature. On a successful save, the creature is unaffected.

A creature restrained by this spell must repeat the saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails three times, it transforms into a tree and subjected to the petrified condition for the duration. The successes and failures need not be consecutive.

If the creature is physically harmed or broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain concentration on this spell for its entire duration, the creature is turned into a tree until the effect is removed.

## Vacillation

*2nd-level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** 40'

**Components:** V, S

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

You cause up to three creatures in range to vacillate, unable to decide what to do. Each target must make a Wisdom saving throw; if it fails, each round it vacillates, and its turn is delayed until after the next creature's initiative. Its initiative only drops behind one creature each round.

For example, if you have an initiative of 20, Roy has a 16, Haley has a 15, an ogre you have cast this spell upon initially has a 12, Belkar has a 9 and Durkon has a 4, then the first round after being affected, the ogre's initiative drops behind Belkar's. The next round, it drops behind Durkon's; the next round, behind yours; then behind Roy's; and so forth.

## Vampiric Ray

*2nd-level necromancy (warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S

**Duration:** Instantaneous

A ray of grey power shoots from your outstretched hand at a target in range. Make a ranged spell attack against that target. If you hit, it suffers 2d8 necrotic damage, and you regain hit points equal to half the necrotic damage that the target takes.

**At Higher Levels:** When you cast this spell using a slot of 3<sup>rd</sup> or higher level, the damage increases by 1d8 per slot level above 2<sup>nd</sup>.

## Vapor Strike

*4<sup>th</sup> level conjuration (druid, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (50 gp worth of burnt othur fumes; othur is a hard to obtain and often illegal substance)

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

When you cast this spell, choose up to three creatures that breathe in a 20' cube centered on a point you can see in range. You conjure a noxious and toxic vapor in the lungs of those creatures, each of whom must make a Constitution save. If a creature's save succeeds, it is wracked with coughs and is incapacitated until the end of its next turn, when it expels the vapor from its lungs.

A creature that fails its saving throw suffers 4d6 poison damage at the start of each of its turns and is incapacitated until the spell ends. It can repeat the saving throw at the end of each of its

turns. If it succeeds, it manages to cough the vapors forth at the start of its next turn, ending the effect on itself.

A creature that is incapacitated for the spell's full duration is also poisoned for 10 minutes.

## Veil of Privacy

*3rd-level abjuration (bard, cleric, sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a black veil)

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

You draw a *veil of privacy* around an enclosed area, such as a room, tent or yurt, that you are inside of and that is no larger than a 40' cube. While the spell remains in effect, any attempt to eavesdrop on the room suffers disadvantage, and scrying sensors in the room cannot produce sound, only images.

## Verify

*4th-level divination (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (the contract being verified)

**Duration:** Instantaneous

Originally made long ago by savvy merchants who were tired of unscrupulous adventures cheating them, this spell is cast upon a pile of money and/or objects while you hold a written contract in hand. The spell verifies whether the provided pile of money and/or objects matches the terms of the contract.

## Vertigo

*2nd-level illusion (bard, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S

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

Each creature in a 20' cube in range is overcome with vertigo and must make a Wisdom saving throw, ending the effect on a success. A creature that fails falls prone and suffers disadvantage on attacks, Strength and Dexterity checks, and saving throws to maintain concentration as long as it remains affected by the spell.

An affected creature that moves must also make a Dexterity save, falling prone and ending its move on a failure.

At the end of each of its turns, an affected creature can make either a Wisdom or Dexterity save (its choice) to end the effect.

## Vigor

*1st-level evocation (bard, cleric, druid, paladin, ranger)*

**Casting Time:** 1 action

**Range:** 20'

**Components:** V, S

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

When you cast this spell, choose up one creature in range. As long as it has at least 1 hit point, at the start of its turn it regains 2 hit points.

**At Higher Levels:** When you cast this spell using a slot of 2<sup>nd</sup> or higher level, the number of hit points the subject regains at the start of its turn increases by 1 for each slot level above 1<sup>st</sup>.

## Vision

*8th-level divination (bard, cleric, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a sacrifice worth at least 1,000 gp to the power beseeched for a vision, which the spell consumes)

**Duration:** Instantaneous

When you cast this spell, you seek supernatural guidance from a great power. If you are a cleric, this power is your deity. Otherwise, you may choose a god, demon prince, archomental, primordial or other singular being of similar power to beseech with a single question. This question can be quite broad, such as "What is the enemy army

like?” or “What are our enemy's resources?”

When you do so, the DM secretly rolls 2d6 and applies the following modifiers:

Same alignment: +2

Alignment more than 2 steps different: -2

Per 5,000 gp of sacrifice: +1

Question is directly related to entity's portfolio, sphere of control, etc: +2

Question is unrelated to entity's portfolio, sphere of control, etc: -2

If the DM's roll totals a 2 or less, you are *geased* with a quest appropriate to the beseeched power. On a 6 or less, you receive no *vision* at all. On a 7 through 9, you receive a minor vision shedding some light on the question asked. This *vision* may be a scene from the past or present, or it may be entirely metaphorical, and you must usually puzzle out its meaning. On a 10 or higher, you receive a *vision* that clearly answers your question and sheds light on it. On a 12 or higher, your *vision* clearly answers your question and expands upon it, giving you more information than expected.

## Visions of Avarice

*2nd-level illusion (bard, wizard)*

**Casting Time:** 1 action

**Range:** 100'

**Components:** V, S, M (a piece of fool's gold)

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

When you cast this spell, choose a point within range. A 10' cube centered on that point becomes cloaked in an illusion of great treasure lying in plain view. When you cast this spell and at the start of each of your turns, each creature other than you within 25' of the cube must make a Wisdom save. If it fails, it uses its reaction to move half its speed toward the illusion.

The spell ends for any creature that takes damage while in the cube.

A creature that starts its turn in the cube must make an Intelligence save. If it fails, it does nothing on its turn except gather up illusory treasure. If it succeeds on the save, it realizes that the treasure is an illusion, and the spell ends on it.

## Visions of Ruin

*6th-level enchantment (wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S, M (a fractured piece of glass)

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

When you cast this spell, choose a point within range. A 30' radius sphere centered on that point becomes cloaked in an illusion. Each creature in that area sees a great upheaval destroy the area surrounding the sphere, which appears as the sole island of safety in the midst of a horrifying cataclysm. Each creature in the sphere must make a Wisdom saving throw. If it fails, it cannot voluntarily leave the perceived safe zone of the sphere, and everything outside of the sphere appears to be gripped by the cataclysm. The creature cannot perceive outside creatures or objects. If it is forced out of the perceived safe zone of the sphere, it suffers 6d10 psychic damage.

A creature that makes its initial saving throw can faintly perceive that the cataclysm is illusory, but can't quite believe it until the end of its next turn. If it leaves the sphere before then, it suffers 3d10 psychic damage.

At the end of an affected creature's turn, it repeats the saving throw, ending the effect on a success.

## Vitality

*5th-level enchantment (cleric, druid, paladin, ranger)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a raisin)

**Duration:** 1 hour

While this spell lasts, you ignore the effects of exhaustion, even if that exhaustion would otherwise kill you. As soon as the spell ends, you suffer the effects of whatever exhaustion is affecting you.

**At Higher Levels:** If you cast this spell using

a slot of 6<sup>th</sup> or higher level, you can target one additional creature you can see within 30' per slot level above 5<sup>th</sup>.

## Void Star

*8th-level necromancy (warlock)*

**Casting Time:** 1 action

**Range:** 60'

**Components:** V, S

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

Choose one creature in range. That creature must make a Constitution saving throw, suffering 8d8 necrotic damage on a failure and half that on a success. In addition, regardless of whether it made its saving throw or not, the target takes 2d8 necrotic damage at the start of its turn. If it failed its saving throw, until the spell ends, the target cannot regain hit points. Instead, whenever it would regain hit points, you regain those hit points instead.

## Volcanic Eruption

*9th level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 1,000'

**Components:** V, S, M (a chunk of obsidian)

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

When you cast this spell, choose a point on the ground you can see in range. A shower of lava erupts from that point in a 20' diameter cylinder 60' high. Each creature in that cylinder when it appears must make a Dexterity save, suffering 5d8 fire damage and 5d8 bludgeoning damage on a failure or half damage on a success. After the shower appears, a 5' radius circle of ground centered on the point is permanently filled with difficult terrain.

While the spell persists, at the start of each of your turns, you can use an action to create another shower of lava at a point you can see in range.

## Wail of the Banshee

*9th-level necromancy (sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30'

**Components:** V, S, M (a lock of hair from an evil female elf)

**Duration:** Instantaneous

You wail like a banshee. The sixteen creatures closest to you in range must each make a Constitution saving throw or fall to 0 hit points and immediately make three death saves. If it succeeds on its saving throw, the creature suffers 3d6 psychic damage.

## Walking Wounded

*1st-level transmutation (cleric, paladin)*

**Casting Time:** 1 bonus action

**Range:** 60'

**Components:** V, S

**Duration:** Instantaneous

You magically animate the body of an unconscious creature that isn't hostile to you that you can see in range. The creature stands up and moves its speed, directed by you, without provoking opportunity attacks, then collapses back to the ground.

**At Higher Levels:** When you cast this spell with a slot of 2<sup>nd</sup> or higher level, you can target one additional unconscious creature per slot level above 1<sup>st</sup>. Alternatively, if you cast this spell using a slot of 3<sup>rd</sup> or higher level, you can target one (and only one) unconscious creature that is hostile to you. In this case, that creature receives a Wisdom save to negate the spell.

## Wall of Acid

*6th-level conjuration (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S, M (a drop of acid)

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

You create a wall of greenish, viscous, sticky acid that hangs vertically. The wall can be up to 200' long, 10' thick and 90' high. Any creature in the wall when it forms can make a Dexterity save, exiting the wall by the shortest available route on a success or remaining in the wall on a failure.

The wall is difficult to move through. For every foot that a creature moves within the wall, it must spend 3' of movement.

Merely touching the wall deals 1d6 acid damage to a creature. Once per turn, a creature that actually enters or starts its turn in the wall suffers 7d6 acid damage.

The acid is very sticky. A creature that touches the wall suffers 1d6 acid damage at the start of each of its turns for a minute or until a creature uses its action to wash the acid off. Likewise, a creature that was actually within the wall suffers 7d6 acid damage at the start of each of its turns until a creature uses an action to clean the acid off.

## Wall of Hate

*5th-level conjuration (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S, M (a bit of spittle)

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

You create a wall of reddish-orange light that radiates angry malevolence. You can make the wall up to 60' long, 30' high and 10' thick, and you can put a single 90-degree angle turn in the wall, so long as the longer edge is no more than 60' long.

The *wall of hate* repels creatures other than constructs, fiends and undead. Affected creatures must succeed on a Charisma check, DC 10, to approach within 5' of the wall. A creature that enters or starts its turn in the wall suffers 3d6 points of psychic damage, and the wall counts as difficult terrain to creatures affected by it. In addition, a creature that enters the wall has disadvantage on all saving throws until it begins its turn outside the wall.

## Wall of Honey

*3rd-level conjuration (druid, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S, M (a piece of honeycomb)

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

This spell causes a wall of delicious golden honey to appear. The wall is opaque, and is up to 60' long, 20' high and 5' thick. If the wall is created in an area too small to contain it, it will squeeze itself down to whatever size the surrounding space permits while not exceeding its original dimensions in any particular.

A creature that attempts to force its way through the wall must make a DC 20 Strength check. If it succeeds, it can move through the honey, but every foot of movement costs 4'. If a creature ends its turn inside the wall, it must make another Strength check to continue on its next turn. A creature inside the wall is blinded and can neither speak nor breathe. Once it emerges, it can use an action to clear the honey from its eyes and another action to clear its breathing apparatus.

Honey taken from the wall vanishes at the spell's expiration, but while the spell is in effect, it is edible, delicious and nutritious.

## Wall of Shadows

*4th-level illusion (bard, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S

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

You create a wall of flickering shadows up to 100' long, 20' thick and 60' high. The wall is opaque due to its thickness, but a creature inside the wall but within 5' of an edge is visible from that direction.

Creatures entering the wall find the shadows disorienting, making it difficult to pass through despite its ephemeral nature. A creature attempting to move within the wall must succeed on a Wisdom save or exit from the same space that it

entered the wall.

## Wall of Vice

*5th-level conjuration (Perversion domain)*

**Casting Time:** 1 action

**Range:** 300'

**Components:** V, S

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

This spell creates a wall of squirming, writhing, fornicating, masturbating hands, phalli, mouths, buttocks, dildos and other appendages. The wall can be up to 60' long, 30' high and 10' thick, although you can make it smaller in any or all dimensions, as long as the minimum dimension of the wall is 5'. You may put up to two bends of up to 90 degrees in the wall as well.

Any creature that starts its turn or comes within 10' of the wall must make a Dexterity saving throw to avoid being grabbed, pulled adjacent to the wall and forcibly pleased, suffering 3d6 points of bludgeoning damage each round and being restrained. Additionally, a victim of the wall cannot concentrate on spells and has disadvantage on all Dexterity, Intelligence, Wisdom and Charisma checks. On its turn, the wall's victim may use its action to attempt a Strength saving throw to break free of the wall.

A creature slain by the wall is drawn within it, and its body vanishes when the wall expires.

## Wall of Vipers

*6th-level conjuration (druid, wizard)*

**Casting Time:** 1 action

**Range:** 180'

**Components:** V, S, M (the fang of a viper)

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

You conjure a mass of vipers in an unoccupied space you can see in range, formed into a seething wall up to 40' wide, 5' thick and 20' high.

Once per turn, any creature that starts its turn or moves within 5' of the wall is attacked by the vipers. Make a melee spell attack against the target. If you hit, the target suffers 3d4 piercing damage and must make a Constitution save,

suffering 4d10 poison damage on a failure or half that on a success.

On your turn, you can use a bonus action to command the wall to slither up to 30'. The wall can pass through barriers small enough for a single viper to move through.

## Water Weapon

*1st-level transmutation (cleric, druid, paladin, ranger, wizard)*

**Casting Time:** 1 bonus action

**Range:** 60'

**Components:** V, S, M (a dab of oil)

**Duration:** 1 hour

When you cast this spell, choose up to three melee weapons in range. Those weapons are not impeded by water for the duration.

## Waterball

*2nd-level conjuration (druid, wizard)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S

**Duration:** Instantaneous

You create a burst of water in a 20' diameter sphere centered on a point that you can see in range. The sphere extends around corners. Fires in the area of effect are extinguished, and creatures and objects are soaked. In addition, each creature in the area suffers 2d8 points of bludgeoning damage and must make a Dexterity save, falling prone on a failure.

## Waterquake

*5th-level transmutation (druid, wizard)*

**Casting Time:** 1 action

**Range:** 300'

**Components:** V, S

**Duration:** 1 round

Until the end of your next turn, a 100' cube of liquid you can see in range are violently pushed away from the center, battering creatures and objects in the area. Each creature must make a



Strength saving throw, suffering 10d4 bludgeoning damage on a failure and half that on a success. Creatures that fail are also pushed away from the center of the cube a number of feet based on their size: Medium or smaller, 30'; Large, 20'; Huge or larger, 10'. If a creature fails the save by 5 or more, it is also stunned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

## Watery Double

*3rd-level conjuration (druid, ranger, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Until triggered, up to 1 hour

You can cast this spell on any body of liquid as small as a glass of wine to as large as an ocean. The first creature whose reflection is cast on the surface of the liquid releases the spell. When the spell is triggered, the liquid immediately forms an exact three-dimensional image of the reflected creature. If more than one creature casts a reflection simultaneously, only one *watery double* forms, determined at random. The size of the double is restricted by the volume of fluid available, up to the duplicated creature's size. It is AC 10, has 20 hps and moves at the speed of its target. It is immune to acid, fire, lightning and poison damage, has resistance to cold, bludgeoning, piercing and slashing damage, and cannot be charmed, frightened, paralyzed, petrified or poisoned. Once the *watery double* forms, it remains for 10 minutes or until destroyed.

When it forms, the *watery double* attempts to touch the creature which it has duplicated, automatically winning initiative and making a melee spell attack (using your bonus). It cannot affect a different creature. If it hits its target, it sheathes the victim in liquid, preventing it from breathing. The double deals 3d6 points of damage to an enveloped target at the start of each the target's turns. Each round, the target can spend an action to make a Constitution save to expel the

*watery double*, destroying it. While its target is enveloped, any damage that accrues to the *watery double* is also taken by its target.

## Wave of Intoxicating Sweetness

*9th level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** Self (60' cone)

**Components:** V, S, M (a drop of honey)

**Duration:** Concentration, up to 8 hours

You unleash a cone of thin green smoke-like energy. Each creature in the cone must succeed on a Wisdom saving throw. If it fails, it is completely overcome by the *intoxicating sweetness*, and will do nothing except sit and chat, perhaps have a snack, stare at the patterns of the wall or floor, etc. Such a creature can do nothing but move 5' on its turn, but can repeat the saving throw each time it takes damage or must make a saving throw, ending the effect on itself on a success. Attacks against the creature have advantage as long as it is affected by the spell.

A creature that succeeds on the initial saving throw is dazed and baffled by the spell's magic. On its turn, the creature can choose to do one of the following: move half its speed, take an action (one attack only, if it takes the attack action), take a bonus action, or interact with the environment. The creature has disadvantage on all attacks and checks while so affected, and it can't move except by its primary movement method (walking for most creatures). If it attempts to cast a spell, it must first make a spellcasting ability check, applying its proficiency bonus, with a DC equal to 10 + the spell level of the spell being cast. If the check fails, the spell slot is expended, but the spell fizzles. Each time the creature takes damage or must make a saving throw, it can repeat its Wisdom save, ending the effect on itself on a success.

## Waves of Exhaustion

*7th-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You emit a 60' cone of draining energy. Each creature in the cone must make a Constitution saving throw, gaining three levels of exhaustion on a failure or one on a success. This spell is not cumulative with itself; once a creature has been exhausted by it, this spell cannot further exhaust it.

## Waves of Fatigue

*5th-level necromancy (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You emit a 60' cone of draining energy. Each creature in the cone must make a Constitution saving throw, gaining one level of exhaustion on a failure. This spell is not cumulative with itself; once a creature has been exhausted by it, this spell cannot further exhaust it.

## Weighty Chest

*1st-level transmutation (bard, cleric, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of lead)

**Duration:** 1 week

This spell enchants a chest that fits in a 5' cube so that if anyone but you tries to pick it up or move it, its weight becomes 1d4+1 times that of the creature (or creatures!) touching it.

## Whelm

*1st-level enchantment (bard, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** Instantaneous

Choose one creature in range. That creature must make a Wisdom save, suffering 3d6 psychic damage on a failure or half that on a success. If this damage reduces the target to 0 hit points, it is unconscious and stable.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> or higher level, you deal an extra 1d6 damage per slot level above 1<sup>st</sup>.

## Wild Growth

*9th-level transmutation (druid)*

**Casting Time:** 1 action

**Range:** 600'

**Components:** V, S, M

**Duration:** Concentration, up to 1 minute (and see text)

Choose a point you can see in range. Each surface within a 150' radius sphere centered on that point begins to sprout rapidly growing plants. The plants grow in a tangled mass that gains a height of 15' per round, to a maximum of 150'.

Any creature in the *wild growth* is increasingly constrained by the ever-thickening plants. When you cast this spell, movement through the affected area costs an extra 1' per foot of distance traveled. As long as you concentrate, at the end of each of your turns, this extra cost increases by 1'. In addition, a creature in the area that is attempting to concentrate on a spell or effect must make a Constitution save at the start of each of its turns or have its concentration broken.

Any creature within the area after 3 rounds of *wild growth* must succeed on a Dexterity save at the beginning of each of its turns or else it becomes restrained. A creature that starts its turn restrained within the *wild growth* suffers 8d6 bludgeoning damage as the growth presses in and

squeezes it. A restrained creature can make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to break itself free, at least until the start of its next turn.

Once you stop concentrating, the area of *wild growth* remains a thick mass of vegetation that slows or even effectively blocks travel for 30 days, at which point it collapses into a mound of normal difficult terrain.

## Wildfire

*4th-level evocation (druid)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a pinecone soaked in pitch)

**Duration:** Instantaneous (see text)

When you cast this spell, you unleash a burst of flame at one creature you can see in range. That creature must make a Dexterity save, suffering 5d6 fire damage on a failure or half that on a success. In addition, a creature that fails its save catches fire, suffering an additional 1d10 fire damage at the start of each of its turns. Worse yet, any creature within 5' of the victim when it suffers this damage must make a Dexterity save or catch fire as well. Such a victim also suffers 1d10 fire damage at the start of each of its turns and may catch other creatures on fire.

A creature can use its action to repeat the save (or allow a burning creature to do so) by taking an appropriate action, such as stopping, dropping and rolling. Burning creatures otherwise continue to burn until they die.

## Wildzone

*9th-level transmutation (sorcerer, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 300'

**Components:** V, S, M (several pots of paint which must be spilled across a sheet of hammered silver graven with glyphs of chaos, worth no less than 2,000 gp)

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

When you cast this spell, you create a zone of wild magic that distorts spells and magical effects within it. Choose a point you can see in range. An invisible sphere centered on that point springs into being with a radius of 100'. Any time a spell is cast or a magical effect occurs within the sphere, the caster or creator of that effect must first roll on the Wild Surge chart in the *Players Handbook*.

Spells can be cast from outside the sphere normally, and take effect without triggering a wild surge even if they enter the *wildzone*.

Casting this spell strains the local fabric of reality and sometimes has unexpected and unpredictable side effects.

## Withdraw

*2nd-level abjuration (cleric)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** See text

This spell alters the flow of time around you in a limited way. While but one round of time passes for those not affected, you can spend three rounds in contemplation. During this time, you can use only divination spells and spells that heal you or cure or end conditions on yourself. You cannot move from your location or take any other actions.

## Wizard Glue

*Transmutation cantrip (bard, wizard)*

**Casting Time:** 1 minute

**Range:** 10'

**Components:** V, S, M (a ritually prepared brush; the preparation requires eight hours and costs 50 gp in material, but once done need not be repeated)

**Duration:** Permanent

You create a magical glue that coats a surface up to 1' square. For the next four rounds, other objects may be stuck to it, and will bond to it immediately. Breaking the bond requires that a creature make a DC 10 Strength check as an action and inflicts 1d4 points of slashing damage to both objects.

This cantrip will not affect creatures.

**At Higher Levels:** If you cast this cantrip using a 1<sup>st</sup> or higher level spell slot, you increase the DC of the Strength check required to separate the objects by 2 per level of the slot.

## Wizard Sight

*3rd-level divination (wizard) (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Your eyes glow blue and you can see magical auras within 120' of you. Unlike *detect magic*, you need not spend an action to see these auras, and you automatically learn both the school of magic, if any, of the aura and the level of the spell creating the effect, if any.

In addition, you can see a distinctive aura surrounding spellcasters, and can tell whether a creature casts spells or has the innate spellcasting trait, whether its spells are arcane or divine, and what the highest level spell slot available to it is, if any.

## Wizard's Escape

*4th-level conjuration (wizard)*

**Casting Time:** 1 reaction, which you take when an attack hits you

**Range:** Self

**Components:** V

**Duration:** Instantaneous

You teleport up to 50' to a space not adjacent to the triggering attacker, and the triggering attack misses.

## Wizard's Fury

*2nd-level enchantment (wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

You enter a trance that allows you to cast your cantrips with alacrity. Each round while this spell lasts, you can cast one cantrip that normally requires 1 action to cast as a bonus action. (Note that if you cast a spell, including a cantrip, as a bonus action, the only other spell you can cast on your turn is a cantrip with a casting time of 1 action.)

## Wood Shape

*3rd-level transmutation (druid, ranger)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of soft wood)

**Duration:** Instantaneous

You touch a wooden object of Medium size or smaller or a section of wood no more than 5' in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a hollow into a tree, cause a door or wall to split open, warp the wooden haft of a weapon to render it useless, and so on. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

## Word Lock

*6th-level abjuration (bard, cleric, druid, wizard) (ritual)*

**Casting Time:** 1 action

**Range:** 10'

**Components:** V

**Duration:** Permanent

Choose an object or portal that can be closed. You magically seal that object or portal so that it cannot be opened without speaking the proper word, which you determine when casting the spell.

If you are a bard, you can instead designate a piece of song that must be sung to open the *word locked* item or portal. If you do so, make a Charisma (Performance) check upon casting the spell; to open the item, a creature (including you) must sing the command word and make a Charisma (Performance) check with a DC equal to the check you made when casting the spell. You

gain advantage when making this check to open your own *word lock*.

A *knock* or *dispel magic* cannot break a *word lock*.

## Word of Obeisance

*7th-level enchantment (bard, cleric, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** 50'

**Components:** V

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

You cause any number of creatures in range to drop prone. Each target receives a Wisdom save to resist the effect, but any affected creature must remain prone until the spell ends.

## World of Deception

*9th-level illusion (wizard)*

**Casting Time:** 1 action

**Range:** 90'

**Components:** V, S, M (a blindfold and a bit of fleece)

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

When you cast this spell, you designate a point in range and choose up to six creatures within 30' of that point. Each of those creatures must succeed at a Wisdom saving throw, or this spell gives you a drastic and complete degree of control over the its perceptions. You may control the senses that you share with the target, but if it has senses that you don't, you cannot affect them.

While you control a creature's perceptions, you can conceal or change the appearance of anything that it senses. You can create illusory monsters, allies, places, objects, forces or whatever you can imagine. You can convince the subject that it is walking into a metropolis when in fact it is going around in a small circle again and again. Your illusions can cause appropriate psychic damage to the target, but each time it takes damage while under the influence of this spell, it may make a Wisdom saving throw against your spell save DC to end the effect.

## Wraithform

*5th-level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (a wisp of smoke)

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

Until this spell ends, you assume a wraith-like state. While in this state, you appear translucent and ghostly. You gain a fly speed equal to your walking speed and can move through creatures and objects as if they were difficult terrain, though if you end your turn in a creature or object, you suffer 1d10 force damage. While in *wraithform*, you gain resistance to nonmagical bludgeoning, piercing and slashing damage and to necrotic damage and you can't be grappled or restrained.

In addition, undead that see you tend to believe you are a wraith or spectre and therefore usually ignore you. An undead with a passive Wisdom (Insight) that beats your spell save DC penetrates your disguise, and your behavior might reveal you as a fraud or otherwise attract their attention (for instance, if you attack one undead in front of a group of others).

## Wrath of Acamar

*7th-level abjuration (warlock)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S

**Duration:** 1 minute

You invoke the wrath of the dim and distant star Acamar against one creature you can see in range. The target takes 4d10 cold damage and must make a Charisma save. If it fails, it is banished into a starry realm, suffering 2d10 cold damage at the start of each of its turns. While banished, it can take no actions, but it can repeat the save at the end of each of its turns, ending the effect on a success and returning to the space it last occupied (or to the nearest unoccupied space, if that space is occupied).

## Xorn Movement

*7th-level transmutation (druid, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (handful of loose earth)

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

When you cast this spell, you touch a willing creature within your reach. That creature gains the ability to move through earth and stone like a xorn, moving at its normal walking or swimming speed. The creature doesn't leave a tunnel behind, and the earth and stone are undisturbed by its passage.

## Yolanda's Emergence of the Pseudonatural Aspect

*8th level conjuration (wizard)*

**Casting Time:** 1 action

**Range:** 150'

**Components:** V, S

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

Choose one creature or object you can see in range. You summon a tentacle from the target's pseudonatural analog, which coexists with it in another dimension. On the target's turn, the tentacle can attack a target within 10' of it at your direction (no action required), including the target itself.

The tentacle has a Strength of 20 and uses your proficiency bonus. It counts as a magical weapon. It has blindsight to a range of 30', and if it hits, it deals 3d6+5 bludgeoning damage and grapples the target (escape DC equal to your spell save DC). If a creature is grappled at the start of the target's turn, the grappled creature takes 3d6+5 bludgeoning damage and must make a Strength save or the tentacle can move it up to 10' in a direction (or directions) of your choice.

If the tentacle is attacked, it is treated as the targeted creature or object, and damage to the tentacle accrues to that creature or object. If that creature or object is destroyed or killed, the tentacle dies.

## Yolanda's Gruesome Globules

*7th level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

**Duration:** See text

You create four moist, pulsating globules, each of which flies at a creature in range. Each target makes a Dexterity save; on a failure, the globule strikes the creature and melds with its flesh (or whatever it is made of), causing its form to destabilize. Its turn stringy and runny, and it becomes restrained by its own body. While restrained, the creature can't take any action requiring physical movement, including making attacks or casting spells with somatic components. It can still speak, however, and thus can cast spells without somatic components. The effects last for one minute.

A creature that succeeds on its saving throw dodges most of the globule, but is still splattered. Its speed is reduced by 15' (to a minimum of 5') for one minute.

In either case, the spell can be ended by casting *polymorph*, *stoneskin*, or *greater restoration* on a target.

Oozes and creatures with the amorphous trait are immune to this spell.

**At Higher Levels:** If you cast this spell using an 8<sup>th</sup> or higher level slot, you create one additional globule per slot level above 7<sup>th</sup>.

## Yolanda's Infusion from Beyond

*4th level conjuration (wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a crystal lens)

**Duration:** See text

This spell infuses you with incandescent energies from the realms Beyond for as long as you concentrate, up to 1 minute. While the spell lasts,

the save DC of your spells increases by 2. If you cast another spell that requires concentration while concentrating on this spell, *Yolanda's infusion from beyond* ends, but it applies to the spell you cast.

When this spell ends, your madness level increases by one.

## Yolanda's Lesser Ascendancy

*5<sup>th</sup> level transmutation (wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You take on a pseudonatural aspect. While this spell lasts, you are an aberration, your Intelligence is no lower than 3, you gain acid and lightning resistance, and you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.

In addition, once while this spell lasts, you can use a bonus action to gain a +20 bonus to one attack roll.

When this spell ends, your madness level increases by one.

## Yolanda's Lucidity

*3<sup>rd</sup> level divination (bard, cleric, wizard)*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

While this spell lasts, it makes everything clear. You can't be confused, stunned, or charmed. In addition, you can't be frightened by aberrant creatures.

When this spell ends, your madness level increases by one.

## Yolanda's Xenophilia

*5<sup>th</sup> level enchantment (bard, wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Until this spell ends, creatures from other planes and aberrations perceive you as akin to them and are more prone to accept your presence. In addition, you gain advantage on Charisma checks made to influence such creatures.

Furthermore, once while this spell lasts, you can make a DC 15 Charisma (Persuasion) check to talk a single aberration or extraplanar creature to ignore you and up to eight other creatures despite any magical constraints, hunger, etc. that might otherwise compel it to attack, block your passage, or otherwise interfere with you.

When this spell ends, your madness level increases by one.

## Zealous Oratory

*6th-level enchantment (cleric)*

**Casting Time:** 1 minute

**Range:** 60'

**Components:** V, M (your holy symbol)

**Duration:** 24 hours

By exhorting other creatures to proper behavior, you can temporarily change their alignments. Each creature in range must make a Wisdom saving throw; if it fails, both the moral and ethical components of its alignment shift one step toward yours. This does not necessarily make them well-disposed toward you, but it often helps.

If you cast this spell on the same target again, you can extend the duration, but you cannot shift its alignment more than once. Different casters, however, can use this spell on the same target, shifting its alignment repeatedly or in multiple different directions.

A creature affected by this spell who draws upon divine power, such as a cleric or paladin, can repeat the saving throw at the end of each hour, ending the effect on a success.

## Zeebo's Dyslexia

*2<sup>nd</sup> level transmutation (sorcerer, wizard)*

**Casting Time:** 1 action

**Range:** 120'

**Components:** V, S

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

When you cast this spell, choose up to three creatures you can see in range. Each target must succeed on a Wisdom saving throw or have its handedness momentarily reversed, confusing its mind and body. Any Strength or Dexterity attack or check the creature makes has disadvantage until the spell ends, and if the creature fumbles an attack, the severity increases by 1d4.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## Zone of Revelation

*5th-level divination (cleric)*

**Casting Time:** 1 action

**Range:** 50'

**Components:** V, S, M (a handful of dust from the grave clothes of an undead creature)

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

When you cast this spell, choose a point that you can see within range. A zone is created in a 20' radius sphere centered on that point. All creatures and objects within the *zone of revelation* are made visible, including invisible ones and those on coexistent planes. Natives of these planes do not lose any abilities, but are simply made visible.

*Zone of revelation* does not dispel invisibility; an invisible creature that moves outside of the area becomes invisible again, for instance.

## Zsaddy's Airquake

*3rd-level transmutation (druid, wizard)*

**Casting Time:** 1 action

**Range:** 200'

**Components:** V, S

**Duration:** 1 round

You cause an airquake that lasts until the end of your next turn in a 30' radius cylinder 100' high centered on a point you can see in range. Objects weighing less than 20 lbs in the cylinder are disturbed and fly about, and each creature within must make a Dexterity save, suffering 5d6 bludgeoning damage on a failure or half that on a success. A creature that is flying has disadvantage on the save, and a creature that fails its save by 5 or more is stunned until the end of its next turn. If it is flying, the creature falls.