

Bard Spells

Cantrips

Amanuensis
Arcane Mark
Dawn
Hornung's Guess
Wizard Glue

1st Level Spells

Assess Caster (*ritual*)
Blessed Aim
Insidious Rhythm
Intoxicate
Joyful Noise
Metamorphose Liquid (*ritual*)
Nahal's Reckless Dweomer
Oblivious Joy
Paint Memory
Phantasmal Image
Resist Poison
Speak With Undead
Taunt
Thought Capture
Vigor
Weighty Chest (*ritual*)

2nd Level Spells

Alustriel's Banner (*ritual*)
Deadly Weapon
Death Recall
Delicious Aroma
Far Strike
Frisky Chest (*ritual*)
Getaway
Gift of Speech
Idea
Illusion of Greatness
Insatiable Thirst
Lighten Load (*ritual*)
Lively Step
Misdirecting Taunt
Moon Rune
Protection from Pickpockets (*ritual*)
Rally
Reflective Disguise

Roses of Distraction
Sound Bubble
Tactical Precision
Vacillation

3rd Level Spells

Allegro
Black Visions
Charm of Misplaced Wrath
Cloak of Bravery
Create or Break Campsite (*ritual*)
Elasticity
Focus Effort
Follow Sorcery's Trail
Fool's Speech (*ritual*)
Hand of Lester (*ritual*)
Improved Magic Mouth (*ritual*)
Know Customs (*ritual*)
Malford's Doppelgangment
Malison
Psychic Disturbance
Regroup
Ritual of the Lotus (*ritual*)
Robe of Things
Selective Invisibility
Veil of Privacy

4th Level Spells

Airy Water (*ritual*)
Benign Transposition
Charm of the Defender
Defensive Harmony
Dispel Exhaustion
Follow the Leader
Incredible Curse
Mage Hunter
Morality Undone
Shout
Verify

5th Level Spells

Break Spirit
Consequence (*ritual*)
Malford's Group Invisibility
Mass Vigor
Prying Eyes
Sensory Deprivation

Wall of Hate

6th Level Spells

Leomund's Lamentable Belaborment

Protege

Reveal Creature (*ritual*)

Self-Destruction

Speech Ward (*ritual*)

Word Lock (*ritual*)

7th Level Spells

Fate of One

Illusory Assailant

Insolent Insult

Word of Obeisance

8th Level Spells

Airboat

Charm of False Heroism

Great Shout

Magic Resistance

Overwhelming Advance

Phantom Legion

Piercing Clarity

9th Level Spells

Deadly Insult

Exhortation to Battle

Legion's Hold

Purge the Written Word (*ritual*)

Stygian Oblivion (*ritual*)

Cleric Spells

Cantrips

Amanuensis

Bite Spirit

Dawn

Hornung's Guess

1st Level Spells

Assess Caster (*ritual*)

Blade of Blood

Blessed Aim

Blessed Watchfulness

Resist Poison

Taunt

Thought Capture

Vigor

Water Weapon

Weighty Chest (*ritual*)

2nd Level Spells

Call Upon Faith

Deadly Weapon

Death Recall

Delicious Aroma

Far Strike

Focus Effort

Frisky Chest (*ritual*)

Idea

Lighten Load (*ritual*)

Protection from Pickpockets (*ritual*)

Rally

Tactical Precision

3rd Level Spells

Anticipate Teleportation (*ritual*)

Attune Form (*ritual*)

Cloak of Bravery

Create or Break Campsite (*ritual*)

Energy Vulnerability

Hand of Lester (*ritual*)

Invisibility Purge

Know Customs (*ritual*)

Malison

Protection from Hunger and Thirst (*ritual*)

Psychic Disturbance

Regroup

Strength of One

Undead Lieutenant (*ritual*)

Undead Torch (*ritual*)

Veil of Privacy

4th Level Spells

Absorb Strength

Crusade

Defensive Harmony

Dimensional Anchor

Mage Hunter

Morality Undone

Spirit Jaunt

Verify

5th Level Spells

Atonement (*ritual*)
Break Spirit
Consequence (*ritual*)
Dancing Dead (*ritual*)
Iron to Glass
Mass Vigor
Total Carnage
Treachery
Unceasing Vigilance of the Holy Sentinel (*ritual*)
Zone of Revelation

6th Level Spells

Evolve Undead
Reveal Creature (*ritual*)
Speech Ward (*ritual*)
Word Lock (*ritual*)
Zealous Oratory

7th Level Spells

Blessed Abundance (*ritual*)
Dimensional Lock (*ritual*)
Fate of One
Poisoner's Punishment
Word of Obeisance

8th Level Spells

Avatar
Magic Resistance
Overwhelming Advance
Piercing Clarity

9th Level Spells

Act of God
Bond of Sacred Unity
Purge the Written Word (*ritual*)
Righteous Zeal
Soul Bind (*ritual*)
Stygian Oblivion (*ritual*)

Druid Spells

Cantrips

Dawn
Predict Weather

1st Level Spells

Analyze Balance (*ritual*)
Assess Caster (*ritual*)
Blazing Starfall
Fountain of Flame
Intoxicate
Resist Poison
Vigor
Water Weapon

2nd Level Spells

Create Snowdrifts (*ritual*)
Death Recall
Delicious Aroma
Gift of Speech
Insatiable Thirst
Lighten Load (*ritual*)
Moon Rune
Roses of Distraction
Shark-Sword
Tremor

3rd Level Spells

Accelerate (*ritual*)
Attune Form (*ritual*)
Create or Break Campsite (*ritual*)
Hungry Earth
Know Customs (*ritual*)
Protection from Hunger and Thirst (*ritual*)
Protective Shock
Psychic Disturbance
Ritual of the Lotus (*ritual*)
Thunder
Wall of Honey
Watery Double (*ritual*)
Wood Shape

4th Level Spells

Airy Water (*ritual*)
Knurl
Lightning Serpent
Orbius' Gem Fusion (*ritual*)

5th Level Spells

Atonement (*ritual*)
Mass Vigor

Mudstorm
Plague of Embers

6th Level Spells

Ivy Siege
Poisonous Rain
Rain of Leeches
Shift the Earth
Unwilling Wood
Word Lock (*ritual*)

7th Level Spells

Ice Blight
Immolation
Poisoner's Punishment
Whirlwind

8th Level Spells

Airboat
Magic Resistance

9th Level Spells

Chariot of Sustarre
Raise Volcano
Tsunami

Paladin Spells

1st Level Spells

Blessed Watchfulness
Divine Sanction
Resist Poison
Taunt
Vigor
Water Weapon

2nd Level Spells

Alustriel's Banner (*ritual*)
Deadly Weapon
Far Strike
Rally

3rd Level Spells

Cloak of Bravery
Invisibility Purge

Recuperating Smite
Regroup
Strength of One

4th Level Spells

Crusade
Mage Hunter
Morality Undone

Ranger Spells

1st Level Spells

Blessed Aim
Mount
Resist Poison
Taunt
Vigor
Water Weapon

2nd Level Spells

Deadly Weapon
Death Recall
Delicious Aroma
Far Strike
Lighten Load (*ritual*)
Moon Rune
Rally
Shark-Sword
Tremor

3rd Level Spells

Create or Break Campsite (*ritual*)
Fool's Speech (*ritual*)
Know Customs (*ritual*)
Watery Double (*ritual*)
Wood Shape

4th Level Spells

Mage Hunter

Sorcerer Spells

Cantrips

Arcane Mark
Bite Spirit
Scorching Burst

1st Level Spells

Assess Caster (*ritual*)
Blade of Blood
Blazing Starfall
Conjure Spider
Fountain of Flame
Intoxicate
Mount
Nahal's Reckless Dweomer
Pain Transfixation
Paint Memory
Slap
Speak With Undead

2nd Level Spells

Bolts of Dalibrius
Choke
Deadly Weapon
Far Strike
Ghoul Touch
Moon Rune
Shattering Pulse
Steam Jet

3rd Level Spells

Attune Form (*ritual*)
Black Visions
Charm of Misplaced Wrath
Follow Sorcery's Trail
Jerakai's Embrace
Malford's Doppelgangment
Malison
Melf's Minute Meteors
Protection from Normal Missiles
Protective Shock
Thunder
Veil of Privacy

4th Level Spells

Absorb Strength
Acid Spray
Acid Web
Airy Water (*ritual*)
Barrage
Benign Transposition
Blast of Dalibrius

Charm of the Defender
Dispel Exhaustion
Enervation
Force Orb

5th Level Spells

Acid Spheres
Break Spirit
Icweb
Seeker Missiles
Sensory Deprivation
Wall of Hate

6th Level Spells

Broadblast
Rain of Leeches
Self-Destruction
Word Lock (*ritual*)

7th Level Spells

Fleshflow

8th Level Spells

Abi-Dalzim's Horrid Wilting
Airboat
Puncture

9th Level Spells

Detonate
Energy Drain
Reality Maelstrom
Superior Teleport
Wail of the Banshee
World of Deception

Warlock Spells

1st Level Spells

Blade of Blood
Mount
Pain Transfixation
Phantasmal Image

2nd Level Spells

Choke
Far Strike

Insatiable Thirst
Vampiric Ray

3rd Level Spells

Black Visions
Charm of Misplaced Wrath
Fool's Speech (*ritual*)
Malison
Jerakai's Embrace
Malford's Doppelgangment
Momentary Banishing (abj)
Selective Invisibility

4th Level Spells

Absorb Strength
Acid Spray
Charm of the Defender
Enervation
Essence
Feedback

5th Level Spells

Break Spirit
Dancing Dead (*ritual*)
Lower Magic Resistance
Sensory Deprivation
Wall of Hate

6th Level Spells

Blackmantle

7th Level Spells

Word of Obeisance

9th Level Spells

Energy Drain
Reality Maelstrom
Wail of the Banshee

Wizard Spells

Cantrips

Amanuensis (trans)
Arcane Mark (trans)
Bite Spirit (nec)
Hornung's Guess (div)

Scorching Burst (evoc)
Wizard Glue (trans)

1st Level Spells

Assess Caster (div) (*ritual*)
Blade of Blood (nec)
Conjure Spider (conj)
Fountain of Flame (evoc)
Intoxicate (ench)
Metamorphose Liquid (trans) (*ritual*)
Mount (conj)
Nahal's Reckless Dweomer (evoc)
Pain Transfixation (nec)
Paint Memory (ill)
Phantasmal Image (ill)
Sense Link (nec)
Slap (evoc)
Speak With Undead (nec)
Taunt (ench)
Turn Metal (abj)
Water Weapon (trans)
Weighty Chest (trans) (*ritual*)

2nd Level Spells

Alustriel's Banner (ill) (*ritual*)
Bolts of Dalibrius (evoc)
Choke (conj)
Deadly Weapon (trans)
Death Recall (div)
Delicious Aroma (ill)
Dimension Hop (conj)
Far Strike (trans)
Frisky Chest (trans) (*ritual*)
Ghoul Touch (nec)
Idea (div)
Illusion of Greatness (ill)
Insatiable Thirst (ench)
Moon Rune (ill)
Protection from Pickpockets (abj) (*ritual*)
Reflective Disguise (ill)
Shark-Sword (trans)
Shattering Pulse (evoc)
Steam Jet (trans)
Tactical Precision (div)
Vacillation (ench)
Vampiric Ray (nec)
Wizard's Fury (ench)

3rd Level Spells

Accelerate (trans) *(ritual)*
Anticipate Teleportation (abj) *(ritual)*
Attune Form (trans) *(ritual)*
Black Visions (ill)
Charm of Misplaced Wrath (ench)
Dzaram's Specter (nec)
Elasticity (trans)
Energy Vulnerability (abj)
Follow Sorcery's Trail (div)
Fool's Speech (div) *(ritual)*
Hand of Lester (div) *(ritual)*
Improved Magic Mouth (ill) *(ritual)*
Jerakai's Embrace (trans)
Malford's Doppelgangment (ill)
Malison (ench)
Marius' Moment (div)
Melf's Minute Meteors (evoc)
Momentary Banishing (abj)
Protection from Hunger and Thirst (abj) *(ritual)*
Protection from Normal Missiles (abj)
Protective Shock (abj)
Psychic Disturbance (ench)
Ray of Melting (trans)
Regroup (conj)
Ritual of the Lotus (ench) *(ritual)*
Robe of Things (conj)
Selective Invisibility (ill)
Servant Horde (conj) *(ritual)*
Summon Bard (conj)
Thunder (evoc)
Undead Lieutenant (nec) *(ritual)*
Undead Torch (nec) *(ritual)*
Veil of Privacy (abj)
Wall of Honey (conj)
Watery Double (conj) *(ritual)*

4th Level Spells

Absorb Strength (nec)
Acid Spray (conj)
Acid Web (conj)
Airy Water (trans) *(ritual)*
Barrage (evoc)
Benign Transposition (conj)
Blast of Dalibrius (evoc)
Charm of the Defender (ench)

Cinderspell (abj)
Dimensional Anchor (abj)
Dispel Exhaustion (ill)
Enervation (nec)
Essence (nec)
Feedback (abj)
Force Orb (evoc)
Lightning Serpent (conj)
Orbius' Gem Fusion (trans) *(ritual)*
Shout (evoc)
Softening (trans)
Spirit Jaunt (nec)
Verify (div)

5th Level Spells

Acid Spheres (conj)
Break Spirit (ench)
Consequence *(ritual)*
Dancing Dead (nec) *(ritual)*
Dimension Shuffle (conj)
Force Shape (trans) *(ritual)*
Icweb (conj)
Leomund's Lamentable Belaborment (ench)
Lower Magic Resistance (abj)
Malford's Group Invisibility (ill)
Plague of Embers (conj)
Prying Eyes (div)
Reciprocal Gyre (abj)
Safeguard (abj)
Seeker Missiles (evoc)
Sensory Deprivation (ill)
Summon Shadows (conj)
Wall of Hate (conj)

6th Level Spells

Blackmantle (nec)
Broadblast (evoc)
Evolve Undead (nec)
Lorloveim's Shadowy Transformation (ill)
Rain of Leeches (conj)
Rend Ectoplasm (nec)
Reveal Creature (div) *(ritual)*
Self-Destruction (ench)
Speech Ward *(ritual)*
Spell Clock (trans)
Visions of Ruin (ill)
Word Lock (abj) *(ritual)*

7th Level Spells

Dzaram's Jaunt (conj)
Fate of One (div)
Fleshflow (trans)
Illusory Assailant (ill)
Marius' Deconstruction (trans)
Reconstruction (trans)
Semiclone (nec) *(ritual)*
Spell Turning (abj)
Transfix (ench)
Whirlwind (evoc)
Word of Obeisance (ench)

8th Level Spells

Abi-Dalzim's Horrid Wilting (nec)
Airboat (trans)
Charm of False Heroism (ench)
Dimensional Anchor (abj) *(ritual)*
Great Shout (evoc)
Gunther's Kaleidoscopic Strike (evoc)
Ice Blight (evoc)
Iron Body (trans)
Magic Resistance (nec)
Marius' Sidestep (conj)
Nirrighan's Dismemberment (nec)
Phantom Legion (ill)
Piercing Clarity (div)
Puncture (trans)
Spell Blast (abj)
Teleporting Trace (conj)

9th Level Spells

Detonate (evoc)
Energy Drain (nec)
Legion's Hold (ench)
Marius' Stasis Shield (abj)
Proleptic Vision (div)
Purge the Written Word (trans) *(ritual)*
Reality Maelstrom (conj)
Reaving Dispel (abj)
Replicate Casting (trans)
Soul Bind (nec) *(ritual)*
Stygian Oblivion (ench) *(ritual)*
Superior Teleport (conj)
Wail of the Banshee (nec)
World of Deception (ill)

Domain Only Spells

1st Level Spells

Desire (Perversion domain)
Timeslip (Time domain)

2nd Level Spells

Chance's Grace (Luck domain)
Lucky Shot (Luck domain)
Moans of Ecstasy (Perversion domain) *(ritual)*
Nap (Time domain)

3rd Level Spells

Golden Shower (Perversion domain)
Karma (Luck domain)
Lucky Break (Luck domain)

4th Level Spells

Body Clock (Time domain)
Fumble (Luck domain)
Glyph of Fascination (Art domain)
Moment (Luck domain)
Power Word Orgasm (Perversion domain)
Time Pool (Time domain)

5th Level Spells

Captivating Art (Art domain)
Extraordinary Luck (Luck domain)
Lucky Day (Luck domain)
Skip Day (Time domain)
Wall of Vice (Perversion domain)

SPELLS IN CYDRA

Abi-Dalzim's Horrid Wilting

8th-level necromancy (sorcerer, wizard)

Casting Time: 1 action

Range: 150'

Components: V, S, M (a bit of sponge)

Duration: Instantaneous

You draw the moisture from every creature in a 30-foot cube centered on a point you choose within range. Each creature that isn't a construct or undead in that area must make a Constitution saving throw. Plants and water elementals make this saving throw with disadvantage. A creature takes 10d8 damage on a failed save, or half as much on a successful one.

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. At the end of each of its turns, the target can make a Constitution saving throw to end the effect.

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 increases its fly speed by 20'.

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

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 6th or higher level slot, the initial damage increases by 1d10 for each slot level above 5th.

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 using its action to wash it off with a gallon of water or take another appropriate action. 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 5th or higher level slot, the initial damage increases by 1d10 for each slot level above 4th.

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 webbing that functions as a *web* spell, with the added benefit that it drips acid. A creature in the area of webbing suffers 2d6 acid damage at the start of each of its turns.

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

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.

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, 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*.

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.

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.

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 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.

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 surrounds 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 4th or higher level, incoming teleporters are delayed by one additional round per slot level above 3rd.

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*.

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

Atonement

5th-level abjuration (cleric, druid) (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:

- 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.

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.

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.

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 attacks and checks for 1 round.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th 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. However, if it failed the initial saving throw, it has disadvantage on saves to end the spell.

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 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*.

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 5th or higher level slot, each damage type increases by 1d8 for every two slot levels above 4th.

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) (ritual)

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 3rd or higher level, the duration increases by 1 round for every 2 levels of the slot above 1st.

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.

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 5th level or higher, the duration increases. If you use a 5th level slot, the duration becomes 2 hours; if you use a 6th level slot, it becomes 4 hours; if you use a 7th level slot, it becomes 8 hours; if you use an 8th level slot, it becomes 12 hours; and if you use a 9th level slot, the spell lasts 24 hours.

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 3rd or higher level, the damage increases by 1d8 for each slot level above 2nd.

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 and 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.

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 feet

Components: V, S

Duration: Instantaneous

Designed by ancient wizards of the legendary wizard state of the Delphinate, 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 7th level or higher, you can increase the radius of the sphere and/or the damage dealt. For each level of the slot above 6th, you can increase the damage by 1d10 or increase the radius of the sphere by 50'.

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. As long as the spell lasts, you have advantage on all ability checks, though not attacks or saves.

At Higher Levels: When you cast this spell using a slot of 2nd level or higher, you can target one additional creature or increase the duration by one round for each level of the slot above 2nd. 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 feet

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.

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 4th level or higher, the maximum duration increases. If you use a 4th level slot, it lasts concentration, up to 10 minutes; if you use a 6th level slot, it lasts concentration, up to 1 hour; and if you use an 8th level slot, it lasts concentration, up to 4 hours.

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 (as above). 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 7th level or higher, it affects two targets in range. (You may designate a different charge for each target.)

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 3rd or higher level, the damage increases by 1d4 per slot level above 2nd.

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.

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.

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 2nd level or higher, the spider has an additional 5 hit points per slot level above 1st. In addition, it deals 1d4 extra piercing damage per

slot level above 1st.

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.

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 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 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 3rd or higher level, you can create three additional drifts per slot level above 2nd.

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 6th level slot, its duration is concentration, up to 8 hours. If you cast it using an 8th level slot, its duration is concentration, up to 24 hours.

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.

Dawn

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.

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 that it might die. Choose one target that can hear and understand you in range. 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: 10 minutes

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

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

The target must make a Wisdom saving throw to avoid immediately seeking sexual release from the nearest appropriate creature. Unfortunately, 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, 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 2nd level or higher, you can target one additional creature for each two levels of the slot above 1st. The targets must be within 30' of each other when you target them.

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 creature 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.

Dimension Hop

2nd-level conjuration (wizard)

Casting Time: 1 action

Range: Touch

Components: V

Duration: Instantaneous

You teleport the touched creature up to 10'. 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'. 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 6th or higher level, you can teleport one additional creature in range per slot level above 5th.

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 the cube. In addition, such forms of extradimensional travel cannot enter the cube from without.

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.

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 expires, each target loses its remaining temporary hit points, if any, and its exhaustion returns to its previous level.

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.

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 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.

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'.

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.

Enervation

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 5th level or higher, the damage increases by 1d8 per slot level above 4th.

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.

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 7th or higher level, you can affect a given undead with it one additional time per slot level above 6th.

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.

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 7th or higher level slot, its duration increases. With a 7th level slot, the duration is concentration, up to 10 minutes; with a 9th level slot, the duration is concentration, up to 1 hour.

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's wielder can make melee attacks against creatures within 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.

At Higher Levels: When you cast this spell using an 8th or higher level slot, you allow the target to roll one extra d20 per slot level above 7th and take the better result.

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.

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 Zsadly 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: 60'

Components: V, S

Duration: Concentration, up to 1 minute

Choose up to three creatures in range and one skill or tool proficiency for each. 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.

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 makes a Wisdom saving throw, negating the effect on a success. Each creature that fails takes no actions or reactions except to follow your steps. 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 4th or higher level, you can affect an additional three creatures per slot level above 3rd.

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 5th level or higher, the damage increases by 1d10 per level of the slot above 4th.

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.

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 one point 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.

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.

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 a 1-5. In addition, when rolling the severity of its fumble, the target rolls an additional 1d6 and discards the low die.

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 save. 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.

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 3rd or higher level, you can hit one extra time per slot level above 2nd before the spell ends. In addition, if you use a slot of 4th or higher level, the duration becomes concentration, up to 10 minutes. If you use a slot of 6th or higher level, the duration becomes concentration, up to 1 hour. If you use a slot of 8th level or higher, the duration becomes concentration, up to 8 hours.

Gift of Speech

2nd-level enchantment (bard, druid)

Casting Time: 1 action

Range: 30 feet

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.

Glyph of Fascination

4th-level abjuration (Art domain)

Casting Time: 1 action

Range: 50 feet

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

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.

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.)

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.

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.

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 slashing 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.

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 8th 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 7th.

Icweb

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

As *web*, except the webs are shimmering blue and extremely cold. Each creature initially caught in the *icweb* suffers 5d6 cold damage. In addition, a creature that ends its turn in the *icweb* suffers 3d6 cold damage. A creature that dies from this damage is frozen solid until it thaws out.

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'.

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 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.

Improved Magic Mouth

3rd-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 4th level slot, the duration is until triggered, then 10 minutes. If you cast it using a 6th level slot, the duration is until triggered, then 1 hour. If you cast it using an 8th 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.

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: 100'

Components: V, S

Duration: Concentration, up to 10 minutes

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.

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 2nd or higher level, you can target one additional creature in range for each level of the slot above 1st.

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 4th or higher level slot, the range becomes 120'. When you cast this spell using a 5th or higher level slot, the duration increases to 1 hour. When you cast this spell using a 6th or higher level slot, the sphere's radius increases to 40'. When you cast this spell using a 7th or higher level slot, the range increases to 160' and the duration increases to 3 hours. When you cast this spell using an 8th 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 9th 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 adamantine, 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 targets 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.

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.

Jerakai's Embrace

3rd-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.

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 rolls (e.g. a Persuasion check against another pc or an ally).

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.

Knurl

4th-level transmutation (druid)

Casting Time: 1 action

Range: 90'

Components: V, S, M (a small twig)

Duration: Permanent

Choose one creature 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.

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.

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 4th level slot, the duration increases to one hour. When you cast it with a 6th level slot, the

duration increases to 8 hours. When you cast it with an 8th level slot, the duration increases to 24 hours.

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.

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, 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 5th or higher level slot, you can protect more than one creature from the same attack or effect. When you use a 5th level slot, you can protect two creatures; when you use a 7th level slot, you can protect up to four creatures; and when you use a 9th 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 3rd or higher level slot, you increase the range at which it can be used to 30'. If you cast it using a 4th or higher level slot, you can cast it as a reaction to an ally hitting a target within range.

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.

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.

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 selectively 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.

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, choose 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 6th level slot, the penalty inflicted by the *malison* is -3. When you cast this spell using a 9th level slot, the penalty inflicted is -4.

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' Moment

3rd-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

8th-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

9th-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.

Mass Vigor

5th-level evocation (bard, cleric, druid)

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 6th 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 5th.

Melf's Minute Meteors

3rd-level evocation (sorcerer, wizard)

Casting Time: 1 action

Range: Self

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

Duration: Concentration, up to 10 minutes

You create six tiny meteors in your space. They float in the air and orbit you for the spell's duration. When you cast the spell- and as a bonus action on each of your turns thereafter- you can expend one or two of the meteors, sending them streaking toward a point or points you choose within 120' of you. Once a meteor reaches its destination or impacts against a solid surface, the meteor explodes. Each creature within 5' of the point where the meteor explodes must make a Dexterity saving throw, suffering 2d6 fire damage on a failed save or half as much on a success.

At Higher Levels: When you cast this spell using a slot of 4th or higher level, the number of meteors created increases by two for each slot level above 3rd.

Metamorphose Liquid

1st-level transmutation (bard, wizard) (ritual)

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.

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.

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. While the spell lasts, you and each creature you choose have advantage on all attacks and saves while within range.

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 power 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 (ritual) (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.

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 2nd level or higher, you conjure one additional riding horse for each level of the slot above 1st. 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.

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.)

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, including yourself, fall into a deep, restful sleep for the spell's duration. When they awaken, they gain the benefits of a short rest.

At Higher Levels: When you cast this spell using a slot of 3rd or higher level, the duration decreases, allowing for a shorter nap. If you use a 3rd level slot, the nap takes only 20 minutes; if you use a 4th level slot, the nap takes only 10 minutes; and if you use a 5th or higher level slot, the nap takes only 5 minutes.

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, whenever you suffer a critical hit, you suffer no extra damage, 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.

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.

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.

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. While the spell lasts, 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.

Phantasmal Image

1st-level illusion (bard, warlock, wizard)

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Concentration, up to 1 minute

You put an image into the mind of a single target. 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 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.

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, 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.

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 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 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.

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.

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.

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: 1 hour or until discharged

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.

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: 40'

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.

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.

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 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 action 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.

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 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. 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.

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 4th or higher level, the damage it inflicts increases by 1d6 (or 1d8, when used against a metal creature) per slot level above 3rd.

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 designate 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 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 6th level or lower on the target ends. For each spell of 7th 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.

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 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.

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 3rd or higher level, you can target one additional creature within 30' per slot level above 2nd.

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.

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 affected by the spell that is within 30' of the origin point, even through barriers, must make a Constitution saving throw, suffering 10d8 damage on a failure or half that on a success.

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.

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 in range. Each of those creatures gain resistance to poison damage and immunity to the poisoned condition while the spell lasts.

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.

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 creature. 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 until 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 4th or higher level slot, the number of items that the garment can produce increases by 2 per slot level above 3rd.

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 4th level slot, the duration increases to 8 hours. When you cast this spell with a 6th level slot, the duration increases to 24 hours. When you cast this spell with an 8th level slot, the duration increases to 1 week.

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 5th level or lower.

At Higher Levels: When you cast this spell with a 6th or higher level slot, it wards against spells of a level equal to the slot or lower. In addition, if you use a 7th level slot, the duration increases to one hour, and if you use a 9th level slot, it increases to 8 hours.

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 5th level (2d4), 11th level (3d4) and 17th level (4d4).

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 zips 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 6th or higher level slot, you produce one additional *seeker missile* per slot level above 5th.

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 4th or higher level, you can designate up to two additional individuals that can see the target per slot level above 3rd.

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 7th level or higher, you can target one additional creature per slot level above 6th.

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 10th level wizard would produce a 7th 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 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 3rd level slot, the duration is concentration up to 1 hour. When you cast this spell using a 5th 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 7th 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 6th or higher level, you can target one additional creature in range for each level of the slot above 5th.

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.

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 but has disadvantage on the saving throw to avoid being knocked prone.

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: Personal

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 5th or higher level, the damage increases by 1d8 per slot level above 4th.

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.

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.

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 gp 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.

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.

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 6th level or lower on the target ends. For each spell of 7th 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 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 suppressed for 1d4 minutes.
98-00	A rift draws both of you through to another plane.

At Higher Levels: When you cast this spell using a slot of 8th or higher level, it turns an additional 1d4 spell levels per level of the slot above 7th.

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 6th level slot, you increase the duration to concentration, up to 10 minutes.

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.

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 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.

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.

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 1st level, 23% likely to 2nd level, 6% likely to be 3rd 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 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.

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. If it can reach you and make a melee

attack against you, it must do so.

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.

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.

At Higher Levels: When you cast this spell using a slot of 2nd or higher level, you attract one additional thought object per slot level above 1st.

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 ending the effect on a success. After it is no longer stunned, it remains deafened for 1d10 more rounds.

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 5th or higher level slot, you can peer deeper into the past. When you use a 5th level slot, you can peer back a month; with a 6th level slot, you can peer back six months; with a 7th level slot, you can peer back a year and a day; with an 8th level slot, you can peer back a decade; and with a 9th 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 2nd level or higher, you teleport 1 additional round into the future for each level of the slot above 1st, and any force damage you take from arriving in an occupied space is increased by 1d10 per level of the slot above 1st.

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.

Transfix

7th-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

5th-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. 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.

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.

Tsunami

9th-level conjuration (druid)

Casting Time: 1 action

Range: 600'

Components: V, S, M (a crown of coral set with pearls worth at least 5,000 gp)

Duration: Concentration, up to 1 minute

This spell creates a towering tsunami up to 300' wide, 10' thick and 40' high and sends it forth in a powerful wave to smash all in its path. The *tsunami* starts at any point you select within range and then moves at a speed of 60' in the direction you choose. Once the direction is set, it cannot be changed. Any object in the *tsunami's* path suffers 20d6 bludgeoning damage. Creatures in the wave's path receive a Strength saving throw, suffering 20d6 bludgeoning damage on a failure or half that on a success. In addition, creatures that fail the saving throw and are Gargantuan or larger are knocked prone. A smaller creature that fails its save is swept away by the *tsunami*, and must repeat the saving throw the next round.

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.

Unceasing Vigilance of the Holy Sentinel

5th-level enchantment (cleric) (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: 8 hours

When you cast this spell, you 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 your senses grow supernaturally acute and you are able to ignore many of your body's needs. While in the zone, you gain the following effects:

- You have advantage on any checks that you make to notice, observe or detect intruders.
- You can see invisible creatures and objects within 120' of you.
- You need neither food, water nor rest.
- You cannot be surprised, are cannot be put to sleep magically and cannot be charmed or frightened.
- You ignore effects that would move or teleport you outside of the zone of holy power.

When this spell ends, you gain 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 with a melee 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 4th or higher level, you can affect one additional undead per slot level above 3rd.

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 3rd or higher level, the damage increases by 1d8 per slot level above 2nd.

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.

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 2nd 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 1st.

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.

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 die. If it succeeds on its saving throw, the creature suffers 3d6 psychic damage.

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 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.

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.

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.

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.

Whirlwind

7th-level evocation (druid, wizard)

Casting Time: 1 action

Range: 300'

Components: V, M (a piece of straw)

Duration: Concentration, up to 1 minute

A whirlwind howls down to a point on the ground you specify. The whirlwind is a 10-foot-radius, 30-foot-high cylinder centered on that point. Until the spell ends, you can use your action to move the whirlwind up to 30 feet in any direction along the ground. The whirlwind sucks up any Medium or smaller objects that aren't secured to anything and that aren't worn or carried by anyone.

A creature must make a Dexterity saving throw the first time on a turn that it enters the whirlwind or that the whirlwind enters its space, including when the whirlwind first appears. A creature takes 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, a Large or smaller creature that fails the save must succeed on a Strength saving throw or become restrained in the whirlwind until the spell ends. When a creature starts its turn restrained by the whirlwind, the creature is pulled 5 feet higher inside it, unless the creature is at the top. A restrained creature moves with the whirlwind and falls when the spell ends, unless the creature has some means to stay aloft.

A restrained creature can use an action to make a Strength or Dexterity check against your spell save DC. If successful, the creature is no longer restrained by the whirlwind and is hurled $3d6 \times 10$ feet away from it in a random direction.

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 1st 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 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 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. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on a success.

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 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.

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.

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 10' 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.