

# SPELLS

## EXISTING 5E SPELLS

### Spell Name (#)

This is where to find the spell in the *2014 D&D Player's Handbook*

### Comp

All spells have had their components changed to some degree. In most cases, common material components were changed to use a focus instead (see Class Descriptions).

### Potion/Wand

These categories determine if a spell can be used to brew a potion or craft a wand using a feat or class feature. The version of the spell created by the magical item does not always match the standard spell. Potions cannot be made from spells of 6th level or higher. [See Magical Items]

### Material/Notes

The actual material component and required value, along with any other changes to the spell, are listed here. Reference the spell source or ask the DM about more specifics about some of the more involved components. Material components marked with “†” are consumed in the casting.

Cantrips require a successful spellcheck to remain available after being cast. Otherwise, you cannot cast them again until after a Long Rest.

### CANTRIPS

Spell Name	Comp	Potion	Wand	Material/Notes
blade ward (218)	v,s	Y	N	requires check
dancing lights (230)	v,s,f	N	Y	requires check
druidcraft (236)	v,s,f	N	N	requires check
friends (244)	v,s	N	N	requires check
guidance (248)	v,s	N	N	requires check
light (255)	v,s,f	N	Y	requires check
message (259)	v,s	N	N	requires check
prestidigitation (267)	v,s	N	N	requires check
resistance (272)	v,s,f	Y	N	requires check
thaumaturgy (282)	v	N	N	requires check

### FIRST LEVEL SPELLS

Spell Name	Comp	Potion	Wand	Material/Notes
alarm (211)	v,s,m	N	N	a bell (1+ gp)†
animal friendship (212)	v,s,m	N	N	morsel of food†
armor of agathys (215)	v,s,f	N	N	
arms of hadar (215)	v,s	N	N	
bane (216)	v,s,f	N	N	
bless (219)	v,s,f	N	N	
burning hands (220)	v,s	Y	N	
chromatic orb (221)	v,s,m	N	N	diamond (50+ gp)†

Spell Name	Comp	Potion	Wand	Material/Notes
color spray (222)	v,s,f	N	N	
compelled duel (224)	v	N	N	
comprehend lang. (224)	v,s,f	Y	N	
create/destroy water (229)	v,s,m	N	N	crystal (10+ gp)†
detect poison/disease (231)	v,s,f	N	N	
disguise self (233)	v,s	N	Y	
dissonant whispers (234)	v	N	N	
divine favor (234)	v	N	N	
entangle (238)	v,s,f	N	Y	choose space
faerie fire (239)	v,s	N	Y	
feather fall (239)	v,s,f	N	N	
fog cloud (243)	v,s,f	N	Y	choose space
guiding bolt (248)	v,s,f	N	Y	
hellish rebuke (250)	v,s	N	N	
heroism (250)	v,s		Y	N
illusory script (252)	v,s,m	N	N	special ink (10+ gp)†
longstrider (256)	v,s,f	Y	N	
mage armor (256)	v,s,f	N	Y	
purify food and drink (270)	v,s	N	N	
ray of sickness (271)	v,s	N	Y	
sanctuary (272)	v,s,f		Y	N
shield of faith (275)	v,s,f	N	N	
silent image (276)	v,s,f	N	Y	
sleep (276)	v,s,f	N	Y	choose space
speak with animals (277)	v,s,f	Y	N	
thunderous smite (282)	v	N	N	
unseen servant (284)	v,s,f	N	N	

### SECOND LEVEL SPELLS

Spell Name	Comp	Potion	Wand	Material/Notes
aid (211)	v,s,f	Y	N	
alter self (211)	v,s	Y	N	
animal messenger (212)	v,s,m	N	N	morsel of food†
arcane lock (215)	v,s,f,m	N	N	gold dust (25+ gp)†
augury (215)	v,s,m	N	N	bejeweled sticks (250+ gp)
blindness/deafness (219)	v,s	N	Y	
blur (219)	v,s	Y	N	
branding smite (219)	v	N	N	
calm emotions (221)	v,s,f	N	Y	choose space
darkvision (230)	v,s,f	Y	N	
enlarge/reduce (237)	v,s,f	Y	Y	
find steed (240)	v,s	N	N	

## SECOND LEVEL SPELLS (CONTINUED)

Spell Name	Comp	Potion	Wand	Material/Notes
flaming sphere (242)	v,s,f	N	Y	
gentle repose (245)	v,s,f,m	N	Y	2 copper pieces†
gust of wind (248)	v,s,f	N	N	
hold person (251)	v,s	N	Y	
knock (254)	v,s	N	Y	
levitate (255)	v,s,f	Y	Y	
locate animals/plants (256)	v,s,f	N	N	
magic mouth (257)	v,s,f,m	N	N	jade dust (10+ gp)†
magic weapon (257)	v,s,m	N	N	silver dust (10+ gp)†
mirror image (260)	v,s	N	N	
misty step (260)	v,s	N	N	
moonbeam (261)	v,s,f	N	Y	choose space
prayer of healing (267)	v,s	N	N	
prot. from poison (270)	v,s	Y	N	
rope trick (272)	v,s,f,m	N	N	10+ feet of rope
scorching ray (273)	v,s,f	N	Y	
see invisibility (274)	v,s,f	Y	N	no ethereal plane
shatter (275)	v,s,f	N	Y	choose space
silence (275)	v,s	N	Y	choose space
spider climb (277)	v,s,f	Y	N	
suggestion (279)	v,s	N	N	
warding bond (287)	v,s,f,m	N	N	2 platinum rings (50+ gp each)
web (287)	v,s,f	N	Y	choose space
wrathful smite (289)	v	N	N	
zone of truth (289)	v,s,f	N	N	

## THIRD LEVEL SPELLS

Spell Name	Comp	Potion	Wand	Material/Notes
animate dead (212)	v,s,f	N	Y	
aura of vitality	v,s,f	N	N	
clairvoyance (222)	v,s,m	N	N	jeweled horn or glass eye (100+ gp)
dispel magic (234)	v,s,f	N	Y	
fear (239)	v,s,f	N	Y	
feign death (240)	v,s,m	Y	N	graveyard dirt†
fly (243)	v,s,f	Y	N	
glyph of warding (245)	v,s,m,f	N	N	incense, powdered diamond (200+ gp)†
hunger of hadar (251)	v,s,m,f	N	N	choose space, onyx figurine of a tentacle, 50+ gp
hypnotic pattern (252)	v,s,f	N	N	
nondetection (263)	v,s,f,m	Y	N	diamond dust (25 gp)†
phantom steed (265)	v,s,f	N	N	
protection from energy (270)	v,s	Y	N	
sending (274)	v,s,f	N	N	
sleet storm (276)	v,s,f	N	Y	choose space

Spell Name	Comp	Potion	Wand	Material/Notes
speak with dead (277)	v,s,f,m	Y	N	incense, (10 gp)†
speak with plants (277)	v,s	Y	N	
tongues (283)	v,s,m	Y	N	small brass ziggurat or byrrhus symbol (25 gp)
water breathing (287)	v,s,f	Y	N	
water walk (287)	v,s,f	Y	Y	
wind wall (288)	v,s,f,m	N	N	choose space, exotic feather, (3+ gp)†

## FOURTH LEVEL SPELLS

Spell Name	Comp	Potion	Wand	Material/Notes
arcane eye	v,s,m	N	N	palm-sized glass eye (10+ gp)
aura of life	v,s,f	N	N	
aura of purity	v,f	N	N	
blight	v,s,f	N	Y	
confusion	v,s,f	N	Y	
death ward	v,s,f	Y	N	
dominate beast	v,s	N	Y	
fire shield	v,s,f	N	N	
freedom of movement	v,s,f	Y	Y	
grasping vine	v,s,f	N	Y	
greater invisibility	v,s	Y	N	
guardian of faith	v,s,f	N	N	
hallucinatory terrain	v,s,f	N	Y	
ice storm	v,s,f	N	Y	choose space
phantasmal killer	v,s	N	N	
staggering smite	v	N	N	
stone shape	v,s,f	N	N	
wall of fire	v,s,f	N	Y	

## FIFTH LEVEL SPELLS

Spell Name	Comp	Potion	Wand	Material/Notes
antilife shell	v,s,f	N	N	
awaken	v,s,m	N	Y	agate (1,000+ gp)†
circle of power	v,s,f	N	N	
cloudkill	v,s,f	N	N	
conjure volley	v,s,f,m	N	N	1 ammo/thrown weapon†
contagion	v,s,f	N	N	
destructive wave	v	N	N	
dominate person	v,s	N	Y	
dream	v,s,f	N	N	
hold monster	v,s,f	N	Y	
mislead	v,s	N	N	
modify memory	v,s	N	Y	locket or keepsake (5+ gp)†
passwall	v,s,f	N	Y	
planar binding	v,s,f,m	N	N	jewel (1,000+ gp)†, opposed Cosmic Alignment saves w/ Advantage



## FIFTH LEVEL SPELLS (CONTINUED)

Spell Name	Comp	Potion	Wand	Material/Notes
screying	v,s,f,m	N	N	crystal ball, silver mirror, or holy water font (1,000+ gp)
seeming	v,s	N	Y	INT save to see through it
telekinesis	v,s	N	Y	
teleportation circle	v,s,f,m	N	N	rare chalks/inks infused w/ precious gems (100 gp)†
tree stride	v,s	N	N	
wall of force	v,s,f	N	Y	blocks passage on plane of shadow

## SIXTH LEVEL SPELLS

Spell Name	Comp	Wand	Material/Notes
arcane gate	v,s,m,f	N	2 magnets in gold discs (100+ gps each)
chain lightning	v,s,f	Y	
contingency	v,s,f,m	N	bejeweled ivory statuette of yourself (1,500+ gp)
create undead	v,s,f,m	Y	black onyx (150+ gp each corpse)†
disintegrate	v,s,f	Y	
eyebite	v,s	N	
find the path	v,s,m	Y	location object, divinatory tools (100 gp)
flesh to stone	v,s,f	Y	
forbiddance	v,s,f,m	N	holy water, rare incense, & ruby powder (1,000+ gp)†
globe of invulnerability	v,s,f,m	N	crystal bead (1 gp)†
guards and wards	v,s,f,m	N	silver rod (10+ gp) & umber hulk blood†
magic jar	v,s,f,m	N	container, 500+ gp
mass suggestion	v,s,f	Y	
move earth	v,s,f	Y	
sunbeam	v,s,f	N	
transport via plants	v,s	N	
true seeing	v,s,f	N	see into Plane of Shadow
wall of ice	v,s,f	N	
wind walk	v,s,f	N	

## SEVENTH LEVEL SPELLS

Spell Name	Comp	Wand	Material/Notes
forcecage (243)	v,s,f,m	N	ruby dust (1,500 gp)†
mirage arcana (260)	v,s,f	N	
prismatic spray (267)	v,s	N	
regenerate (271)	v,s,m	N	vial of holy water†
reverse gravity (272)	v,s,f	N	

Spell Name	Comp	Wand	Material/Notes
sequester (274)	v,s,f,m	N	diamond, emerald, ruby, & sapphire powder (5,000+ gp)†
simulacrum (276)	v,s,f,m	N	ice/snow for life-size duplicate; specimen from creature's body & ruby powder (1,500+ gp)†
symbol (280)	v,s,m	N	powdered diamond & opal (1,000+ gp)†, object is moveable
teleport (281)	v	N	

## 8TH LEVEL SPELLS

Spell Name	Comp	Wand	Material/Notes
animal shapes	v,s,f	N	
antimagic field	v,s,f	N	
antipathy/sympathy	v,s,f	N	
clone	v,s,m	N	a cubic inch of flesh of cloned creature, sealable vessel large enough to hold creature (2,000+ gp) filled w/ salt water, & a diamond (1000+ gp)
control weather	v,s,f	N	
demiplane	s,f	N	
dominate monster	v,s	N	
earthquake	v,s,f	N	
feeblemind	v,s,f	N	
holy aura	v,s,f,m	N	tiny reliquary (1,000+ gp) holding sacred relic
incendiary cloud	v,s,f	N	
maze	v,s,f	N	
mind blank	v,s	N	
sunburst	v,s,f	N	choose space
telepathy	v,s,m	N	pair of linked silver rings, 5+ gp each
tsunami	v,s,f	N	

## 9TH LEVEL SPELLS

Spell Name	Comp	Wand	Material/Notes
gate	v,s,f,m	N	diamond (5,000+ gp)†
imprisonment	v,s,f,m	N	statuette of target (5000+ gp)
meteor swarm	v,s,f	N	only cast outside
shapechange	v,s,f,m	N	jade circlet (1,500 gp)
storm of vengeance	v,s	N	
true polymorph	v,s,f	N	
true resurrection	v,s,f,m	N	vial of holy water & diamonds (25,000+ gp)†
weird	v,s,f	N	

# NEW & REVISED SPELLS

## ABLATIVE ARMOR

*1st-level abjuration [potion]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** 10 minutes

**Classes:** cleric (bhyrrus, nyra, zenithos), paladin

**Subclasses:** wizard

**Potion:** This spell is needed to brew *oil of armor hardening*.

You touch one suit of armor which magically hardens and is imbued with additional defensive properties. The armor gains temporary hit points equal to 1d6 + your spellcasting modifier. While the armor still has any of these points, its wearer has resistance from all physical damage types (acid, bludgeoning, cold, fire, lightning, piercing, poison, slashing, and thunder). Each time the wearer takes damage that is not necrotic, psychic, or radiant damage, it is subtracted from the armor's temporary hit points first.

The spell ends early if all its temporary hit points are depleted, or if the spell is cast again on the same suit of armor. You can also dismiss the spell as a Bonus Action.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the armor gains an additional 1d6 temporary hit points per spell slot above 1st.

## ABSORB ELEMENTS

*1st-level abjuration*

**Casting Time:** Reaction, which you take when you take acid, cold, fire, lightning, or thunder damage

**Range:** Self

**Components:** S

**Duration:** 1 round

**Classes:** druid

**Subclasses:** sorcerer, wizard

The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.

## ACID SPITTLE

*1st-level evocation [potion]*

**Casting Time:** 1 action

**Range:** Self (30-foot line)

**Components:** V, S, F

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

**Classes:** Mage, Warlock

**Potion:** This spell is needed to brew a *potion of acid spittle*.

A stream of acid emanates from your mouth in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 2d4 acid damage at start of each of its turns.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

## ACID SPLASH

*evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (glim), mage

**Subclasses:** sorcerer, wizard

You create an acidic bubble at a point within range, where it explodes in a 5-foot-radius Sphere. Each creature in that area must succeed on a Dexterity saving throw or take 1d6 Acid damage.

**At Higher Levels.** The damage increases by 1d6 when you reach levels 5 (2d6) and 9 (3d6).

## AIR BUBBLE

*2nd-level conjuration [potion]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** 8 hours

**Classes:** cleric (elyssion), druid, mage

**Subclasses:** sorcerer, warden ranger, wizard

**Potion:** This spell is needed to brew an *air bubble potion*

You create a spectral globe around the head of a willing creature you can see within range. The globe is filled with fresh breathable air that lasts until the spell ends. The creature gains Advantage on saves against gaseous attacks and may breathe normally in airless environments. If the creature has more than one head, the globe of air appears around only one of its heads (which is all the creature needs to avoid suffocation, assuming that all its heads share the same respiratory system).

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can create two additional globes of fresh air for each slot level above 2nd.



## ANIMATE OBJECTS

*5th-level transmutation*

**Casting Time:** Action

**Range:** 120 feet

**Components:** V, S

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

**Classes:** bard

**Subclasses:** sorcerer, wizard

**Wand:** This spell is required to craft a *wand of object animation*

Objects come to life at your command. Choose up to 4 nonmagical objects ranging from Tiny to Large size and within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects. You can't animate any object larger than Large. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a Bonus Action, you can mentally command an animated object you made with this spell if it is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

### ANIMATED OBJECT STATISTICS

Size	AC	HP	Attack	Damage	STR	DEX
Tiny	18	20	+8	1d4+4	4 (-3)	18 (+4)
Small	16	25	+6	1d8+2	6 (-2)	14 (+2)
Medium	13	40	+5	2d6+1	10 (+0)	12 (+1)
Large	10	50	+6	2d10+5	20 (+5)	10 (+0)

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet and if the object lacks legs or other appendages it can use for locomotion, it sprouts some. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and is destroyed. When the spell ends the objects reverts to its typical form and is damaged if it took damage.

The animated objects are immune to psychic, poison, necrotic, and radiant damage. They are resistant to cold damage. They are also immune to the charmed, exhausted, and unconscious conditions.

If you command an object to attack, it can make a single melee attack against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The DM might rule that a specific object inflicts slashing or piercing damage based on its form.

## ANTAGONIZE

*3rd-level enchantment*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** bard, cleric (jurto)

**Subclasses:** sorcerer, wizard

You whisper magical words that antagonize one creature of your choice within range. The target must make a Wisdom saving throw. On a failed save, the target takes 4d4 psychic damage and must immediately use its reaction to make a melee attack against another creature of your choice that you can see. If the target can't make this attack (for example, because there is no one within its reach or because its reaction is unavailable), the target instead has disadvantage on the next attack roll it makes before the start of your next turn. On a successful save, the target takes half as much damage only.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for each slot level above 3rd.

## APPRAISE

*1st-level divination*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S

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

**Classes:** bard, cleric (byrrhus, glim, jurto, myraxus, vynorax, zenithos)

**Subclasses:** sorcerer, wizard

Until this spell ends, you can appraise the value of nonmagical objects, even one otherwise completely unfamiliar to you, by spending one minute handling and examining it. This value is expressed in a range from the lowest fair price to the most you can expect to sell it for, as the value of items can vary depending on local markets and shifting aspects of supply and demand.

## BABBLE

*3rd-level transmutation*

**Casting Time:** 1 Action

**Range:** 90'

**Components:** V, S

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

**Classes:** bard, cleric (byrrhus, jurto, lyssara, myraxus, vynorax), warlock

**Subclasses:** sorcerer, wizard

**Wand:** This spell is required to craft a *wand of babbling*

When you cast this spell, choose up to a number of creatures equal to your Charisma modifier (minimum 1). Each of those creatures must make a Wisdom save; if it fails, it can't speak intelligibly for the duration. A spellcasting creature can cast spells normally, but can't communicate in any language. The subjects of this spell seem to babble without using words or meaning while under the effect.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you may choose an additional number of targets equal to your Charisma modifier (minimum 1) per level above 3rd.

### BANISHING SMITE

*5th-level abjuration*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V

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

**Classes:** paladin

The next time you hit a creature with a weapon attack before this spell ends, your weapon crackles with divine energy, and the attack deals an extra 5d10 force damage to the target. Additionally, if this attack leaves the target Bloodied, you potentially banish it. If the target is native to a different plane of existence than the one you're on, the target disappears, returning to its home plane. If the target is native to the plane you're on, they are stunned until the end of their next turn from the trauma of the attempt.

### BANISHMENT

*4th-level abjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a chunk of amethyst worth 100+ gp, consumed [see below])

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

**Classes:** cleric (all), paladin, warlock

**Subclasses:** sorcerer, wizard

**Wand:** This spell is required to craft a *wand of banishment*.

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or suffer one of the following two effects:

- If the target is native to the plane of existence you're on, it cannot be banished, but suffers 4d10 psychic damage from being momentarily torn from this reality in the attempt.

- If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return. The chunk of amethyst disintegrates if the creature fails its save.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level, you can target one additional creature.

### BARKSKIN

*2nd-level transmutation [potion]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

**Duration:** 1 hour

**Classes:** cleric (orostos), druid

**Subclasses:** nature domain cleric

**Potion:** This spell is needed to brew a *potion of barkskin*

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's base AC is 14. If the target is already wearing armor with a higher base armor class, they use that instead.

### BATTLECRY BALLAD

*3rd-level abjuration*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

**Duration:** Concentration, varies (see text)

**Classes:** Bard

You fill your allies with confidence and power in battle by singing a triumphant battle song. Expend a Bardic Inspiration die and roll it. The result determines both the spell's maximum duration and the strength of its benefit. Choose 3 willing creatures within 30 feet of you that you can see and that can hear you. You and the chosen creatures add half the result on the Inspiration Die (rounded up) to all your weapon attack and damage rolls for the spell's duration.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, choose two additional willing targets for each level of the slot above 3rd.

### BEACON OF HOPE

*3rd-level abjuration*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

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

**Classes:** cleric (almatheia, cyrene, elysson, nyra, zenithos)



This spell bestows hope and vitality. Choose any number of creatures within range. For the duration, each target has Advantage on Wisdom saving throws and death saving throws, and regains the maximum number of hit points possible from any healing.

## BEAST BOND

*1st-level divination*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

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

**Classes:** cleric (lyssara, orostos), druid, warlock

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence score is 4 or higher. Until the spell ends, the link is active while you and the beast are within one mile of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

## BESTOW CURSE

*3rd-level necromancy*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M (a personal object, lock of hair, or nail clippings from the target, consumed)

**Duration:** Permanent

A creature you can see within range must succeed on a Wisdom saving throw or become cursed. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has Disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has Disadvantage on attack rolls against you.
- While cursed, magical healing only restores half as much as normal (rounded down)
- While cursed, the target must make a Wisdom saving throw at the start of each of its turns during combat. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, choose a damage type, the target is vulnerable to that damage type.

At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

A *remove curse* spell ends this effect, but dispel magic cannot. It is also broken if the target kills you. However,

when you cast the spell, choose one of the following conditions under which the curse might be broken:

- Receive magical healing on hallowed/desecrated ground
- Makes a donation of at least 300 gp to a church or shrine of a god of your choice
- Making an animal sacrifice
- Take an Extended Rest
- Go five days without sleeping
- Issue a public apology
- Keep an 8-hour vigil

At the DM's option, you may choose an alternative condition under which to break the curse, but they should be no more difficult than the examples above.

## BINDING ICE

*2nd-level evocation* [potion]

**Casting Time:** 1 Action

**Range:** Self (30-foot cone)

**Components:** S, F

**Duration:** Instantaneous

**Classes:** cleric (undine)

**Subclasses:** sorcerer, wizard

**Potion:** This spell is needed to brew a *potion of frozen breath*

A burst of cold energy emanates from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature takes 3d8 cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the cold damage by 1d8 for each slot level above 2nd.

## BIRDSHAPE

*3rd-level transmutation*

**Casting Time:** Action

**Range:** Self

**Components:** V, S, F

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

**Potion:** This spell is needed to brew a *potion of birdshape*

**Classes:** cleric (elyssion)

Upon casting this spell you can transform into any bird of the beast subtype that has a CR equal or less than your class level. The transformation lasts for the duration, or until you drop to 0 hit points or dies. The your game statistics, save for your mental ability scores, are replaced by the statistics of the chosen bird. You retains its alignment and personality.

You assume the hit points of its new form. When you revert to your normal form, you return to the number of hit points you had before it transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form.

You are limited in the actions you can perform by the nature of the bird form, except that you can speak and cast spells with solely verbal components. You gear melds into the new form and you can't activate, use, wield, or otherwise benefit from any of your equipment.

### BLESSED WATCHFULNESS

*1st-level enchantment [potion]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

**Classes:** cleric (althea, byrrhus, cyrene, lyssara, myraxus, nyra, undine, zenithos)

**Subclasses:** circle of the stars druid

**Potion:** This spell is needed to brew a *potion of watchfulness*.

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 gains a +1d6 Expertise die on Wisdom (Perception) checks made during that time.

### BLINK

*3rd-level conjuration [potion]*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Potion:** This spell is needed to brew a *potion of blinking*.

**Subclasses:** sorcerer, wizard

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current plane of existence and appear in the Plane of Shadow (the spell fails and the casting is wasted if you were already on that plane). At the start of your next turn, and when the spell ends if you are on the Plane of Shadow, you return to an unoccupied space of your choice that you can see within 10 feet of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

While on the Plane of Shadow, you can see and hear the plane you originated from, which is cast in shades of gray, treat bright light as dim light and dim light as bright light, and you can't see anything there more than 30 feet away. You can only affect and be affected by other creatures on the same plane. Creatures that aren't

there can't perceive you or interact with you, unless they have the ability to do so.

### BLOOD BLADE

*1st-level necromancy*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S, M (an ornate silver dagger with 5 bloodstones in the pommel worth at least 50 gps, see below)

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

**Classes:** cleric (vynorax), warlock

**Subclasses:** sorcerer, wizard

As part of casting this spell, you must cut the palm of your hand with a silver dagger dealing 5 points of necrotic damage that cannot be resisted, reduced or transferred in any way. A sword made of blood erupts from the wound and the silver dagger disappears. You may use the blade to make a melee spell attack that deals 1d8 + spell casting modifier necrotic damage. If you roll a natural '1' on any of these attacks, you take an additional 5 points of necrotic damage. You cannot be disarmed of the blood blade.

When the spell ends, the silver dagger reappears in your hand, unless the spell was dispelled or countered. In those cases, the dagger is lost.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the blade of blood deals an additional 1d8 damage on a successful attack.

### BODY OF MOONLIGHT

*8th-level transmutation [quest]*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** cleric (cyrene)

This spell, which may only be cast at night, transmutes your physical substance into moonlight. When you make this change you can choose to include all your clothes and gear or to leave your clothes and gear behind. Your flesh takes on the transparent, blue-white radiance of moonbeams. While in this form, you are incorporeal and gain the following benefits and drawbacks

- You are immune to damage from non-magical slashing, piercing, and bludgeoning weapons.
- You are resistant to slashing, piercing, and bludgeoning damage.
- You are immune to acid, cold, fire, poison and thunder damage,
- You are resistant to lightning and necrotic damage.
- You radiate light in a 20-foot radius with an additional 40 feet of shadowy illumination.
- You gain a fly speed of 100 feet, have perfect maneuverability and can hover.



- You are amorphous and can move through a space as narrow as 1 inch wide without squeezing. - As part of your movement you can spend an Action to pass through a creature who takes 4d10 radiant damage, unless they make a successful Constitution saving throw, in which case they take half damage. A shapechanger makes its saving throw with Disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form until after the next sunrise. - You gain Legendary Resistance. When you fail a saving throw you can choose to make the save instead. You may do this a number of times equal to your Wisdom modifier - You cannot speak or cast spells with verbal or materials components.

## BONES OF THE EARTH

*6th-level transmutation* [quest]

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (byrrhus, glim)

You cause up to six pillars of stone to burst from places on the ground that you can see within range. Each pillar is a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a pillar appears must be wide enough for its diameter, and you can target the ground under a creature if that creature is Medium or smaller. Each pillar has AC 5 and 30 hit points. When reduced to 0 hit points, a pillar crumbles into rubble, which creates an area of Difficult Terrain (2) with a 10-foot radius that lasts until the rubble is cleared. Each 5-foot-diameter portion of the area requires at least 1 minute to clear by hand.

If a pillar is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the pillar. A creature can choose to fail the save.

If a pillar is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the pillar takes 6d6 bludgeoning damage and is restrained, pinched between the pillar and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature's choice) against the spell's save DC. On a success, the creature is no longer restrained and must either move off the pillar or fall off it.

## BORROWED KNOWLEDGE

*2nd-level divination*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (a book worth at least 25 gp related to skill, not consumed)

**Duration:** 1 hour

**Classes:** bard, cleric (myraxus)

You draw on knowledge from a printed source. Choose one skill in which you lack proficiency and that is discussed in the book used as a material component. For the spell's duration, you have proficiency in the skill. The spell ends early if you cast it again.

## BRAIN FREEZE

*5th-level enchantment*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** bard, warlock

**Subclasses:** sorcerer, wizard

Psychic energy explodes from a point within range. Each creature in a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

After a failed save, a target has muddled thoughts for 1 minute. During that time, it rolls a d6 and subtracts the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

## CALL LIGHTNING

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

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

This spell can only be cast outside or under an open sky. A storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see within range directly above you. The spell fails if you can't see a point in the air where the storm cloud could appear (for example, if you are in a room that can't accommodate the cloud).

When you cast the spell, choose a point you can see under the cloud. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the spell ends, you can use your action to call down lightning in this way again, targeting the same point or a different one.

If you are in stormy conditions when you cast this spell, the spell gives you control over the existing storm instead of creating a new one. Under such conditions,

the spell's damage increases by 1d10 and you may call bolts of lightning as a Bonus Action.

**At Higher Levels.** When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

### CALL UPON FAITH

*1st-level transmutation*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S, F

**Duration:** 1 round

**Classes:** cleric (all), paladin

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

**At Higher Levels.** When you cast this spell using a slot of 2nd level or higher, you can target one additional willing creature or increase the duration by one round for each level of the slot above 1st. If you choose to affect additional targets, each one must adjacent to you.

### CAUSE FEAR

*1st-level necromancy [wand]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** cleric (byrrhus, cyrene, myraxus, vynorax), mage, warlock

**Subclasses:** sorcerer, wizard

**Wand:** This spell is required to craft a *wand of fear*

You awaken the sense of mortality in one creature you can see within range. The target must succeed on a Wisdom saving throw or become frightened of you until the spell ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Constructs and outsiders are immune to this effect.

**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 slot level above 1st. The creatures must be within 30 feet of each other when you target them.

### CELESTIAL WEAPON

*5th-level evocation*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S

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

**Classes:** cleric (zenithos), paladin

**Subclasses:** light domain cleric, war domain cleric

You imbue a weapon you touch with the power of Cosmic Law. Until the spell ends, the weapon emits bright light in a 30-foot radius and dim light for an additional 30 feet. In addition, weapon attacks made with it deal an extra 2d8 radiant damage on a hit. If the weapon isn't already a magic weapon, it becomes one for the duration.

As a Bonus Action on your turn, you can dismiss this spell and cause the weapon to emit a burst of radiance. Each Chaotic and Neutral creature within 30 feet of the weapon must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. At the end of each of its turns, a blinded creature can make a Constitution saving throw, ending the effect on itself on a success. Neutral creatures have Advantage on the saving throw.

### CHAOS BOLT

*1st-level evocation [wild]*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Subclasses:** sorcerer

You hurl an undulating, warbling mass of chaotic energy at one creature in range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Choose one of the d8s. The number rolled on that die determines the attack's damage type, as shown on the chaos bolt table.

### CHAOS BOLT TYPE

Result	Damage Type	Result	Damage Type
1	acid	5	lightning
2	cold	6	poison
3	fire	7	psychic
4	force	8	thunder

If you roll the same number on both d8s, the chaotic energy leaps from the target to a different creature of your choice within 30 feet of it. Make a new attack roll against the new target, and make a new damage roll, which could cause the chaotic energy to leap again. Furthermore, every time this happens roll for a potential Wild Surge. A creature can be targeted only once by each casting of this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d6 extra damage of the type rolled for each slot level above 1st.

### CHARM MONSTER

*4th-level enchantment*

**Casting Time:** 1 Action

**Range:** 30 feet



**Components:** V, S

**Duration:** 1 hour

**Wand:** This spell is required to craft a *wand of charming*.

You attempt to charm a creature you can see within range. It must make a Wisdom saving throw, and it does so with Advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature is friendly to you. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you choose one of two heightened effects. You either make the spell last an additional hour per spell level above 4th, or you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

## CHARM PERSON

*1st-level enchantment*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

**Wand:** This spell is required to craft a wand of charming.

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you choose one of two heightened effects. You either make the spell last an additional hour per spell level above first, or you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

## CHILL TOUCH

*necromancy cantrip*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (vyronax), warlock

**Subclasses:** sorcerer, wizard

Channeling the chill of the grave, make a melee spell attack against a target within reach. On a hit, the target takes 1d10 necrotic damage, and it can't regain Hit Points until the end of your next turn.

**At Higher Levels.** When you reach 5th level this spell deals 2d10 necrotic damage, and at 9th level it does 3d10.

## CHOKE

*2nd-level conjuration*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

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

**Classes:** cleric (vynorax), warlock

**Subclasses:** sorcerer, wizard

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 saving throw to wrest the hands from the target's neck. 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 over to another target within range and attack.

**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.

## CIRCLE OF DEATH

*6th-level necromancy [arcanum, quest]*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F, M (the powder of a crushed black pearl worth at least 500 gp, consumed)

**Duration:** Instantaneous

**Classes:** cleric (orostos)

**Subclasses:** fiendish patron warlock

A sphere of negative energy ripples out in a 60-foot-radius point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d8 necrotic damage on a failed save, and if it drops to 0 hit points as a result, it automatically suffers 2 failed death saves. Creatures only take half as much damage on a successful save and suffer no additional effect.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 for each slot level above 6th.

## CLARION CALL

*5th-level divination*

**Casting Time:** 1 Action

**Range:** Unlimited on the same plane

**Components:** V, S, M (a gold horn worth at least 500 gps, not consumed)

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

**Classes:** bard, cleric (almatheia, byrrhus, cyrene, myraxus, nyra, vynorax, zenithos)

You name up to 10 creatures, either individually or as a group, such as “priests of Byrrhus” or “city watchmen of Hesperos.” The nearest 10 such creatures receive a vision while the spell lasts. The vision lets them see and hear you, as if they were scrying you. The gold horn crumbles to dust leaving behind about 200 gps of gold dust (if you carefully collect it).

### CLOUD OF DAGGERS

*2nd-level conjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a silver dagger worth 25+ gps, not consumed)

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

**Classes:** bard, warlock

**Subclasses:** wizard

Choose a space within range. You fill the air within it with spinning daggers in a cube 5 feet on each side. A creature takes 4d4 slashing damage when it enters the spell’s area for the first time on a turn or starts its turn there.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

### COBRA SPIT

*3rd-level conjuration [potion]*

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V, S

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

**Potion:** This spell is needed to brew a *potion of venom spitting*.

**Classes:** cleric (vynorax), warlock

**Subclasses:** sorcerer, wizard

As a Bonus Action, make a ranged spell attack against a creature within 30 feet. If it hits, the creature takes 4d8 poison damage and is blinded until the beginning of their next turn. Your eyes turn yellow and snake-like while this spell is in effect, and you talk with a lisp.

**At Higher Levels.** If you cast this spell using a 4th level slot or higher, the creature takes an additional 1d8 poison damage per slot level above 3rd.

### COMMAND

*1st-level enchantment*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, F

**Duration:** 1 round

**Classes:** cleric (almatheia, byrrhus, cyrene, myraxus, nyra, vyorax, zenithos), paladin

You speak a one-word command in the form of a verb to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead and if it doesn’t understand your language.

The DM determines how the target fulfills the command based on the creature’s best understanding and own sense of self-preservation. Telling a target to “stab!” may not work out how you envisioned if you or an ally are adjacent to them. Just because a target is on a cliff’s edge means that a command to “jump” will have them “jump off” (that’s two words). Crying “Suicide!” at someone will not be interpreted as a command, and so forth. If the target can’t follow your command at all, the spell ends. But even if they can only fulfill the command in a trivial way, they still use an action to do so.

Some typical commands and their effects follow:

- **Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- **Drop.** The target drops whatever it is holding and then ends its turn.
- **Daydream.** The target ends concentration on a spell or magical effect, and then ends its turn.
- **Flee.** The target spends its turn moving away from you by the fastest available means.
- **Grovel.** The target falls prone and then ends its turn.
- **Halt.** The target doesn’t move, and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

### COMMUNE

*5th-level divination [ritual]*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, F, M (25 gps of incense and a vial of holy or unholy water, consumed)

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

**Classes:** cleric (all)

Choose a questioner that you can see, but anointing them with holy water and incense as part of the casting time. You fall into a trance and your consciousness is subsumed by your deity or a divine proxy for the spell’s duration. During this time, you are deaf and blind with regard to your own senses and cannot speak. Instead,



the contacted being speaks through you. The appointed questioner asks up to three questions that can be answered with a yes or no. They must ask the questions before the spell ends. They receive a correct answer for each question. The spell automatically ends after the last question is answered and you awaken from the trance with knowledge of what has transpired.

Divine beings aren't necessarily omniscient, so you might receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

If you cast the spell two or more times before finishing your next Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer. The DM makes this roll in secret. And even if you succeed, you suffer a level of Exhaustion at spell's end.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the questioner may ask an additional question per spell level above 5th.

## COMMUNE WITH NATURE

*5th-level divination [ritual]*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Druid

**Subclasses:** circle of the land druid (arctic, forest)

You commune with nature spirits and gain knowledge of the surrounding area. In the outdoors, the spell gives you knowledge of the area within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in castles and settlements.

Choose three of the following facts; you learn those facts as they pertain to the spell's area:

- Locations of settlements
- Locations of portals to other planes of existence
- Location of one Challenge Rating 10+ creature (DM's choice) that is a Celestial, an Elemental, a Fey, a Fiend, or Undead
- The most prevalent kind of plant, mineral, or Beast (you choose which to learn)
- Locations of bodies of water

For example, you could determine the location of a powerful monster in the area, the locations of bodies of water, and the locations of any towns.

## COMPULSION

*4th-level enchantment*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

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

Up to 3 creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this spell. Until the spell ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving throw to try to end the effect.

A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can choose up to 3 additional targets in range per level above 4th.

## CONE OF COLD

*5th-level evocation*

**Casting Time:** 1 Action

**Range:** Self (60-foot cone)

**Components:** V, S, F

**Duration:** Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. If a creature fails their save by 5 or more, they suffer the Frozen d8 condition. The frozen creature or an ally may use an action to attempt to warm up, rolling the save again to end it.

A creature killed by this spell becomes a frozen statue until it thaws.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

## CONJURE ANIMALS

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** cleric (lyssara), druid You conjure beasts who arrive from the Beastlands and appear in unoccupied

spaces that you can see within range. Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower

Each beast disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. They may act immediately before or immediately after (but not during) your turn. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

**At Higher Levels.** When you cast this spell using a slot of 4th-level or higher, the animals gain an additional Hit Die of temporary hit points per spell level above 3rd and the duration is extended by 1 hour.

### CONJURE BOAT

*1st-level conjuration* [ritual]

**Casting Time:** 1 minute

**Range:** 10 ft.

**Components:** V, S, M (A miniature model of a rowboat made of gold and worth at least 25gp, not consumed)

**Duration:** 1 hour

**Subclasses:** wizard

This spell creates a normal, non-magical rowboat and oars. The boat is ten feet long, four feet wide and two feet deep. It fits up to four Medium creatures in relative comfort.

**At Higher Levels.** When cast as a second level spell or higher, the conjured boat's duration increases depending on the spell slot level, 2nd: 4 hours, 3rd: 8 hours, 4th: 12 hours, and 5th: 24 hours.

### CONJURE CELESTIAL

*7th-level conjuration* [quest, ritual]

**Casting Time:** 1 minute

**Range:** 90 feet

**Components:** V, S, F

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

**Classes:** cleric (almatheia, cyrene, elysson, glim, jurto, lyssara, myraxus, nyra, orostos, undine, zenithos)

**Subclasses:** celestial patron warlock

You summon a celestial determined by your chosen god, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when the spell ends.

The celestial is friendly to you and your companions for the duration. It acts on your turn either before or after

you do. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures and takes actions as it sees fit, being a free-willed creature.

The DM has the celestial's statistics.

### CONJURE ELEMENTAL (AIR, EARTH, FIRE, WATER)

*5th-level conjuration* [ritual]

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, F, M (a precious gem worth 500 gps, consumed)

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

**Classes:** cleric (elysson, glim, orostos, undine, zenithos)

**Subclasses:** wizard

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range and toss a precious gem of at least 500 gps value into it. An elemental appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The gem is consumed in the casting and the type required depends on the type of elemental conjured. Air: diamond, earth: amethyst, fire: ruby, or water: aquamarine. Your spell list determines which type(s) of elemental(s) you can summon.

The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. It acts on your turn either before or after you do. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the elemental's statistics.

### CONJURE LESSER ELEMENTAL (AIR, EARTH, FIRE, WATER)

*4th-level conjuration* [ritual]

**Casting Time:** 1 minute

**Range:** 30 feet

**Components:** V, S, F, M (a semi-precious stone worth 50 gps, consumed)

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



**Classes:** cleric (elyssion, glim, orostos, undine, zenithos)

**Subclasses:** wizard

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range and toss a semi-precious gem of at least 50 gp value into it. An elemental appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The gem is consumed in the casting and the type required depends on the type of elemental conjured: Air: moonstone, earth: onyx, fire: bloodstone, or water: blue jasper. Your spell list determines which type(s) of elemental(s) you can summon.

An elemental summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The summoned creature is friendly to you and your companions. The elemental acts on your turn. It may act before or after you. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to them, it defends itself from hostile creatures, but otherwise take no actions.

If your concentration is broken, the minor elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the elemental's statistics.

**At Higher Levels.** When you cast this spell using a 5th level spell slot (or higher) you conjure an additional lesser elemental per spell level above 4th.

## CONJURE SPIDER

*1st-level conjuration*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, F

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

**Classes:** druid, mage, warlock

**Subclasses:** sorcerer, wizard

This spell conjures a Tiny spider at a point within range, which immediately attacks a creature adjacent to 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's Armor Class is equal to 12 + your spell casting modifier and it has 1 hit point. It has a bonus to Dexterity saves equal to twice your spellcasting modifier but Disadvantage on 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 1d6 additional poison damage per slot level above 1st.

## CONSTANT MISSTEPS

*2nd-level enchantment*

**Casting Time:** 1 Bonus Action

**Range:** 60 feet

**Components:** V, S, F

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

**Classes:** Bard

When you cast this spell, choose one creature you can see in range. That creature makes constant small errors in its positioning and timing when defending itself. Attacks against it never have Disadvantage. Until the spell ends, you can use a Bonus Action to change its target to a different creature you can see within range.

## CONTACT OTHER PLANE

*5th-level divination [ritual]*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, M (a small portrait or engraving depicting the plane to be contacted worth 10+ gp, not consumed)

**Duration:** 1 minute

**Classes:** warlock, wizard

You mentally contact a demigod, the spirit of a long-dead sage, or some other mysterious entity from another plane. Contacting this extraplanar intelligence can strain or even break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a failure, you take 6d6 psychic damage and are insane until you finish a long rest. While insane, you can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on you ends this effect.

If you are successful, you fall into a trance and are deaf and blind with regard to your own senses and cannot speak throughout the duration while connected to the otherworldly being. You can mentally ask the entity up to five questions. You must ask your questions before the spell ends. The DM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the DM might instead offer a short phrase as an answer.

## CONTINUAL FLAME

*2nd-level evocation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (ruby dust worth 50 gp, consumed)

**Duration:** Until dispelled

**Classes:** cleric (zenithos)

**Subclasses:** wizard

A flame, equivalent in brightness to a torch, springs forth from a flammable object that you touch. The effect looks like a regular flame, but it creates no heat, doesn't use oxygen, and cannot be used to set other things ablaze. A continual flame can be covered or hidden but not smothered or quenched.

## CONTROL FLAMES

*transmutation cantrip*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous or 1 hour (see below)

You choose nonmagical flame that you can see within range and that fits within a 5-foot cube. You affect it in one of the following ways:

- You instantaneously expand the flame 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You instantaneously extinguish the flames within the cube.
- You double or halve the area of bright light and dim light cast by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes—such as the vague form of a creature, an inanimate object, or a location—to appear within the flames and animate as you like. The shapes last for 1 hour.

If you cast this spell multiple times, you can have up to three non-instantaneous effects created by it active at a time, and you can dismiss such an effect as an action.

## CONTROL WATER

*4th-level transmutation*

**Casting Time:** 1 Action

**Range:** 200 feet

**Components:** V, S, F

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

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. The entire cube must be in range of the spell. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

**Flood.** You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried

with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

**Part Water.** You cause water in the area to move apart and create a trench up to 50 feet deep. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

**Redirect Flow.** You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

**Whirlpool.** This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the whirlpool vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. A caught creature is pulled down 10 feet towards the bottom of the vortex and 10 feet counterclockwise along its circumference (thus creatures at the bottom make two circuits each round). On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has Disadvantage on the Strength (Athletics) check to do so.

## CONTROL WINDS

*5th-level transmutation*

**Casting Time:** 1 Action

**Range:** 300 feet

**Components:** V, S

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

**Classes:** cleric (elysion, orostos), druid

**Subclasses:** circle of the land druid (coast, grassland), sorcerer, tempest domain cleric, wizard



You take control of the air in a 100-foot cube that you can see within range. Choose one of the following effects when you cast the spell. The effect lasts for the spell's duration, unless you use your action on a later turn to switch to a different effect. You can also use your action to temporarily halt the effect or to restart one you've halted.

**Gusts.** A wind picks up within the cube, continually blowing in a horizontal direction you designate. You choose the intensity of the wind: calm, moderate, or strong. If the wind is moderate or strong, ranged weapon attacks that pass through it or that are made against targets within the cube have disadvantage on their attack rolls. If the wind is strong, any creature moving against the wind moves at half speed.

**Downdraft.** You cause a sustained blast of strong wind to blow downward from the top of the cube. Ranged weapon attacks that pass through the cube or that are made against targets within it have disadvantage on their attack rolls. A creature must make a Strength saving throw if it flies into the cube for the first time on a turn or starts its turn there flying. On a failed save, the creature is knocked prone and its Speed becomes 0 until the end of its turn.

**Updraft.** You cause a sustained updraft within the cube, rising upward from the cube's bottom side. Creatures that end a fall within the cube take only half damage from the fall. When a creature in the cube makes a vertical jump, the creature can jump up to 10 feet higher than normal.

## CORDON OF ARROWS

*2nd-level transmutation [ritual]*

**Casting Time:** 1 Action

**Range:** 5 feet

**Components:** V, S, F, M (four or more arrows or bolts, consumed)

**Duration:** 8 hours

**Classes:** cleric (althea, lyssara, nyra, vynorax)

**Subclasses:** wizard

You plant four pieces of nonmagical ammunition—arrows or crossbow bolts—in the ground within range and lay magic upon them to protect an area. Until the spell ends, whenever a creature other than you comes within 30 feet of the ammunition for the first time on a turn or ends its turn there, one piece of ammunition flies up to strike it. The creature must succeed on a Dexterity saving throw or take 1d8 + spellcasting ability modifier piercing damage. The piece of ammunition is then destroyed. The spell ends when no ammunition remains. If the duration expires before the ammunition is used, it crumbles to useless dust.

When you cast this spell, you can designate any creatures you choose, and the spell ignores them.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the amount of ammunition that can be affected increases by 4. So, 8 at 3rd level, 12 at 4th level, and so on.

## COUNTERSPELL

*3rd-level abjuration*

**Casting Time:** Reaction, which you take when you see a creature within 60 feet of you casting a spell

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You attempt to interrupt a creature you can see in the process of casting a spell. In order to identify the spell being cast before it goes off in order to decide if you want to counterspell it, you must succeed at an Intelligence (Arcana) check against DC 10 + the spell's level. You have Disadvantage on the check if the spell is one that does not appear on your spell list. This uses up your Reaction, even if you choose not to attempt to counterspell.

If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

## CREATE FOOD AND WATER

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 5 feet

**Components:** V, S, F, M (a ceramic platter worth 5+ gps, consumed)

**Duration:** Instantaneous

You create enough food and water to sustain 5 people for one day. It appears on the platter used as the material component, which shatters when the last of the food is taken from it. The food is bland but nourishing, and doesn't spoil. The water is clean and doesn't go bad.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you increase the amount of food two-fold for level above 3rd—enough for 10 people at 4th level and enough for 20 at 5th level.

## CROWN OF MADNESS

*2nd level-enchantment*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

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

**Classes:** bard, warlock

**Subclasses:** wizard

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, a twisted crown of jagged iron appears on its head, and a madness glows in its eyes.

The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you mentally choose. The target can act normally on its turn if you choose no creature or if none are within its reach.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

### CROWN OF STARS

*7th-level evocation [arcanum, old magic]*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

**Classes:** druid

**Subclasses:** celestial patron warlock, sorcerer, wizard

Seven star-like motes of light appear and orbit your head until the spell ends. You can use a Bonus Action to send one of the motes streaking toward one creature or object within 120 feet of you. When you do so, make a ranged spell attack. On a hit, the target takes 4d12 radiant damage. Whether you hit or miss, the mote is expended. The spell ends early if you expend the last mote.

If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.

### CURE WOUNDS

*1st-level necromancy [potion]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, F

**Duration:** Instantaneous

**Classes:** cleric, druid, paladin

**Subclasses:** celestial patron warlock, warden

**Potion:** This spell is needed to create a potion of healing.

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. The creature may also choose to spend one of their own Hit Dice, rolling it and regaining that many hit points as well. These Hit Dice are not modified by the creature's Constitution unless the modifier is negative. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st and the creature touched may spend an additional Hit Die.

### DANSE MACABRE

*5th-level necromancy*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

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

Threads of dark power leap from your fingers to pierce up to five Small or Medium corpses you can see within range. Each corpse immediately stands up and becomes undead. You decide whether it is a zombie or a skeleton (the statistics for zombies and skeletons are in the *Monster Manual*), and it gains a bonus to its attack and damage rolls equal to your spellcasting ability modifier.

You can use a bonus action to mentally command the creatures you make with this spell, issuing the same command to all of them. To receive the command, a creature must be within 60 feet of you. You decide what action the creatures will take and where they will move during their next turn, or you can issue a general command, such as to guard a chamber or passageway against your foes. If you issue no commands, the creatures do nothing except defend themselves against hostile creatures. Once given an order, the creatures continue to follow it until their task is complete.

The creatures are under your control until the spell ends, after which they become inanimate once more.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you animate up to two additional corpses for each slot level above 5th.

### DARKNESS

*2nd-level evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

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

**Classes:** cleric (glim, vyronax), warlock

**Subclasses:** circle of the land druid (swamp), sorcerer, wizard

Magical darkness spreads from a point within range to fill a 15-foot-radius sphere for the duration. The



darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Alternately, you can have the darkness emanate from an object you are holding or one that isn't being worn or carried. The darkness moves with the object. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

## DAWN

*5th-level evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a gold symbol of zenithos, worth 100+ gp, not consumed)

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

**Classes:** cleric (zenithos)

**Subclasses:** wizard

The light of dawn shines down on a location you specify within range. Until the spell ends, a 30-foot-radius, 40-foot-high cylinder of bright light glimmers there. This light is sunlight.

When the cylinder appears, each creature in it must make a Constitution saving throw, taking 4d10 radiant damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw whenever it ends its turn in the cylinder.

If you're within 60 feet of the cylinder, you can move it up to 60 feet as a bonus action on your turn.

## DAYLIGHT

*3rd-level evocation [ritual]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** 1 hour

**Classes:** cleric (almatheia, byrrhus, lyssara, myraxus, nyra, orostos, undine, zenithos), druid

**Subclasses:** light domain cleric, sorcerer, wizard

For the duration, sunlight spreads from a point within range and fills a 60-foot-radius sphere. The sunlight's area is bright light, and sheds dim light for an additional 60 feet.

Alternatively, you cast the spell on an object you are holding or that isn't being worn or carried. The light moves with the object. Covering that object with something opaque, such as a bowl or helm, blocks the sunlight.

If any of this spell's area overlaps with an area of darkness created by a spell of level 3 or lower, that other spell is dispelled.

## DAZZLE

*1st-level evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** 1 minute

**Classes:** bard, mage, warlock

**Subclasses:** light domain cleric

**Wand:** This spells is required to craft a *wand of dazzling*

You create a veil of twinkling and strobing lights that hover in front of the face of a creature you can see within range. The target must make a Wisdom saving throw or be dazed. Dazed creatures may only take an action, bonus action, or move up to their speed on their turn, and cannot take reactions. They also make any concentration checks at Disadvantage. At the end of each of their turns the effected creature may repeat the saving throw to end the effect.

## DEATH RECALL

*2nd-level divination [ritual]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

**Duration:** 1 minute

**Classes:** cleric (cyrene, glim, lyssara, myraxus, orostos, vynorax)

**Subclasses:** sorcerer, wizard

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 minute of the corpse's life as seen by the subject itself. The vision ends with the last thing the subject saw before it died, at which time you awaken.

**At Higher Levels.** When you cast this spell with a 3rd or higher level spell slot, the maximum time the creature can have been dead increases by 24 hours and the number of final minutes you experience increases by 1 per slot level above 2nd.

## DEFLECT SPELL

*3rd-level abjuration*

**Casting Time:** 1 Reaction, when you are targeted by a spell or within 10 feet of center of area of effect

**Range:** See text

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** bard, cleric (cyrene, jurto)

**Subclasses:** sorcerer, wizard

**Wand:** This spell is required to craft a *wand of spell deflection*.

When you are targeted with a spell, or when a spell is cast centered on a space you can see within 10 feet of you, you may cast this spell as a Reaction to redirect space and distance so that the triggering spell instead targets another creature other than the attacker within 10 feet of you. (If there is no valid target, you can't cast this spell to redirect an attack.) If the triggering spell didn't target you but you are in its area of effect, you can instead move the space it is centered on up to 10 feet in a direction of your choice.

### DELAYED BLAST FIREBALL

*7th-level evocation [old magic]*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, F

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

**Classes:** Sorcerer, Wizard

A beam of yellow light flashes from your pointing finger, then condenses to linger at a point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead explodes with a low roar into a 20-foot radius fireball. If cast in a smaller or confined area, the excess flame billows out in all directions filling 33,000 cubic feet of space (264 5-foot cubes). Each creature caught in the flames must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6. This means the spell can do up to 22d6 fire damage. Anyone who fails the save by 5 or more also suffers the burning 1d6 condition.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt in flame and the creature to touch gets no further save. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

### DESECRATE

*3rd-level evocation [chaos]*

**Casting Time:** 24 hours

**Range:** Touch

**Components:** V, S, M (blood from a humanoid or celestial sacrificed in your god's name in the last 24 hours, consumed)

**Duration:** Until dispelled

**Classes:** cleric (cyrene, elyssion, jurto, undine, vyronax), warlock

You touch a point and infuse an area around it with the power of Chaos. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a desecrate spell of equal level or lower or a hallow spell of higher level. A desecrate spell of equal or lower level or hallow spell of lower level that is already in effect in the area is dispelled in the process of casting.

The affected area is subject to the following effects:

First, Lawful Outsiders who are not servants of your god cannot enter the area without making a Charisma saving throw. The creature has Disadvantage on the save if its Cosmic Alignment is opposed to yours. Such creatures cannot charm, frighten, or possess creatures within the hallowed area. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area.

Second, Outsiders of any kind within the area make saving throws against the Channel Divinity effects granted by Chaotic deities with Disadvantage.

Third, all necrotic damage dealt in the area is treated as corruptive damage, subtracting it also from a creature's maximum Hit Points.

Fourth, creatures who are not Chaotic who spend a Long Rest in the area do not regain any Hit Points or Hit Dice, nor can they recover from Exhaustion.

Lastly, the area is a wild magic zone. Whenever a non-Chaotic spellcaster casts a spell of 1st-level or higher, roll a d20. If the result is equal to or less than the spell's level, roll a d8 to determine which Wild Surge Table to roll on.

**At Higher Levels.** When you cast this spell with a spell slot of 4th level or higher, the maximum radius of the area it affects is increased by 60 feet per spell level, but an additional 500 gp of herbs, oil, and incense material component is required per additional spell level as well.

### DETECT MAGIC

*divination cantrip*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

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



**Potion:** This spell is needed to create a *potion of magic detection*

**Classes:** bard, cleric (all), druid, mage, warlock

**Subclasses:** sorcerer, wizard

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn both its source (arcane or divine) and school of magic, if any.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. As long as you have not lost concentration, at the end of the spell's duration you can choose to extend it another 10 minutes by successfully making the required cantrip spell check.

## DETECT OUTSIDERS

*1st-level divination*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** cleric (all), druid, mage, paladin, warlock

**Subclasses:** sorcerer, wizard

**Potion:** This spell is required to brew a *potion of outsider detection*.

When you cast you know if there is an outsider (celestial, fiend, elemental, fey, or undead) within 60 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated or serves as a connection to another plane of existence. As an action on your turn, you can focus on a creature you've detected and find out its cosmic alignment (chaos, law, or neutrality).

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 5 feet of wood or dirt.

## DETECT THOUGHTS

*2nd-level divination*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (1 Copper Piece, consumed)

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

**Classes:**

**Subclasses:**

**Potion:** This spell is required to brew a *potion of mind-reading*

Upon casting you can sense and even read the thoughts of others. Throughout the duration, as an Action on your turn you may activate one of the following functions of the spell.

- **Sense Thoughts.** You sense the presence of thoughts within 30 feet of yourself that belong to creatures that speak a language and have an Intelligence of 4 or higher. You don't read the thoughts, but you know that a thinking creature is present. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.
- **Read Thoughts.** Target one creature you can see within 30 feet of yourself or one creature within 30 feet of yourself that you detected with the Sense Thoughts option. You learn what is most on the target's mind right now. If the target doesn't know any languages and doesn't have an Intelligence higher than 3, you learn nothing. As an Action on your next turn, you can try to probe deeper into the target's mind. If you probe deeper, the target makes a Wisdom saving throw. On a failed save, you discern the target's reasoning, emotions, and something that looms large in its mind (such as a worry, love, or hate). On a successful save, the spell ends. Either way, the target knows that you are probing into its mind, and until you shift your attention away from the target's mind, the target can take an Action on its turn to make an opposed Intelligence check. If the target wins, the spell ends, and they know the identity of who was reading their mind. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

## DICTATION

*transmutation cantrip*

**Casting Time:** 1 Action

**Range:** Self (or 30 feet)

**Components:** V, S, F, M (a 10 gp bottle of ink per 10 minutes of writing)

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

**Classes:** cleric (myronax)

**Subclasses:** college of lore bard, wizard

This spell transcribes the words you speak until the spell ends. Your words appear on paper, parchment, papyrus, a blank book, or another surface designed to hold writing that you can see in range. The writing is neat and clear, and the words appear just as you speak them.

This spell becomes more powerful as you increase in level. At 5th level, the duration increases to up to 1 hour and you may include an additional number of speakers you can see within 30 feet equal to your spellcasting modifier, whose words are added to the transcript. At 9th level, the duration increases to up to 6 hours and you can double the number of additional speakers.

## DIMINISH PAIN

*abjuration cantrip*

**Casting Time:** 1 Reaction, to taking damage from a source you can see

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (nyra)

**Subclasses:** sorcerer, wizard

As a Reaction to suffering damage from a source you can see, you cast this spell to reduce that damage by 1d4 points (as long as it is not necrotic, psychic, or radiant damage, which cannot be reduced by this spell), but you always take at least one point of damage per die of damage plus one (for example, if the source does 4d4 hit points of damage, it cannot be reduced to less than 5 points).

The damage prevented by this spell increases by 1d4 when you reach 5th level (2d4) and 9th level (3d4).

## DISAPPEAR

*1st-level illusion [potion]*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S

**Duration:** 1 round

**Classes:** bard, cleric (jurto)

**Subclasses:** sorcerer, wizard

**Potion:** This spell is needed to brew a *potion of disappearance*.

You become invisible until the beginning of your next turn. Anything you are wearing or carrying is invisible as long as you continue to do so. The spell ends if you attack or cast a spell that deals damage or requires a saving throw.

## DISPEL CHARM

*2nd-level abjuration*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** bard, cleric (almathea, cyrene), druid

**Subclasses:** wizard

You automatically end the charmed condition on a creature you can see within range.

**At Higher Levels.** When you use a spell slot of 3rd level or higher you can end the charmed condition on one additional creature you can see within range for each spell slot level above 2nd.

## DISPEL OUTSIDERS

*5th-level abjuration*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (holy or unholy water or powdered silver worth 100 gps, consumed)

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

**Classes:** cleric (all), druid, paladin

Shimmering energy surrounds and protects you from creatures originating from beyond the Material Plane. For the duration, celestials, elementals, fey, fiends, and undead have Disadvantage on attack rolls against you.

You can end the spell early by using either of the following special functions.

- **Break Enchantment.** As your action, you touch a creature you can reach that is charmed, frightened, or possessed by a celestial, an elemental, a fey, a fiend, or an undead. The creature you touch is no longer charmed, frightened, or possessed by such creatures.
- **Dismissal.** As your action, make a melee spell attack against a celestial, an elemental, a fey, a fiend, or an undead you can reach. On a hit, you attempt to drive the creature back to its home plane. The creature must succeed on a Charisma saving throw or be sent back to its home plane (if it isn't there already). Undead of CR 4 or less are immediately destroyed, and those of CR 5 or more act as if turned by a cleric's channel divinity feature.

## DIVINATION

*4th-level divination [ritual]*

**Casting Time:** 1 minute

**Range:** Self

**Components:** V, S, M (sacrificial offering appropriate to your religion, consumed)

**Duration:** Instantaneous

**Classes:** cleric (all)

This spell puts you in contact with a god or a god's servants. Upon casting the spell, you are Incapacitated, until the end of your next turn, overwhelmed by the divine truth. You mentally ask one question about a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply, which might be a short phrase or cryptic rhyme. The spell doesn't account for circumstances that might change the answer, such as the casting of other spells.

If you cast the spell more than once before finishing a Long Rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer and suffer a level of exhaustion.

## DIVINE ALLY

*6th-level conjuration [quest]*

**Casting Time:** 10 minutes

**Range:** 10 feet

**Components:** V, S, F



**Duration:** Instantaneous

**Classes:** cleric (all)

You beseech your god for aid, who—depending on their Cosmic Alignment and your ethical alignment—sends a celestial, bestial paragon, elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though you might get a different creature anyway (DM's choice).

### DIVINE ALLY TYPE BY ALIGNMENT

God Alignment	Your Alignment	Creature Type
Law	good or neutral	Celestial (archon)
Law	evil or neutral	Fiend (devil)
Chaos	good or neutral	Fey Beast
Chaos	evil or neutral	Fiend (demon)
Neutral	any	Elemental

When the creature appears, it is under no compulsion to behave in any particular way. You can ask the creature to perform a service in exchange for payment, but it isn't obliged to do so. The requested task could range from simple ("fly us across the chasm," or "help us fight a battle") to complex ("spy on our enemies," or "protect us during our foray into the dungeon"). You must be able to communicate with the creature to bargain for its services.

Payment can take a variety of forms. A celestial might require a sizable donation of gold or magic items to an allied temple, while a fiend might demand a living sacrifice or some other potentially corrupting task. Some creatures might exchange their service for a quest undertaken by you.

As a rule of thumb, a task that can be measured in minutes requires a payment worth 100 gp per minute. A task measured in hours requires 1,000 gp per hour. And a task measured in days (up to 10 days) requires 10,000 gp per day. The DM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's Cosmic Alignment or ethos, the payment might be halved or even waived. Nonhazardous tasks typically require only half the suggested payment, while especially dangerous tasks might require a greater gift. Creatures rarely accept tasks that seem suicidal.

After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you, if appropriate to the task and if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

A creature enlisted to join your group counts as a member of it, receiving a full share of experience points

awarded.

### DIVINE SANCTION

*1st-level enchantment*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

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

**Classes:** cleric (almatheia, byrrhus, zenithos), paladin

When you cast this spell, you point at 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 on anyone but you, it suffers 1d10 psychic damage. Creatures that are immune to charm cannot be affected by this spell.

### DIVINE WORD OF CHAOS/LAW

*7th-level evocation [arcanum, quest]*

**Casting Time:** Bonus Action

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** cleric (almatheia, elysson, lyssara, myraxus, nyra, undine, vyronax, zenithos)

**Subclasses:** celestial patron warlock

The version of this spell you can prepare is determined by which of the 13 Gods you serve and their alignment with Law or Chaos. Only clerics of Jurto can prepare both. You cannot cast the spell if your own cosmic alignment does not match that of your God.

You utter a divine word of Chaos, imbued with the power of the primordial void or a divine word of Law, imbued with the power that shaped the world. If you speak the divine word of Chaos, Lawful and Neutral creatures within 30 feet and that can hear you must make a Charisma saving throw. If you speak the divine word of Law, Chaotic and Neutral creatures within 30 feet and that can hear you must make a Charisma saving throw. Neutral creatures make the save with Advantage. On a failed save, each creature suffers an effect based on its current hit points:

- 50 hit points or fewer: deafened for 1 minute
- 40 hit points or fewer: deafened and blinded for 10 minutes
- 30 hit points or fewer: blinded, deafened, and dazed for 1 hour
- 20 hit points or fewer: killed instantly

Regardless of its current hit points, a Lawful or Neutral Outsider that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to your current plane for 24 hours by any means short of a wish spell.

## DRAMATIC STING

*1st-level enchantment*

**Casting Time:** 1 Bonus Action

**Range:** 30 feet

**Components:** V, S, F

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

**Classes:** bard

You attempt to frighten a creature you can see within range and that can hear you by accompanying its movements with ominous music and terrifying sounds. It must make a Wisdom saving throw or take 1d4 psychic damage and become frightened of you until the spell ends.

At the end of each of its turns, the target may make another Wisdom save to end the effect on itself. On a failed save, it takes another 1d4 psychic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

## DRUID GROVE

*6th-level abjuration [primeval magic]*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (mistletoe, which the spell consumes, that was harvested with a golden sickle under the light of a full moon, consumed)

**Duration:** 24 hours

**Classes:** druid

You invoke the spirits of nature to protect an area outdoors or underground. The area can be as small as a 30-foot cube or as large as a 120-foot cube. Buildings and other structures are excluded from the affected area. If you cast this spell in the same area every day for a year, the spell lasts until dispelled.

The spell creates the following effects within the area. When you cast this spell, you can specify creatures as friends who are immune to the effects. You can also specify a password that, when spoken aloud, makes the speaker immune to these effects.

The entire warded area radiates magic. A dispel magic cast on the area, if successful, removes only one of the following effects, not the entire area. That dispel magic caster chooses which effect to end. Only when all its effects are gone is this spell dispelled.

**Solid Fog.** You can fill any number of 5-foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. In addition, movement through the fog is at half speed. To a creature immune to this effect, the fog obscures nothing and looks like soft mist, with motes of green light floating in the air.

**Grasping Undergrowth.** You can fill any number of 5-foot squares on the ground that aren't filled with fog with grasping weeds and vines, as if they were affected by an entangle spell. To a creature immune to this effect, the weeds and vines feel soft and reshape themselves to serve as temporary seats or beds.

**Grove Guardians.** You can animate up to four trees in the area, causing them to uproot themselves from the ground. These trees have the same statistics as an awakened tree, which appears in the *Monster Manual*, except they can't speak, and their bark is covered with druidic symbols. If any creature not immune to this effect enters the warded area, the grove guardians fight until they have driven off or slain the intruders. The grove guardians also obey your spoken commands (no action required by you) that you issue while in the area. If you don't give them commands and no intruders are present, the grove guardians do nothing. The grove guardians can't leave the warded area. When the spell ends, the magic animating them disappears, and the trees take root again if possible.

**Additional Spell Effect.** You can place your choice of one of the following magical effects within the warded area:

- A constant *gust of wind* in two locations of your choice
- *Spike growth* in one location of your choice
- *Wind wall* in two locations of your choice

To a creature immune to this effect, the winds are a fragrant, gentle breeze, and the area of spike growth is harmless.

## DUST DEVIL

*2nd-level conjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

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

**Classes:** cleric (elysion)

**Subclasses:** circle of the land (desert), sorcerer, wizard

Choose an unoccupied 5-foot cube of air that you can see within range. An elemental force that resembles a dust devil appears in the cube and lasts for the spell's duration. Any creature that ends its turn within 5 feet of the dust devil must make a Strength saving throw. On a failed save, the creature takes 1d8 bludgeoning damage and is pushed 10 feet away from the dust devil. On a successful save, the creature takes half as much damage and isn't pushed.

As a Bonus Action, you can move the dust devil up to 30 feet in any direction. If the dust devil moves over sand, dust, loose dirt, light gravel or snow, it sucks up the material and forms a 10-foot-radius cloud of debris.



around itself that lasts until the start of your next turn. The cloud heavily obscures its area.

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

## DUST STORM

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S, F

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

**Subclasses:** circle of the land druid (desert)

Until the spell ends, dust and grit swirl around in a 20-foot-tall cylinder with a 40-foot radius centered on a point you choose within range. The area is heavily obscured and those within the area are blinded.

In addition to being impossible to see within the area, it is difficult to breathe. When a creature enters the spell's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw or be Dazed from coughing, being able to only do one of the following on their turn: move, take an action, or take a bonus action, until the beginning of its next turn.

If a creature starts its turn in the spell's area and is concentrating on a spell, the creature must make a successful Constitution saving throw against your spell save DC or lose concentration.

## EARTH BIND

*2nd-level transmutation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F, M (a piece of magnetic ore worth 50 gps, consumed)

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

**Classes:** cleric (glim)

**Subclasses:** sorcerer, wizard

Choose one creature you can see within range. Magical energy shoots up from the center of the world drags the creature down to the ground. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the spell's duration. An airborne creature affected by this spell is dragged quickly and violently to the ground, taking half the usual falling damage. If it fails by 5 or more, it lands prone.

## EARTHEN BARRIER

*1st-level transmutation*

**Casting Time:** 1 Action

**Range:** 5 feet

**Components:** V, S, F

**Duration:** 1 minute

**Classes:** cleric (glim)

**Subclasses:** wizard

You call forth a pillar of earth in an adjacent unoccupied space on ground made of earth or stone. The earthen barrier is as tall as you are and five feet in diameter. It can provide full cover. The barrier is immobile and has an AC of 10, 27 hit points, resistance to acid and piercing damage, and is immune to cold and fire damage. When the spell ends, the pillar melts back into the ground.

## EARTHEN GRASP

*2nd-level evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** Concentration up to 1 minute

**Classes:** mage, warlock

**Subclasses:** sorcerer, wizard

Upon casting this spell, choose a target within range that is standing on earth or stone, a hand and arm made of earth and stone erupts adjacent to their space and tries to grab hold of them. The target must win a Strength saving throw against your spell save DC or be Restrained. A Restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have Disadvantage. The creature has Disadvantage on Dexterity saving throws.

On its turn, the grasped creature can use its Action to attempt to break free, rerolling their Strength saving throw. Alternately, an ally may try to free the grasped creature on their turn by using an Action. They must succeed on the same saving throw. If the target (or an ally) succeeds on the saving throw the earthen grasp crumbles and the spell ends.

On your turn, you can use your Bonus Action to have the grasp squeeze and twist the grasped target, dealing 1d6 bludgeoning damage + your spell casting ability modifier.

It is possible to directly attack the magic limb, but attacks against it are made at Disadvantage to simulate the effort not to hit the grasped target (or yourself). It has an AC of 17, 20 hps, and has resistance to slashing and piercing weapons. It is immune to acid, fire, cold, lightning, psychic, and necrotic damage.

## EARTH WORM

*2nd-level enchantment*

**Casting Time:** 1 Action

**Range:** Self (60-foot radius)

**Components:** V, S, F

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

**Classes:** bard

You begin performing an infuriatingly catchy tune that makes it difficult to maintain concentration. When a creature that is concentrating (on a spell, magical item

ability, or other feature) enters the spell's range for the first time or starts their turn there, they must make a Constitution saving throw or lose concentration. Features and abilities that allow a bonus to concentration checks are applied to this saving throw.

### ELDRITCH FORCE

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Warlock

An invisible beam of telekinetic energy reaches out from your hand and toward a creature within range. Make a ranged spell attack against the target. On a hit, the target grasped by the power and takes 1d10 force damage. If the creature is Large size or smaller, its speed becomes 0 until the end of its next turn.

The beam becomes more powerful as you reach higher levels: at 5th level it does 2d10 force damage, and at 9th level it does 3d10.

### ELEMENTAL WEAPON

*3rd-level transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

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

**Classes:** paladin

**Subclasses:** wizard

A nonmagical weapon you touch becomes a magic weapon. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. For the duration, the weapon has a +1 bonus to attack rolls and deals an extra 1d4 damage of the chosen type when it hits.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the bonus to damage increases by 1d4 per spell level above 3rd.

### EMPTY MIND

*abjuration cantrip*

**Casting Time:** 1 Reaction, when hit by an attack that deals psychic damage

**Range:** Self

**Components:** V, S, M (A small crystal worth 25 gp, consumed)

**Duration:** Instantaneous

**Classes:** cleric (cyrene, myraxus)

**Subclasses:** sorcerer, wizard

When an enemy attempts to invade your mind, you reflexively protect yourself by emptying your mind of stray thoughts. As a Reaction to an attack that causes psychic damage, you can give yourself resistance to psychic damage. Furthermore, if the spell would give

the attacker information or your memories, you gain Advantage on any save against the effect.

### ENDURE HEAT OR COLD

*1st-level abjuration*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

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

**Classes:** cleric (lyssara, orostos), mage

**Subclasses:** sorcerer, wizard

**Potion:** This spell is required to brew a potion of endure heat or a potion of endure cold.

Choose either cold or heat. For the duration, the willing creature you touch has resistance to either fire or cold and is immune to exhaustion effects caused by high heat or extreme cold based on that choice.

**At Higher Levels.** If cast with a spell slot of 2nd level or higher, the spell lasts an additional number of hours equal to the spell slot, thus a 2nd-level casting would last 3 hours, and a 4th level casting would last 5 hours.

### ENDURING SCRUTINY

*3rd-level divination*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 24 hours

**Classes:** cleric (byrrhus, cyrene, myronax, zenithos), paladin

When you cast this spell, choose a creature you can see in range and designate up to three particular actions. Unless that creature makes a Wisdom save, if it commits any of the designated actions during the spell's duration, you are instantly alerted to that fact, regardless of the distance between you (and even if the subject is on another plane). You don't know which designated action it committed.

**At Higher Levels.** If you cast this spell using a 4th level spell slot or higher, the spell lasts an additional 24 hours per spell slot above 3rd.

### ENEMIES ABOUND

*3rd-level enchantment*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, F

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

**Classes:** bard, warlock

**Subclasses:** wizard

You reach into the mind of one creature you can see and force it to make an Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it



can see as enemies until the spell ends. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

## ENERVATION

*5th-level necromancy*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** cleric (vyronax), warlock

**Subclasses:** sorcerer, wizard

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the spell ends. On a failed save, the target takes 4d8 necrotic damage, and until the spell ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The spell ends if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you.

Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes. The tendril remains visible throughout the spell's duration and pulses when you take the damaging action. Those who pass through it feel an unsettling chill.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

## ENHANCE ABILITY

*2nd-level transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

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

**Classes:** bard, cleric (almathea, byrrhus, jurto, lyssara, orostos, undine, vynorax), druid

**Subclasses:** sorcerer, wizard

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has Advantage on ability checks using the chosen ability.

**At Higher Levels.** You can target one additional creature for each spell slot level above 2nd. You can choose a different ability for each target.

## ENSNARING STRIKE

*1st-level conjuration*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V

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

**Classes:** Druid

The next time you hit a Huge size or smaller creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the magical vines until the spell ends. A Large or larger creature has Advantage on this saving throw. If the target succeeds on the save, the vines shrivel away.

While restrained by this spell, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its Action to make a Strength check against your spell save DC. On a success, the target is freed.

**At Higher Levels.** If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## ENTHRALL

*2nd-level enchantment*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** bard, cleric (cyrene, vynorax), warlock

You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has Advantage on the save. On a failed save, the target has Disadvantage on Wisdom (Perception) checks (and -5 on passive Perception) made to perceive any creature other than you until the spell ends or until the target can no longer hear you. The spell ends if you are incapacitated or can no longer speak.

**At Higher Levels.** If you use a spell slot of 3rd level or higher to cast this spell, its duration increased by 1 minute for each level above 2nd.

## ERUPTING EARTH

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M (a piece of obsidian worth 5+ gp, consumed)

**Duration:** Instantaneous

**Classes:** cleric (glim), druid

**Subclasses:** circle of the land druid (grassland), sorcerer, wizard

A point you can see on the ground within range erupts in a fountain of churned earth and stone filling a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes Difficult Terrain 3 until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

## EXPEDITIOUS RETREAT

*1st-level transmutation*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V, S

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

**Classes:** cleric (jurto, lyssara, vynorax), mage, warlock

**Subclasses:** sorcerer, wizard

This spell allows you to move at an incredible pace. When you cast this spell, you take the Dash action and then, until the spell ends you may Dash as a Bonus Action on subsequent turns. While under the effect of this spell, you may Dash twice on the same turn.

## FALSE LIFE

*1st-level necromancy*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (vynorax)

**Subclasses:** sorcerer, wizard

You bolster yourself with a necromantic facsimile of life, gaining 2d4 + 4 Temporary Hit Points.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional Temporary Hit Points for each spell slot level above 1st.

## FAR STEP

*5th-level conjuration*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V

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

**Classes:** warlock

**Subclasses:** sorcerer, wizard

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the spell ends, you can use a Bonus Action to teleport in this way again.

## FIERY STRIDE

*3rd-level transmutation [potion]*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S, F

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

**Subclasses:** sorcerer, wizard

**Potion:** This spell is required to brew a *potion of fiery striding*.

The billowing flames of a dragon blast from your feet, granting you explosive speed. For the duration, your speed increases by 20 feet and moving doesn't provoke opportunity attacks.

When you move within 5 feet of a creature or object, it takes 1d6 fire damage from your trail of heat. A creature or object can take this damage only once during a turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. The spell deals an additional 1d6 fire damage for each slot level above 3rd.

## FIERY WARD

*1st-level abjuration*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V, S

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

**Classes:** mage

**Subclasses:** sorcerer, wizard

A flickering fist-sized ball of fire spins and zigzags around you, confounding those attempting to attack you. You gain a +2 bonus to AC and have resistance to fire damage. The ball of fire gives off the equivalent light to a torch. If you take any fire damage, the spell immediately ends.

## FIND FAMILIAR

*1st-level conjuration*

**Casting Time:** 24 hours

**Range:** 10 feet

**Components:** V, S, M (100 gp worth of incense and herbs that must be consumed by fire in a brass brazier)

**Duration:** Instantaneous

**Classes:** cleric (cyrene, myraxus), mage

**Subclasses:** sorcerer, wizard



You gain the service of a familiar, a spirit that takes an animal form. Choose from among the following: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, rat, raven, spider, or weasel. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form, though it is a celestial, fey beast, or fiend (your choice) and is considered an outsider. Additional animal form choices may be available at the DM's discretion.

Your familiar acts independently of you, but it always obeys your commands. In combat, it acts on your turn.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form and you lose a number of hit points equal to your level from your hit point maximum. It reappears and you regain the lost hit points after you cast this spell again. You can also regain the hit points after an Extended Rest or a *greater restoration* spell.

While your familiar is within 1 mile of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

You can't have more than one familiar at a time. If you cast this spell while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature.

Finally, when you cast a spell with a range of touch, your familiar can deliver the spell as if it had cast the spell. Your familiar must be within 100 feet of you, and it must use its action to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

## FIND TRAPS

*2nd-level divination*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

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

**Classes:** cleric (jurto, myraxus)

You sense the presence of any trap within range that is within line of sight. A trap, for the purpose of this spell, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable, which was specifically intended as such by its creator. Thus, the spell would sense an area affected by the alarm spell, a glyph of warding, or a mechanical pit trap, but it would not reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole.

The spell reveals the general location of a trap in your line of sight. It does not specifically reveal the nature of the trap or how it is set off. However, revealing the location can help determine more about the trap. Thus, you gain Advantage to notice a glyph of warding or symbol. But, while you might know a door you see in range is trapped but not in what way or what if any specific part of the door is the trigger.

## FINGER OF DEATH

*7th-level necromancy* [arcanum, old magic, quest]

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (orostos, vynorax)

**Subclasses:** fiendish patron warlock, sorcerer, wizard

Make a melee spell attack against a creature you can reach. On a successful hit, you send negative energy coursing through the target, causing it searing pain. It takes 8d8+30 necrotic damage.

A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

## FIREBALL

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** 180 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Subclasses:** sorcerer, wizard

**Wand:** This spell is required to craft or re-charge a wand of fireballs.

A bright streak flashes from your pointing finger to a point within range and then blossoms with a low roar into an explosion of flame that fills an area in a 20-foot-radius sphere centered on that point. If cast in a smaller or confined area, the excess flame billows out in all directions filling 33,000 cubic feet of space (264 5-foot cubes). All creatures caught in the blast must make a Dexterity saving throw or take 6d6 fire damage on a failed save, or half as much damage on a successful one. Anyone who fails the save by 5 or more also suffers the burning 1d6 condition. The fire ignites flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 3d6 for each slot level above 3rd.

## FIRE BOLT

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (zenithos), mage

**Subclasses:** sorcerer, wizard

You hurl a bolt of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

This spell's damage increases by 1d10 when you reach 5th level (2d10) and 9th level (3d10).

## FIRE STORM

*7th-level evocation* [arcanum, old magic, primeval, quest]

**Casting Time:** 1 Action

**Range:** 150 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (byrrhus, orostos, zenithos), druid

**Subclasses:** primal patron warlock, sorcerer, wizard

A storm made up of sheets of roaring flame appears in a location you choose within range. The area of the storm consists of up to ten 10-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. On a failed save, it takes 7d10 fire damage and suffers the burning 1d10 condition. The DC to put the fire out is the same as the spell's. On a successful save, a creature takes half as much damage with no further effect.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

## FLAME ARROWS

*3rd level-transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

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

**Classes:** cleric (zenithos)

**Subclasses:** sorcerer, wizard

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on a piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver and fired.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two and the number of dice of fire damage is increased by 1d6 for each slot level above 3rd.

## FLAME BLADE

*2nd-level evocation*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V, S

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

**Classes:** cleric (zenithos), druid, warlock

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a Bonus Action.

You can use your action to make a melee spell attack with the fiery blade. On a hit, the target takes 3d6 fire damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet and you can use an Action to light flammable objects that are not worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d6 for every slot level above 2nd.

## FLAME BURST

*2nd-level evocation*

**Casting Time:** 1 Action

**Range:** Self (10' radius)

**Components:** V, S, F

**Duration:** Instantaneous

**Subclasses:** sorcerer, wizard

Blasts of flame burst forth from your body. Creature within 10 feet of you must make a Dexterity save or suffer 4d6 fire damage. On a success, they take half damage instead.

## FLAME STRIKE

*5th-level evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (alatheia, byrrhus, cyrene, vynorax, zenithos)

Choose a space within range. A vertical column of divine fire roars down from the heavens centered on one of its four corners. Each creature in a 10-foot-radius, 40-foot-high cylinder must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much



damage on a successful one. A creature that fails its save by 5 or more also suffers the burning 1d6 condition. : If flame strike cannot be cast in an area not wide enough to contain it. If it is cast in a space not tall enough to contain it, the excess of the fire spills out evenly in all directions along the ground. It fills a total of 12,500 cubic feet (or 100 5-foot cubes).

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

## FORCEFUL REPULSION

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** warlock

**Subclasses:** sorcerer, wizard

While this spell persists, you can use a Bonus Action on your turn to repel one Huge size or smaller creature within 20 feet of you. That creature makes a Strength saving throw. If it fails, it is pushed backward directly away from you. The distance it is pushed depends on its size: Huge = 10 feet, Large, 20 feet, Medium = 30 feet, and Small or smaller, 40 feet. If the target fails its save by 5 or more or strikes a creature or object of its size or Larger, it also falls prone.

## FOUNT OF MOONLIGHT

*4th-level evocation*

**Casting Time:** Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** bard, cleric (cyrene), druid

A cool light wreathes your body for the duration, emitting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. Until the spell ends, you have Resistance to Radiant damage, and your melee attacks deal an extra 2d6 Radiant damage on a hit.

In addition, immediately after you take damage from a creature you can see within 60 feet of yourself, you can take a Reaction to force the creature to make a Constitution saving throw. On a failed save, the creature has the Blinded condition until the end of your next turn.

## FRANCISCO'S REPRISAL

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

**Subclasses:** wizard

Until this spell ends, whenever a creature you can see breaks your concentration with an attack or spell, that creature suffers 2d10 psychic damage.

**At Higher Levels.** If you cast this spell using a slot of 4th or higher level, the damage increases by 1d10 per slot levels above 3rd.

## FROSTBITE

*evocation cantrip*

**Casting Time:** Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has Disadvantage on the next weapon attack or spell attack roll requiring somatic components it makes before the end of its next turn.

The spell's damage increases by 1d6 when you reach 5th level (2d6) and 9th level (3d6).

## FROST FINGERS

*1st-level evocation [potion]*

**Casting Time:** 1 Action

**Range:** Self (15-foot cone)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** mage

**Subclasses:** sorcerer, wizard

**Potion:** This spell is required to brew a potion of frost breath.

Freezing cold blasts from your fingertips in a 15-foot cone. Each creature in that area must make a Constitution saving throw, taking 2d8 cold damage on a failed save, or half as much damage on a successful one. The cold freezes nonmagical liquids in the area that aren't being worn or carried.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## GASEOUS FORM

*3rd-level transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

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

**Classes:** warlock

**Subclasses:** circle of the land druid (subterranean), sorcerer, wizard

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An already incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target is immune slashing, piercing, bludgeoning, acid, and poison damage, resistant to cold, fire, lightning, and thunder damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. However, they automatically fail saving throws against being pushed by strong winds (such as the gust of wind spell) and move twice as far in the wind's direction at the end of their turn. Furthermore, the target is immune to the following conditions, burning, frozen, grappled, paralyzed, petrified, poisoned, prone and restrained. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

## GEAS

*5th-level enchantment*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V

**Duration:** 30 days

**Classes:** bard, cleric (all), druid, paladin

**Subclasses:** wizard

You give a verbal command to a creature that you can see within range, ordering it to carry out some service or refrain from an action or a course of activity as you decide. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target automatically succeeds if it can't understand your command.

While Charmed in this way, the creature feels the compulsion to fulfill your task and can inwardly sense when their current course of action fulfills or violates the geas. Each day the creature does not attempt to make progress on their geas, they suffer 1d10 Psychic damage. This damage is also subtracted from the creature's maximum hit points and can only be restored after the geas is fulfilled, using a greater restoration spell, or an Extended Rest. The creature takes this damage no more than once each day but anytime they attempt an action directly counter to the fulfillment of

the geas, they must reroll the Wisdom save or be stunned until the beginning of their next turn.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. The spell also ends when the duration is reached without fulfilling the geas or the geas is a discrete task that has been accomplished.

A *remove curse*, *greater restoration* or *wish* spell can be used to end this spell, but it cannot be removed with *dispel magic* or *dispel charm*.

**At Higher Levels.** If you use a spell slot of 6th level or higher the spell's duration increases: 6th level = 90 days, 7th level = 6 months, 8th level = 1 year, and if you use a 9th level slot, the spell lasts until it is ended by one of the means mentioned above mentioned above.

## GEYSER

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** Concentration (up to 1 minute)

**Classes:** cleric (undine)

**Subclasses:** sorcerer, wizard

This spell opens a 1-foot diameter hole in the ground from which superheated water and steam jet forth to a height of 20 feet. Any creatures in the same space as the geyser when the spell is cast, or which enters that space takes 4d6 points of fire damage and must make a Strength saving throw or be knocked prone and pushed 5 feet in a random direction. Creatures entering a 5-foot radius of the geyser or starting their turn there take 2d6 points of fire damage.

The cascading water extinguishes all mundane fire sources within a 5-foot radius of the geyser, while the rising steam creates a heavily obscured area in that radius that is 30 feet high.

## GIANT INSECT

*4th-level transmutation*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F, M (a living specimen of the insect to be embiggened, not consumed)

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

**Classes:** cleric (lyssara, orostos), druid

You transform an insect within range into a giant version of its natural form for the duration. The creature obeys your verbal commands, and in combat and acts on your turn each round. The choices of insect include ant, beetle, wasp or mantis. The DM has the statistics for these creatures and resolves their actions and movement. A creature remains in its giant size for the



duration, until it drops to 0 hit points, or until you use an Action to dismiss the effect on it.

The DM might allow you to choose different kinds of insects with some slightly different abilities.

**At Higher Level.** If you cast this spell using a spell slot of 5th level or higher, you may target an additional insect per level above 4th.

### GIFT OF SPEECH

*2nd-level enchantment*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

**Duration:** 10 minutes

**Classes:** bard, cleric (orostos, lyssara), druid

**Subclasses:** wizard

This spell grants a single creature with an Intelligence of 3 or more 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.

### GOODBERRY

*1st-level transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** druid

You infuse a handful of berries, mushrooms, nuts, or herbs you have foraged with healing magic. When you cast the spell roll 1d6 and add your spellcasting modifier, the result is how many berries, et al, you have enchanted. A creature can use its bonus action to eat one berry. Eating a berry restores 1 hit point, and the berry provides the equivalent nourishment of a full meal (though none of the satisfaction). The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

### GRASS BLADE

*6th-level transmutation [arcanum]*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S, M (a freshly plucked blade of grass, consumed)

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

**Subclasses:** primal patron warlock

The somatic component of this spell includes plucking a fresh blade of grass, upon which it is transformed into a scimitar that glows with emerald radiance. It can be used to make melee spell attacks that deal 4d6 + Charisma modifier radiant/slashing damage and a Large size or smaller target must make a Strength saving throw or be restrained by grasping weeds and

vines that emerge from the ground. A restrained creature can use its Action each round to reroll the save in order to break free, as can its allies.

If the weapon leaves your grasp, any entangled creatures are immediately freed, but as long as the spell is active you can pluck another blade of grass (if one is available) as a Bonus Action to create the scimitar anew.

### GREASE

*1st-level conjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** 1 minute

Slick grease covers the ground in a 10-foot square centered on a point within range and turns it into Difficult Terrain 2 for the duration.

When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area, ends its turn there, or takes the Attack action must also succeed on a Dexterity saving throw or fall prone. A creature that using the Dash or Run action when moving through the grease, saves at Disadvantage.

### GREATER RESTORATION

*5th-level abjuration*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (diamond dust worth at least 100 gp, consumed)

**Duration:** Instantaneous

**Classes:** cleric (all), druid

**Subclasses:** life domain cleric

You imbue a creature you touch with positive energy to undo a debilitating effect. Choose from one of the following effects:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- Restore 1 Hit Dice worth of Corruptive Damage to a creature's maximum hit points, modified by your spell casting modifier (this does not actually restore Hit Points)
- Restore 1 Hit Die lost to Corruptive Damage
- Remove all Death Saves from an otherwise stable creature

### GUARDIAN OF NATURE

*4th-level transmutation*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V

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

**Classes:** cleric (orostos), druid

A nature spirit answers your call and transforms you into a powerful guardian. The transformation lasts until the spell ends. You choose one of the following forms to assume: Primal Beast or Great Tree.

*Primal Beast.* Bestial fur covers your body, your facial features become feral, and you gain the following benefits: - Your walking speed increases by 10 feet. - You gain darkvision with a range of 120 feet. - You make Strength-based attack rolls with advantage. - Your melee weapon attacks deal an extra 1d6 damage. - You may use a Bonus Action to make a bite attack as a melee spell attack. The bite deals 4d6 + Strength modifier piercing damage (this includes the bonus 1d6 above).

*Great Tree.* Your skin appears barky, leaves sprout from your hair, and you gain the following benefits:

- You gain 10 temporary hit points.
- Your base Armor Class becomes 14.
- You make Constitution saving throws with advantage.
- You make Dexterity- and Wisdom-based attack rolls with Advantage.
- While you are on the ground, plant-life within 10 feet of you functions as an *entangle* spell for creatures hostile to you.

## GUST

*transmutation cantrip*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (elyssion), druid, mage

**Subclasses:** circle of the land druid (coast), sorcerer, wizard

You seize the air and compel it to create one of the following effects at a point you can see within **Range**:

- One Medium or smaller creature that you choose must succeed on a Strength saving throw or be pushed up to 5 feet away from you.
- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.
- You create a harmless sensory effect using air, such as causing leaves to rustle, wind to slam shutters closed, or your clothing to ripple in a breeze.

## HAIL OF STONE

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

**Duration:** Instantaneous and see text

**Classes:** cleric (glim)

**Subclasses:** wizard

Casting this spell requires a minimum of 10 feet of clearance. Choose a point in range. Rocks rain down from the sky in a 20' diameter cylinder up to 40' high centered on that point. All creatures in the area must make a Dexterity saving throw or take 6d8 points of bludgeoning damage. Any creature that fails its save by 5 or more is knocked prone. Creatures that make their save take half the damage instead. The rocks make the ground in the area of the cylinder difficult terrain 3, but vanish at the start of your next turn.

## HALLOW

*3rd-level evocation*

**Casting Time:** 24 hours

**Range:** Touch

**Components:** V, S, M (herbs, oils, and incense worth at least 500 gp, consumed)

**Duration:** Until dispelled

**Classes:** cleric (all)

You touch a point and infuse an area around it with the power of Law. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect a hallow spell of equal level or lower or a desecrate spell of higher level. A desecrate or hallow spell of lower level that is already in effect in the area is dispelled in the process of casting.

The affected area is subject to the following effects:

First, Chaotic Outsiders who are not servants of your god cannot enter the area without making a Charisma saving throw. The creature has Disadvantage on the save if its Cosmic Alignment is opposed to yours. Such creatures cannot charm, frighten, or possess creatures within the hallowed area. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area.

Second, Outsiders of any kind within the area make saving throws against the Channel Divinity effects granted by Lawful deities with Disadvantage.

Third, dead bodies interred in the area can't be turned into undead or brought back to life. "Fourth, when divine magic healing spells that are granted by a Lawful deity are cast upon creatures in the area, a number of dice equal to the hallow spell's level are rolled with Advantage. Furthermore, all Hit Dice spent as part of a Short or Long Rest are rolled with Advantage.



Lastly, a hallowed area provides additional benefits when divine healing is administered to a creature suffering from corruptive damage, restoring damage done to their maximum hit points or restoring Hit Dice lost from undead or other corrupt creatures. In other cases, a Long Rest in a hallowed area may offer some restorative benefits.

**At Higher Levels.** When you cast this spell with a spell slot of 4th level or higher, the maximum radius of the area it affects is increased by 60 feet per spell level, but an additional 500 gp of herbs, oil, and incense material component is required per additional spell level as well.

## HALO OF REJUVENATION

*2nd-level necromancy [healing]*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

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

**Classes:** cleric (almatheia, nyra)

A small circle of golden light appears over the head of a creature of your choice within range and lasts for the duration. When the halo of rejuvenation first appears, that creature regains a number of hit points equal to 1d6 + your spellcasting ability modifier. This target regains an additional 1d6 hit points at the end of each of its turns. This spell has no effect on undead or constructs.

As a Bonus Action you can move the halo to another creature within 30 feet of the original target and not further than 30 feet from you.

**At Higher Levels.** When you cast this spell with a spell slot of 3rd level or higher, the spell heals an additional 1d6 hit points per level above 2nd each time it heals.

## HALT MISSILES

*1st-level abjuration*

**Casting Time:** 1 reaction, when targeted by a nonmagical ranged attack

**Range:** Self

**Components:** S

**Duration:** 1 round

**Classes:** warlock

**Subclasses:** sorcerer, wizard

As a reaction to being targeted by a nonmagical ranged attack from a source you can see, you halt the incoming projectile with a gesture in midair. It and any other nonmagical ranged attacks that target you until the beginning of your next turn hover just within your reach, at which time they drop harmlessly to the ground. They may also be plucked out of the air and re-used. The spell has no effect against excessively large missiles, such as siege weapon projectiles or thrown boulders.

## HARM

*6th-level necromancy [quest]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (byrrhus, vynorax)

You unleash virulent magic on a creature you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 14d6 Necrotic damage, and it takes an equal amount of Corruption damage, reducing its Hit Point maximum by an amount equal to the Necrotic damage it took to a minimum of 1. On a successful save, it takes half as much damage only.

## HARMONIC CHORUS

*3rd-level enchantment*

**Casting Time:** 1 reaction, which you take when an ally you can see or hear within range starts casting a spell with a verbal component

**Range:** 60 feet

**Components:** V, F

**Duration:** Instantaneous

**Classes:** Bard

When an ally casts a spell with a verbal component, you can sing and play an accompaniment to boost that spell's power. The chosen spell is treated as if cast with a slot one level higher, to a maximum of 5th level. If the spell is not one that benefits from a higher-level spell slot, the chosen ally may choose to regain a spell slot of a lower level than the chosen spell (if possible) instead.

**At Higher Levels.** When you cast this spell using a slot of 4th or higher level, you can raise the effective slot of the affected spell by one additional level per slot level above 3rd and the maximum level spell slot increased by 1 as well.

## HARMONIC RESONANCE

*1st-level abjuration*

**Casting Time:** 1 Action

**Range:** Self (30-foot radius)

**Components:** V, S, F

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

**Classes:** Bard

You establish a musical foundation that puts you in sync with your allies. While concentrating on this spell you sing and narrate the actions of others. For the duration, you can use the Help action for any ally you can see within range as a Bonus Action. Furthermore, when anyone uses one of your Bardic Inspiration dice while within range, you may choose to have them reroll it and take the better result.

## HASTE

*3rd-level transmutation*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

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

**Classes:** bard

**Subclasses:** sorcerer, wizard

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to AC, it has Advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Dodge, Hide, or Use an Object action.

When the spell ends, the target must make a DC 11 Constitution save or suffer a level of Exhaustion.

## HEAL

*6th-level necromancy [healing, quest]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (althea, cyrene, elysion, lyssara, nyra, orostos, undine, zenithos)

Your prayerful words send a surge of positive energy through a creature you touch, causing it to regain 70 hit points and allowing them to spend up to 3 Hit Dice (modified by your spellcasting modifier) if they have dice available. This spell also ends the blinded, deafened, and poisoned conditions and cures any mundane diseases affecting the target. This spell has no effect on constructs or undead.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

## HEALING WORD

*1st-level necromancy [healing]*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** bard, cleric (althea, byrrhus, cyrene, elysion, jurto, lyssara, myraxus, nyra, orostos, undine, zenithos), druid

**Subclasses:** celestial patron warlock

A willing creature of your choice that you can see within range may immediately spend one of their Hit Dice. Roll the die and modify the result by your spellcasting ability modifier (in place of the target's Constitution), the chosen creature regains that many hit points up to their maximum. This spell has no effect on undead or

constructs, those who are unwilling, those with no remaining Hit Dice, and Dying creatures.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the chosen creature may spend Hit Dice up to a number equal to the spell slot level.

## HEAT METAL

*2nd-level transmutation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F, M (a magnifying glass worth 100+ gps, not consumed)

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

**Classes:** cleric (glim, zenithos), druid

Choose a manufactured metal object, such as a metal weapon or a suit of Heavy or Medium metal armor, that you can see within range. If it is worn or held by a creature, they may make a Constitution saving throw. Success means the item simply will not get hot enough to damage the target and the effect immediately ends. Otherwise, the object glows red-hot. Any creature in physical contact with the object takes 4d4 fire damage. Until the spell ends and while the target remains within range, you can take a Bonus Action on each of your later turns to deal this damage again. If the target makes a successful Constitution saving throw, they take half damage.

If a creature is holding the object and takes the damage from it, the creature drops the object if they fail their saving throw. If they make the save, they may choose to hold on to the object, but suffer Disadvantage on attack rolls and ability checks until the start of your next turn. If a creature is wearing the object (such as armor), the type of items determines how long it takes to fully remove.

**At Higher Levels.** The damage increases by 1d8 for each spell slot level above 2.

## HEROES' FEAST

*6th-level conjuration [arcanum, quest]*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S, M (a gem-encrusted bowl worth at least 1,000 gp, not consumed)

**Duration:** Instantaneous

**Classes:** bard, cleric (althea, cyrene, jurto, lyssara, nyra, undine, zenithos)

**Subclasses:** celestial patron warlock

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast.



A creature that partakes of the feast gains several immediate benefits.

- cured of all mundane diseases and the poisoned condition
- recovers a level of Exhaustion,
- Hit Points are restored to their maximum (including any lingering corruptive damage).

Furthermore, the creature gains the following lingering benefits that last for 24 hours:

- resistance to poison
- cannot be frightened
- all Wisdom saving throws made with Advantage.

In addition, it gains 10 temporary hit points, which replenish after a short or long rest.

## HERO'S MANTLE

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** Self (30-foot radius)

**Components:** V, F

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

**Classes:** paladin

**Subclasses:** vow of devotion paladin, war domain cleric

Holy power radiates from you in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the spell ends, the aura moves with you, centered on you. While in the aura, each nonhostile creature in the aura (including you) deals an extra 1d4 radiant damage when it hits with a weapon attack.

## HEX

*1st-level enchantment*

**Casting Time:** Bonus Action

**Range:** 90 feet

**Components:** V, S, F, M (eye of newt worth 5+ gps, consumed)

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

**Classes:** warlock

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack. Also, choose one ability when you cast the spell. The target has Disadvantage on ability checks made with the chosen ability.

If the target drops to 0 hit points before this spell ends, you can use a bonus action on a subsequent turn of yours to curse a new creature.

A *remove curse* cast on the target ends this spell early.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can maintain your

concentration on the spell for twice as long as the level before it. So 2 hours at 2nd level, 4 hours at 3rd level, 8 hours at 4th level, and so on.

## HOLD PORTAL

*1st-level abjuration*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V, S

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

**Subclasses:** wizard

You cause a door, window, gate, valve or other portal (but not a portal to another plane, a teleportation circle or the like) that you can see within range to become magically stuck shut through your force of will. Any creature other than yourself that attempts to open the portal must use an Action to make an opposed roll to force the door. The would-be opener makes a Strength check opposed by your spellcheck. A knock spell will automatically dispel a hold portal spell. However, if you remain in range and within sight of the door, you gain Advantage on the roll.

## HUNTER'S MARK

*1st-level divination*

**Casting Time:** Bonus Action

**Range:** 90 feet

**Components:** V

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

**Classes:** cleric (lyssara, vynorax)

**Subclasses:** oath of vengeance paladin

You choose a creature you can see within range and mystically mark it as your quarry. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have Advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can use a Bonus Action on a subsequent turn of yours to mark a new creature. The spell ends early if you have no one marked and there is no one to mark within range.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level, you can maintain your concentration on the spell for 6 hours, and an additional 6 hour per level beyond that. In addition, your weapon attacks do an additional 1d6 damage per 2 levels higher. Thus, 12 hours and +2d6 for a 3rd level slot, and 24 hours and +3d6 at 5th level.

## HYDROCLOAK

*6th-level transmutation [old magic, quest]*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** cleric (undine)

**Subclasses:** sorcerer, wizard

Upon casting the spell, your body becomes enveloped by an aura of divine water. While so enveloped, you gain the following benefits: - You gain a +2 bonus to your armor class.

- You are resistant to cold, fire, and bludgeoning damage.
- You can walk on water as the spell water walk.
- You can breathe water as the *waterbreathing* spell.
- You can move underwater as if benefitting from the freedom of movement spell.
- You can use your action to create a blast of freezing water in a 15-foot cone extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 2d6 cold damage and 2d6 bludgeoning/piercing damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect by 5 or more falls prone and has its speed halved until the start of your next turn.

## ICE BLADE

*2nd-level evocation*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V, S

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

**Classes:** cleric (undine), druid

**Subclasses:** sorcerer

You evoke an icy blade in your free hand. The blade is similar in size and shape to a longsword, and it lasts for the duration. If you let go of the blade, it immediately shatters and melts, but you can evoke the blade again as a Bonus Action. You can use your Action to make a melee spell attack with the ice blade. On a hit, the target takes 1d8 slashing + 2d6 cold damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the cold damage increases by 1d6 for slot level above 2nd.

## ICE BLIGHT

*7th-level evocation [ritual, primeval, quest]*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, F, M (a handful of tiny flawed diamonds worth 500 gp, consumed)

**Duration:** 24 hours

**Classes:** cleric (undine), druid

You scatter a handful of flawed diamonds into the air and magically summon fearsome freezing winds, ice and snow in a cylinder in 240 feet in diameter and 120 feet high at a point centered on you. The diamonds are

consumed in the casting. This spell cannot be cast in an area that will not hold it. The temperature within the area drops to freezing and there is incessant blowing snow.

Visibility within the cylinder is limited to 10 feet and Perception checks and ranged attacks into, out of, or within the area suffer Disadvantage. Flying creatures of Huge size or smaller in the area only move at half speed and must make a Strength saving throw at the beginning of their turn or be driven to the ground, falling if they do not have sufficient movement left to cover the length of the descent.

Fire creatures that start their turn in the area take 3d6 cold damage.

After an hour, the ground fills up with snow and ice and is treated as Difficult Terrain 4. Furthermore, anyone taking the Dash action in the area must make a Dexterity saving throw or fall prone.

Creatures in the area must make a Constitution saving throw each hour or take 1d6 hit points of cold damage and suffer a level of exhaustion. Creatures with resistance or immunity to cold damage automatically save and those dressed for a cold climate save with Advantage.

**At Higher Levels.** When you cast this spell with an 8th level or higher slot, you can either increase the duration by 24 hours or increase the diameter of the cylinder by 120 feet per slot level above 7th.

## ICE KNIFE

*1st-level conjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** S

**Duration:** Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature adjacent to it must succeed on a Dexterity saving throw or take 2d6 cold damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

## ICY STRIDE

*3rd-level transmutation [potion]*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, F

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

**Subclasses:** sorcerer, wizard.



**Potion:** This spell is required to brew a *potion of icy striding*.

A fountain of slushy ice blasts from your feet, creating a cushion of ice beneath you as you slide with preternatural skill, leaving a trail of slippery slush behind you. For the duration, your speed increases by 20 feet, you treat any difficult terrain you pass over as if it were 3 categories less difficult, and you are immune to spells and effects that require a creature to be in contact with the ground (such as entangle, grease, or spike growth). Furthermore, every time you move you leave a 5 feet wide slippery line along your trajectory. Until the beginning of your next turn, anyone who enters the icy trail takes 1d4 cold damage and must make a Dexterity saving throw or fall prone. At the beginning of your turn, the previous turn's slushy trail melts and then dissipates harmlessly.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, increase your speed by 5 feet for each spell slot level above 3rd. The spell also deals an additional 1d4 cold damage for each slot level above 3rd.

## IDENTIFY

*1st-level divination [ritual]*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (a pearl worth at least 100 gp, an owl feather, and a glass of mulled wine, consumed)

**Duration:** Concentration, up to 20 minutes per object

**Classes:** bard, cleric (cyrene, myraxus), mage

**Subclasses:** wizard

Choose a number of objects equal to your spellcasting modifier. As part of the casting, drop the pearl and feather into the mulled wine, stir and imbibe. You must then touch and examine each object in turn—for 20 minutes each—throughout the casting of the spell. If it is a magic item or some other magic-imbued object, you learn its properties and how to use them, its command words, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. The spell does not reveal if an item is cursed and some objects may be enchanted to obfuscate its properties when identified, if so, you learn this is the case, but not what is obfuscated. The material components are (literally) consumed in the casting.

## IMMOLATION

*5th-level evocation*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V

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

**Classes:** cleric (zenithos)

**Subclasses:** sorcerer, wizard

Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the spell's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the spell ends on a successful one. These magical flames can't be extinguished by nonmagical means. If damage from this spell kills a target, the target is turned to ash.

## IMPEDING PERMISSION

*4th-level enchantment*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

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

**Classes:** cleric (almatheia, byrrhus, vynorax, zenithos)

When you cast this spell, choose up to three creatures you can see in range. Each of those creatures must succeed on a Wisdom saving throw or be affected by your impeding permission. Before it takes an action, an affected creature must use a bonus action to ask your permission to take that action. You can use your Reaction to deny it permission. If you do, it must take a different action on its turn. (If you deny it permission to cast a spell, it cannot cast any spell; if you deny it permission to attack, it cannot take the Attack action; etc.). Each time you deny the creature permission to take an action, it may repeat the saving throw, ending the spell on a success. Creatures that are immune to the charmed condition are immune to this spell.

## INFERNAL CALLING

*5th-level conjuration*

**Casting Time:** 1 minute

**Range:** 90 feet

**Components:** V, S, M (a ruby worth at least 999 gp, consumed)

**Duration:** 24 hours

**Classes:** cleric (vynorax), warlock

**Subclasses:** wizard

Uttering a dark incantation, you summon a devil from the Stem of Hell. You choose the devil's type, which must be one of challenge rating 6 or lower, such as a barbed devil or a bearded devil. The devil appears in an unoccupied space that you can see within range. The devil disappears when it drops to 0 hit points or when the spell ends.

The devil is unfriendly toward you and your companions. Roll initiative for the devil, which has its own turns. It is under the Dungeon Master's control and

acts according to its nature on each of its turns, which might result in its attacking you if it thinks it can prevail, or trying to tempt you to undertake an evil act in exchange for limited service. The DM has the creature's statistics.

On each of your turns, you can try to issue a verbal command to the devil (no action required by you). It obeys the command if the likely outcome is in accordance with its desires, especially if the result would draw you toward evil. Otherwise, you must make a Charisma (Deception, Intimidation, or Persuasion) check contested by its Wisdom (Insight) check. You make the check with advantage if you say the devil's true name. If your check fails, the devil becomes immune to your verbal commands for the duration of the spell, though it can still carry out your commands if it chooses. If your check succeeds, the devil carries out your command—such as “attack my enemies,” “explore the room ahead,” or “bear this message to the queen”—until it completes the activity, at which point it returns to you to report having done so.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

## INFESTATION

*conjunction cantrip*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

**Duration:** Instantaneous

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d8 for the direction. If the direction rolled is blocked, the target doesn't move.

The spell's damage increases by 1d6 when you reach 5th level (2d6), and 9th level (3d6).

## INFLICT WOUNDS

*1st-level necromancy*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (byrrhus, cyrene, glim, jurto, myraxus, orostos, vynorax)

A creature you touch makes a Constitution saving throw, taking 2d10 Necrotic damage on a failed save or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by

1d10 for each slot level above 1st.

## INSECT PLAGUE

*5th-level conjuration*

**Casting Time:** 1 Action

**Range:** 300 feet

**Components:** V, S, F

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

**Classes:** cleric (glim, lyssara, orostos, vynorax), druid

**Subclasses:** sorcerer, wizard

Swarming, biting locusts fill a 40-foot-cube centered on a point you choose within range. The cube spreads around corners. The area of cube is lightly obscured and is treated as Difficult Terrain. (2). When the insects appear, choose a direction. The cube moves 10 feet each round in a straight line in that direction. Once the direction is chosen it cannot be changed.

Each creature that is in the area of the cube when it appears, enters the cube, or has the cube move over their space must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it ends its turn in the spell's area.

## INVISIBILITY

*2nd-level illusion [potion]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** up to 1 hour

**Potion:** This spell is needed to brew a potion of invisibility.

**Classes:** bard, cleric (vynorax)

**Subclasses:** sorcerer, wizard

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell that deals damage or requires a saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## INVULNERABILITY

*9th-level abjuration [old magic]*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F, M (a small piece of adamantine worth at least 500 gp, consumed)

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

You are immune to all damage until the spell ends.

**Subclasses:** : sorcerer, wizard



## JAUNTY JIG

*2nd-level transmutation*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** bard, cleric (jurto)

You magically empower your movement with dance-like steps, giving yourself the following benefits for the duration:

- Your walking speed increases by 10 feet.
- You don't provoke opportunity attacks.
- Treat all Difficult Terrain as if it were one category less.

## JOYFUL NOISE

*1st-level abjuration*

**Casting Time:** 1 Action

**Range:** Self (30-foot radius)

**Components:** V, S, F

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

**Classes:** bard

While this spell lasts, you can use your action to play a joyous tune that overpowers magical silence within 30 feet of you. This does not end the silence effect. It merely suppresses in the area where the range of the spell overlaps with the silent area.

## JUMP

*1st-level transmutation*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S, F

**Duration:** 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 3 times its normal jump distance by spending 10 feet of movement and can make standing jumps as if running jumps.

**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 level above 1.

## LEGEND LORE

*5th-level divination*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, M (incense worth 250+ gp, consumed, and four ivory strips worth 50+ gp each, not consumed)

**Duration:** Instantaneous

**Classes:** bard, cleric (almatheia, byrrhus, cyrene, myraxis, undine, vyronax, zenithos)

**Subclasses:** wizard

Name or describe a noteworthy person, place, or object. The spell brings to your mind a brief summary of the significant lore about that noteworthy thing, as described by the DM.

The lore might consist of important details, amusing revelations, or even secret lore that has never been widely known. The more information you already know about the thing, the more precise and detailed the information you receive is. That information is accurate but might be couched in figurative language or poetry, as determined by the DM.

If the thing is a magical item in your possession, legend lore also acts as an identify spell, but revealing whether the item is cursed and any magically obscured abilities or command words.

## LESSER RESTORATION

*2nd-level abjuration*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (all), druid, paladin

**Subclasses:** life domain cleric, vow of devotion paladin

You touch a creature and end one condition on it: Blinded, Deafened, Frozen, Paralyzed, or Poisoned. Or, you remove one failed Death Save from an otherwise stable creature.

**At Higher Levels.** If you cast this spell using a spell slot of 3rd level or higher, you may end an additional condition on the same creature for every level above 2nd.

## LIFE TRANSFERENCE

*3rd-level necromancy*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (vynorax)

**Subclasses:** death domain cleric, wizard

You sacrifice some of your health to mend another creature's injuries. You take 4d8 necrotic damage, which can't be reduced in any way, and one creature you touch regains a number of hit points equal to twice the necrotic damage you take.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

## LIGHT JAVELIN

*4th-level evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Subclasses:** Light Domain Cleric

You create three beams of shining solid light roughly in the shape of a javelin and throw them at a target in range. Make a ranged spell attack for each light javelin. You can hurl them at one target or several. On a hit, the target takes 4d6 radiant damage. If the target takes 13 or more points of damage from any one javelin they are blinded until the end of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you create one additional javelin and each does 1d6 more damage for each slot level above 4th.

## LIGHTNING BOLT

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** Self (100-foot line)

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** sorcerer, wizard

**Wand:** This spell is required to craft or re-charge a *wand of lightning bolts*.

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried and smashes through objects (which take full damage). If the bolt strikes a non-conductive and unyielding barrier (such as a stone wall) before it has reached its full length, it bounces at an equal and opposite angle from which it struck the barrier, continuing to move in a straight line until the full length is reached. Creatures caught in the lightning bolt more than once must save every time, but cannot take more than the maximum damage rolled.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 for each slot level above 3rd.

## LIGHTNING LURE

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** Self (15-foot radius)

**Components:** V, S

**Duration:** Instantaneous

**Subclasses:** sorcerer, wizard

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward

you and then take 1d8 lightning damage if it is adjacent to you.

This spell's damage increases by 1d8 when you reach 5th level (2d8) and 9th level (3d8).

## LOCALIZED STORM

*4th-level evocation*

**Casting Time:** 1 Action

**Range:** 100 feet

**Components:** V, S, F

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

**Classes:** cleric (elysion)

A 40-foot-cube of whirling air springs into existence, centered on a space you choose within range, and tiny storm clouds hover and dart along the top surface. Each creature in the area when it appears or that ends its turn there must succeed on a Strength saving throw or take 2d6 bludgeoning damage from pummeling winds and whipped up debris. The area is considered Difficult Terrain (2) and flying creatures that fail their save are driven to the ground.

Until the spell ends, you can use a Bonus Action on each of your turns to cause a lightning strike out from the storm clouds to strike one creature you choose within the area or up to 20 feet outside of it. The creature makes a Dexterity saving throw or suffers 4d6 lightning damage. Creatures outside of the area gain advantage on the saving throw.

Creatures within the area of the storm or within 30 feet of it have Disadvantage on Wisdom (Perception) checks made to listen.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage for each of its effects increases by 1d6 for each slot level above 4th and the terrain difficulty increases by 1.

## LOCATE CREATURE

*4th-level divination [ritual]*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, F

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

**Classes:** bard, cleric (almathea, byrrhus, cyrene, elysion, glim, jurto, lyssara, myraxus, orostos, vynorax, zenithos), druid, warlock

**Subclasses:** sorcerer, wizard

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1 mile of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you or the nearest creature of a specific kind (such as a human or a unicorn). If you are trying to locate specific creature



and cannot name it, then in addition to the description you need some sample of its hair, nails, blood, or an object that belonged to them. If you are attempting to locate simply an example of a specific kind of creature, you can do so long as you have seen such a creature up close—within 30 feet—at least once.

scribed or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature.

## LOCATE OBJECT

*2nd-level divination*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** bard, cleric (almatheia, byrrhus, cyrene, elysson, glim, jurto, myraxus, orostos, vynorax, zenithos), druid

**Subclasses:** sorcerer, wizard

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1 mile. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet—at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

## LUCKY SHOT

*2nd-level transmutation* [wild]

**Casting Time:** Reaction, to missing a ranged weapon attack

**Range:** 120 feet

**Components:** V, S, M (a rabbit's foot dipped in gold, worth 10 gps, see below)

**Duration:** Instantaneous

**Classes:** cleric (jurto)

**Subclasses:** sorcerer

As a Reaction to missing a ranged weapon attack against a target you can see within spell range, you may cast this spell, causing the weapon or fired ammunition to move, reflect, or bounce in some unlikely way as to allow you to reroll the attack with Advantage. If the attack hits, roll an extra die of damage of the attack dice. If two of the damage dice are identical, roll for a chance of a Wild Surge and the material component is consumed. Otherwise, the material component is not consumed in the casting.

**At Higher Levels.** When you cast this spell using a 3rd level slot or higher, roll an additional d20 for your attack roll and an additional damage die.

## MADDENING DARKNESS

*8th-level evocation* [arcanum, old magic]

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, F

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

**Classes:** warlock

**Subclasses:** fiendish patron warlock, sorcerer, wizard

Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the spell ends. The darkness spreads around corners. A creature with darkvision cannot see through this darkness unless they are Chaotic in alignment. Non-magical light, as well as light created by spells of 8th level or lower, can't illuminate the area.

Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature who cannot see starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.

## MAELSTROM

*5th-level evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

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

A swirling mass of 5-foot-deep water appears in a 30-foot radius centered on a point you can see within range. The point must be on the ground or in a body of water. Until the spell ends, the area of the maelstrom is treated as Difficult Terrain 4 for any creature trying to walk or swim through it. Any Huge sized or smaller creature that starts its turn in the maelstrom must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center. Huge creatures save with Advantage.

Gargantuan and Colossal sized creatures can ignore the maelstrom.

## MAGE HAND

*conjuration cantrip*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

When you cast the spell, you can use the hand to manipulate an unattended object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. It automatically loses any opposed roll to force something from its grasp.

As an Action on your later turns, you can control the hand thus again. As part of that action, you can move the hand up to 30 feet. The hand can't attack, activate magic items, or carry more than 10 pounds.

## MAGIC CIRCLE

*3rd-level abjuration*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (holy water or powdered silver and iron worth at least 100 gp, consumed)

**Duration:** 1 hour

**Classes:** cleric (all), paladin, warlock

**Subclasses:** arcana domain cleric, wizard

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface.

Choose one or more of the following types of Outsiders: celestials, elementals, fey, fiends, or undead. The circle affects creatures of the chosen type in the following ways:

- The creature can't willingly cross into the cylinder. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw. Creatures whose cosmic alignment is opposite of yours make this save with Disadvantage.
- The creature has Disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by creatures of the chosen type.

When you cast this spell, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it. The creature is allowed a Charisma saving throw to escape the effect upon casting. . Creatures whose cosmic alignment is opposite of yours make this save with Disadvantage.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 hour for each slot level above 3rd.

## MAGIC MISSILE

*1st-level evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Wand:** This spell is required to craft or re-charge a *wand of magic missiles*.

**Subclasses:** sorcerer, wizard

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several, but each is considered its own instance of damage. Thus, for example, a spellcaster concentrating on a spell struck by three magic missiles from the same casting would have to make three concentration checks.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

## MAGIC STONE

*transmutation cantrip*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

You touch one to three pebbles and imbue them with magic. They count as magical weapons. You or someone else can make a ranged spell attack with one of the pebbles by throwing it or hurling it with a sling gaining +1 to the attack roll. If thrown, a pebble has a range of 60 feet. If someone else attacks with a pebble, that attacker uses their own dexterity or strength based ranged attack modifier depending on if they use the sling or throw it. On a hit, the target takes bludgeoning damage equal to 1d6 + your spellcasting ability modifier. Whether the attack hits or misses, the spell then ends on the stone.

If you cast this spell again, the spell ends on any pebbles still affected by your previous casting.

## MAJOR IMAGE

*3rd-level illusion*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

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

**Classes:** bard, warlock

**Subclasses:** sorcerer, wizard

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound



loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence saving throw. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the spell lasts until dispelled, without requiring your concentration.

### MASS CURE WOUNDS

*5th-level evocation [healing]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, F

**Duration:** Instantaneous

**Classes:** cleric (almatheia, byrrhus, cyrene, elysson, jurto, lyssara, nyra, orostos, zenithos), druid

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. The chosen creatures may also choose to spend up to three of their own Hit Dice, rolling them and regaining that many hit points as well. These Hit Dice are not modified by the creature's Constitution unless the modifier is negative. This spell has no effect on undead or constructs.

### MASS HEALING WORD

*3rd-level necromancy [healing]*

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** cleric (almatheia, cyrene, elysson, jurto, lyssara, nyra, orostos, undine, zenithos), druid

As you call out words of restoration, up to six willing creatures of your choice that you can see within range may immediately spend up to three of their Hit Dice. Each creature rolls their Hit Die and modifies the result

by your spellcasting ability modifier, the chosen creatures regain that many hit points up to their maximum. This spell has no effect on undead or constructs or those who are unable or unwilling.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the chosen creatures may choose to spend an additional Hit Die for each slot level above 3rd.

### MASS HEAL

*9th-level necromancy [healing, quest]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (almatheia, nyra)

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all mundane diseases and it ends the blinded, deafened and poisoned conditions on them. This spell has no effect on undead or constructs.

### MASS POLYMORPH

*9th-level transmutation [arcanum, old magic, song of power]*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

**Duration:** 1 hour

**Classes:** bard

**Subclasses:** primal patron warlock, sorcerer, wizard

You transform up to ten creatures of your choice that you can see within range. An unwilling target must succeed on a Wisdom saving throw to resist the transformation. An unwilling shapechanger automatically succeeds on the save. An unwilling target who rolls a natural '1' on their saving throw is transformed for 24 hours instead.

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

The creature is limited in the actions it can perform by the nature of its new form. It can't speak, cast spells, or do anything else that requires hands or speech. The target's gear melds into the new form. The target can't activate, use, wield, or otherwise benefit from any of its equipment.

A target reverts to its normal form when the spell ends or when reduced to 0 hit points. When a target reverts, they return to the number of hit points they had before transforming. However, if they revert due to dropping to 0 hit points, any excess damage is subtracted from their previous total.

You can end the spell on any individual target by using an Action to touch them.

## MELD INTO STONE

*3rd-level transmutation [ritual]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours

**Classes:** cleric (glim), druid

**Subclasses:** circle of the land druid (mountain)

You step into a stone object or surface large enough to fully contain your body, merging yourself and your equipment with the stone for the duration. You must touch the stone to do so. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with Disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use 5 feet of movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 Force damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 Force damage to you. If expelled, you move into an unoccupied space closest to where you first entered and have the Prone condition.

## MENDING

*transmutation cantrip*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, M (two copper pieces, consumed)

**Duration:** Instantaneous

This spell repairs a single break or tear in a mundane object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. Your spellcheck for the mending cantrip is made at Disadvantage.

## MIND SLIVER

*enchantment cantrip*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 round

**Subclasses:** sorcerer, wizard

You drive a disorienting spike of psychic energy into the mind of one creature you can see within range. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage and subtract 1d4 from the next saving throw or Concentration check it makes before the end of your next turn.

This spell's damage increases by 1d6 when you reach certain levels: 2d6 at 5th level and 3d6 at 9th level.

## MIND SPIKE

*2nd-level divination*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

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

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

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and you can concentrate on it for additional hour for each slot level above 2nd.

## MINOR ILLUSION

*illusion cantrip*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S, F

**Duration:** 1 minute

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.



If you create an image of an object—such as a chair, muddy footprints, or a small chest—it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its Action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence saving throw. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

## MOLD EARTH

*transmutation cantrip*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous or 1 hour (see below)

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

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't involve enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become Difficult Terrain 2. Alternatively, you can lower the degree of non-magical earthen or stone difficult terrain by 2 degrees. This change lasts for 1 hour.

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

## MOON RUNES

*2nd-level transmutation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (a piece of moonstone carved into a stylus, worth at least 50 gps, not consumed)

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

**Classes:** cleric (cyrene), warlock

**Subclasses:** wizard

Also known as "Cyrene's Runes," this spell permits you to inscribe hidden writings upon any solid surface for its entire duration (you don't have to be writing the whole time). The writing glows the blue-white color of moonlight for one minute, then fades to invisibility, leaving no visible trace. The runes then glow bluish white under the light of the moon or the moonlight spell.

When you cast the spell, you may set the runes to appear only beneath a specific lunar conjunction. This may be as general as "during the full moon," or as specific as "only in the summer, when the crescent moon appears in the sign of the Ram."

The runes are permanent unless dispelled.

Furthermore, since they literally do not exist until the lunar conditions chosen upon the spell's casting, the runes cannot be detected by means of spells like see invisibility or true seeing, or magical items with similar powers. Even you cannot see them until the proper time but can choose to erase each instance of them at that time as an Action.

## NEGATIVE ENERGY FLOOD

*5th-level necromancy*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a bare and broken humanoid bone, consumed)

**Duration:** Instantaneous

**Classes:** cleric (vynorax), warlock

**Subclasses:** sorcerer, wizard

You send ribbons of negative energy at one creature you can see within range. Unless the target is undead, it must make a Constitution saving throw, taking 5d12 corruptive necrotic damage on a failed save, or half as much necrotic damage on a successful one. A target killed by this damage rises up as a zombie at the start of your next turn. The zombie attacks the closest living creature it can see. Your DM has statistics for the zombie.

If you target an undead with this spell, the target doesn't make a saving throw. Instead, roll 5d12. The target gains the total as temporary hit points that last 24 hours.

## PARIAH'S CURSE

*5th-level enchantment*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

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

**Classes:** cleric (byrrhus), warlock

**Subclasses:** wizard

When you cast this spell, choose one creature you can see in range. That creature must make a Wisdom saving throw, suffering 3d8 psychic damage on a failure or half that on a success. In addition, if the target fails its saving throw, when a creature that isn't hostile to target ends its turn within 10 feet of the target, that creature takes an 3d8 psychic damage.

## PASS WITHOUT TRACE

*2nd-level abjuration*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** cleric (lyssara), druid

**Subclasses:** circle of the land druid (grassland, swamp)

You radiate a concealing aura in a 30-foot radius. While in the aura, you and each creature you choose at the time of casting have a +10 bonus to Dexterity (Stealth) checks, leave no tracks, and can move stealthily at normal speed. Anyone who leaves the aura loses the benefit of the spell and cannot regain it without recasting.

## PEACEBOND

*transmutation cantrip*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** 8 hours or until broken

**Classes:** cleric (almathea, byrrhus, nyra, zenithos)

**Subclasses:** celestial patron warlock, wizard

You touch a willing creature, and all the weapons and ammunition that it carries are magically bound in their sheaths, scabbards, quivers, cases, slings, or other carrying devices. Those weapons and pieces of ammunition can't be drawn. A creature can use an action to attempt a Strength saving throw against your DC to draw one of the weapons or pieces of ammunition. Successfully doing so ends the spell on that creature's weapons and ammunition.

## PHANTASMAL FORCE

*2nd-level illusion*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

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

**Classes:** bard, warlock

**Subclasses:** sorcerer, wizard

You craft an illusion that takes root in the mind of a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. This spell has no effect on undead or constructs.

The phantasm includes sound, temperature, and other stimuli, also evident only to the creature.

The target can use its Action to examine the phantasm making an Intelligence saving throw. If the save

succeeds, the target realizes that the phantasm is an illusion, and the spell ends.

While a target is affected by the spell, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

An affected target is so convinced of the phantasm's reality that it can even take damage from the illusion. A phantasm created to appear as a creature can attack the target. Similarly, a phantasm created to appear as fire, a pool of acid, or lava can burn the target. Each round on your turn, the phantasm can deal 1d6 psychic damage to the target if it is in the phantasm's area or adjacent to it, provided that the illusion is of a creature or hazard that could logically deal damage, such as by attacking. The target perceives the damage as a type appropriate to the illusion.

## PLANT GROWTH

*3rd-level transmutation*

**Casting Time:** 1 Action (Overgrowth) or 8 hours (Enrichment)

**Range:** 150 feet

**Components:** V, S, M (for enrichment version only, a moss agate worth 100+ gps, consumed)

**Duration:** Instantaneous

**Classes:** bard, cleric (orostos), druid

**Subclasses:** circle of the land druid (forest), nature domain cleric

This spell channels vitality into plants. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below.

*Overgrowth.* Choose a point within range. All normal plants in a 100-foot-radius centered on that point become thick and overgrown. The area is considered Difficult Terrain 4. You can exclude one or more areas of any size within the spell's area from being affected.

*Enrichment.* Bury the moss agate at the center of the area to be affected. You must remain within range of it while casting. All plants in a half-mile radius enriched for 365 days. The plants yield twice the normal amount of food when harvested. They can benefit from only one Plant Growth per year.

## POISON SPRAY

*conjuration cantrip*

**Casting Time:** 1 Action

**Range:** 10 feet

**Components:** V, S



**Duration:** Instantaneous

**Classes:** cleric (vynorax), mage

**Subclasses:** circle of the land (swamp), sorcerer, wizard

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), and 9th level (3d12).

## POLYMORPH

*4th-level transmutation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

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

**Potion:** This spell is needed to brew a potion of polymorphing.

**Classes:** bard, cleric (cyrene, vynorax), druid, warlock

**Subclasses:** sorcerer, wizard

This spell transforms a creature that you can see within range into a new form. That form can be any Beast you have seen before that has a Challenge Rating equal to or less than the target's (or the target's level if it doesn't have a Challenge Rating). An unwilling creature must make a Constitution saving throw to avoid the effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

The target's game statistics are replaced by the stat block of the chosen Beast, but the target retains its alignment, personality, and mental ability scores. For the purposes of spells and effects, the creature's type is both Beast and that of its original form.

The transformation lasts for the duration, or until the target's new hit point pool drops to 0 hit points, or it dies, whichever comes first. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech.

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

## POWER WORD BLEED

*8th-level necromancy [arcanum, old magic, song of power]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** bard

**Subclasses:** fiendish patron warlock, sorcerer, wizard

You speak a word of power that opens a great bleeding wound in the flesh of one creature you can see within range and that can hear you. If the target has 150 hit points or fewer, it automatically suffers enough necrotic damage to be Bloodied, if it is not already. It also suffers an immediate 5d8 necrotic bleeding wound. At the beginning of each of its subsequent turns, it takes another 5d8 necrotic damage. The bleeding target must make a Constitution saving throw at the end of each of its turns, on a successful save, this effect ends. The amount of recurring bleeding damage can be reduced by means of a *cure wounds* or similar spell, with the number of d8s being reduced by 1 for every level of the spell slot used. As such, a 5th-level *cure wounds* spell would end the effect. Similarly, a Wisdom (medicine) check against DC 25 will close the wound. This spell has no effect on undead or constructs.

## POWER WORD FRIGHTEN

*7th-level enchantment [arcanum, old magic, song of power]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** bard

**Subclasses:** fiendish patron warlock, sorcerer, wizard

You speak a word of power that can overwhelm the mind of one creature you can see within range and that can hear you, leaving it trembling in fear. If the target has 100 hit points or fewer, it is frightened. The creature has Disadvantage on ability checks and attack rolls, cannot approach you, and must spend its Action each turn using the Dash action to move away from you.

The frightened target must make a Wisdom saving throw at the end of each of its turns, but has Disadvantage on save if you are still in its line of sight. On a successful save, this effect ends. This spell has no effect on undead or constructs.

## POWER WORD HEAL

*9th-level necromancy [arcanum, song of power]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** bard

**Subclasses:** celestial patron warlock

You speak a word of healing power and a wave of healing energy washes over one creature you can see within range and that can hear you. The target regains all its Hit Points. If the creature has the Blinded, Deafened, Charmed, Frightened, Paralyzed, Poisoned, or Stunned condition, the condition ends. It is also cured of all mundane diseases. If the creature has the Prone condition, it can use its Reaction to stand up.

### POWER WORD KILL

*9th-level enchantment [arcana, old magic, song of power]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** bard

**Subclasses:** fiendish patron warlock, sorcerer, wizard

You compel one creature you can see within range to die. If the target has 100 Hit Points or fewer, it dies. Otherwise, it takes 12d12 Psychic damage.

### POWER WORD STUN

*8th-level enchantment [old magic, song of power]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** bard

**Subclasses:** sorcerer, wizard

You overwhelm the mind of one creature you can see within range. If the target has 150 Hit Points or fewer, it has the Stunned condition. Otherwise, its Speed is 0 until the start of your next turn.

The Stunned target makes a Constitution saving throw at the end of each of its turns, ending the condition on itself on a success.

### POWER WORD TORMENT

*7th-level necromancy [arcana, old magic, song of power]*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** bard, warlock

**Subclasses:** sorcerer, wizard

You speak a word of power that wracks one creature you can see within range and that can hear you with agonizing pain. If the target has 100 hit points or fewer, it is Incapacitated. As such, they fall prone, can't take actions, bonus, actions or reactions, cannot stand, and can only crawl (½ speed). They have Disadvantage on

Strength or Dexterity saving throws. The tormented target must make a Constitution saving throw at the end of each of its turns, on a successful save, this effect ends. This spell has no effect on undead or constructs

### PRIMAL SAVAGERY

*transmutation cantrip*

**Casting Time:** 1 Action

**Range:** Self

**Components:** S

**Duration:** Instantaneous

**Classes:** cleric (lyssara, orostos), druid

You channel primal magic to cause fingernails to sharpen into deadly bestial claws. Make a melee spell attack against one creature adjacent creature. On a hit, the target takes 1d10 slashing damage.

The spell's damage increases by 1d10 when you reach 5th level (2d10) and 9th level (3d10).

### PRIMORDIAL WARD

*6th-level abjuration [arcana, primeval]*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

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

**Classes:** druid

**Subclasses:** primal patron warlock

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

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

### PROTECTION FROM ARROWS

*3rd-level abjuration*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

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

**Classes:** bard, cleric (lyssara, vynorax), warlock

**Subclasses:** sorcerer, wizard

This spell creates a ward that moves with you and extends in a 10-foot radius around you. Any creatures within the ward, including yourself, gain resistance to bludgeoning, piercing and slashing damage from nonmagical ranged weapons.

### PROTECTION FROM OUTSIDERS

*1st-level abjuration*

**Casting Time:** 1 Action

**Range:** Touch



**Components:** V, S, M (holy water or powdered silver worth 50 gps, consumed)

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

**Classes:** cleric (all), paladin, warlock

**Subclasses:** sorcerer, wizard

When you cast the spell choose either Law or Chaos. Until the spell ends, one willing creature you touch is protected against celestials, elementals, fey, fiends, and undead of that Cosmic Alignment.

The protection grants several benefits. Creatures of the alignment have Disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has Advantage on any new saving throw against the relevant effect.

## PSYCHIC LANCE

*4th-level enchantment*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** warlock

**Subclasses:** sorcerer, wizard

You unleash a shimmering lance of psychic power from your forehead at a creature that you can see within range. Alternatively, you can utter a creature's name. If the named target is within range, it becomes the spell's target even if you can't see it. If the named target isn't within range, the lance dissipates without effect.

The target must make an Intelligence saving throw. On a failed save, the target takes 7d6 psychic damage and is incapacitated until the start of your next turn. On a successful save, the creature takes half as much damage and isn't incapacitated.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level, the damage increases by 1d6.

## PSYCHIC SCREAM

*9th-level enchantment*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** S

**Duration:** Instantaneous

*\*Classes:* cleric (vyronax)

**Subclasses:** sorcerer, wizard

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

Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is

stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, its head explodes, assuming it has one.

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

## PYROTECHNICS

*2nd-level transmutation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** bard

**Subclasses:** sorcerer, wizard

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

**Fireworks.** The target explodes with a dazzling display of colors. Each creature within 10 feet of the target must succeed on a Constitution saving throw or become blinded until the end of your next turn.

**Smoke.** Thick black smoke spreads out from the target in a 20-foot radius, moving around corners. The area of the smoke is heavily obscured. The smoke persists for 1 minute or until a strong wind disperses it.

## QUENCH

*3rd-level transmutation*

**Casting Time:** 1 Action

**Range:** 200'

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (byrrhus, undine), druid, warlock

Often used to fight forest fires, quench extinguishes all nonmagical fires in a 50-foot cube in range. Any magical fires are also extinguished if they are created by a spell or equivalent of 3rd level or lower. You can make a spell check against a DC equal to 10 + the spell's level to dispel higher level fire effects.

A creature in the area composed of fire (even in part) must succeed on a Constitution save, suffering 6d6 cold damage on a failure or half that on a success.

**At Higher Levels.** If you cast this spell using a slot of 4th or higher level, for each slot level above 3rd, the cube's size increases by 10', the spell automatically extinguishes magical fires created by a spell one level higher and damage to fire creatures increases by 1d6.

## RAISE DEAD

*5th-level necromancy*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a diamond worth at least 500 gp, consumed)

**Duration:** Instantaneous

**Classes:** cleric (althea, byrrhus, cyrene, elysion, glim, nyra, orostos, zenithos), paladin

You return a dead creature you touch to life, provided that it has been dead no longer than five days. If the creature's soul is both willing and at liberty to rejoin the body, the creature returns to life with 1 hit point and 2 levels of Exhaustion.

This spell closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking vital body parts or organs—its head or heart, for example—the spell automatically fails. This spell cannot return a creature that has died of old age back to life.

This spell also neutralizes any poisons and cures mundane diseases that affected the creature at the time it died. This spell doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to casting the spell, they take effect when the creature returns to life. The spell can't return an undead creature to life.

## RALLY

*2nd-level enchantment*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** bard, cleric (althea, jurto, nyra, zenithos)

You allow allies to rally. When you cast this spell, choose up to three creatures within range that can see or hear you. Each of them may spend one of their Hit Dice to regain a number of hit points equal to what they roll (modified by your spellcasting modifier), if any are available, and make one saving throw against an ongoing effect that it is suffering from with Advantage.

## RAY OF ENFEEBLEMENT

*2nd-level necromancy*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

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

**Subclasses:** death domain cleric, sorcerer, wizard

A beam of enervating energy shoots from you toward a creature within range. Make a ranged spell attack, on a hit the target has Disadvantage on Strength-based attack rolls, saving throws, and ability checks for the duration. During that time, it also subtracts 1d8 from all

its damage rolls. The target may make a Constitution saving throw at the end of each of its turns, ending the spell on a success.

## RAY OF FROST

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (undine), mage

**Subclasses:** sorcerer, wizard

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8) and 9th level (3d8).

## REAPING SPIRIT

*1st-level necromancy*

**Casting Time:** 1 Bonus Action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (orostos, vynorax), warlock

**Subclasses:** death domain cleric, sorcerer, wizard

Upon casting this spell, if you reduce an enemy to 0 hit points before the start of your next turn, you gain 10 temporary hit points. These last until you complete a Short or Long rest.

## REINCARNATE

*5th-level transmutation*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (rare oils and unguents worth at least 1,000 gp, consumed)

**Duration:** Instantaneous

**Classes:** druid

You touch a dead humanoid or a piece of a dead humanoid. Provided that the creature has been dead no longer than 10 days, the spell forms a new adult body for it and then calls the soul to enter that body. If the target's soul isn't free or willing to do so, the spell fails.

The magic fashions a new body for the creature to inhabit, which likely causes the creature's species to change. Roll d20 and consult the following table to determine what form the creature takes when restored to life, or the DM chooses a form.



## REINCARNATE RESULTS

d20	People	d20	People
1	Bullywug	13	Orc-Born
2 - 3	Lizardfolk	14	Tabaxi
4 - 5	Dwarf	15	Tiefling
6	Gnome	16	Troglodyte Grunt
7	Gnoll	17	Xvart
8	Goblin/Hobgoblin	18	Random Beast
9 - 11	Human	19	Random Farm Animal
12	Kobold	20	Target's choice

The reincarnated creature recalls its former life and experiences. It retains the capabilities it had in its original form, except it exchanges its original lineage for the new one and changes those traits accordingly. The reincarnated creature makes any choices allowed by the new incarnation.

## REMOVE CURSE

*3rd-level abjuration [ritual]*

**Casting Time:** 10 minutes

**Range:** Touch

**Components:** V, S, M (a small effigy of the target made with materials costing 50+ gp, consumed)

**Duration:** Instantaneous

**Classes:** cleric (all), paladin, warlock

**Subclasses:** wizard

At your touch, a single curse affecting one creature or object ends, moving into the effigy which immediately crumbles to dust. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

## RESURRECTION

*7th-level necromancy [quest]*

**Casting Time:** 1 hour

**Range:** Touch

**Components:** V, S, M (a diamond worth at least 1,000 gp, consumed)

**Duration:** Instantaneous

**Classes:** cleric (almatheia, cyrene, jurto, lyssara, nyra, orostos, zenithos)

You touch a dead creature that has been dead for no more than a year, that didn't die of old age, and that isn't undead. If its soul is free and willing, the target returns to life with all its hit points.

This spell neutralizes any poisons and cures normal diseases afflicting the creature when it died. It doesn't, however, remove magical diseases, curses, and the like; if such effects aren't removed prior to casting the spell, they afflict the target on its return to life. This spell closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal, however, and the target returns with 2 levels of Exhaustion.

Casting this spell to restore life to a creature that has been dead taxes you greatly. Until you finish a Long Rest, you can't cast spells again, and you have Disadvantage on all attack rolls, ability checks, and saving throws.

## REVIVIFY

*4th-level necromancy*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (1 or more diamonds worth 250 gp total, consumed)

**Duration:** Instantaneous

**Classes:** cleric (almatheia, cyrene, elysson, jurto, lyssara, nyra, orostos, undine, zenithos), paladin, warlock

You touch a creature that has died within the last minute. That creature returns to life with 1 hit point. This spell can't return to life a creature that has died of old age or that is undead, nor can it restore any missing body parts.

## SACRED FLAME

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (almatheia, byrrus, cyrene, zenithos)

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), and 9th level (3d8).

## SCATTER

*6th-level conjuration [arcanum, old magic]*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V

**Duration:** Instantaneous

**Subclasses:** celestial patron warlock, sorcerer, wizard

The air quivers around up to five creatures of your choice that you can see within range. An unwilling creature must succeed on a Wisdom saving throw to resist this spell. You teleport each affected target to an unoccupied space that you can see within 120 feet of you. That space must be on the ground or on a floor.

## SEARING SMITE

*1st-level evocation*

**Casting Time:** Bonus Action, taken immediately after hitting a target with a Melee weapon attack

**Range:** Self

**Components:** V

**Duration:** Instantaneous

As you hit the target, it takes an extra 1d6 Fire damage from the attack. The target suffers from the burning 1d6 condition.

## SHADOW BLADE

*2nd-level conjuration*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V, S

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

**Classes:** warlock

**Subclasses:** sorcerer, wizard

You weave together threads of shadow to create a sword of solidified gloom in your hand. This magic sword lasts until the spell ends. As part of the Attack action, you may make a melee spell attack with it. It deals 2d8 psychic damage on a hit and has the finesse and light properties. In addition, when you use the sword to attack a target that is in dim light or darkness, you make the attack roll with Advantage.

If you drop the weapon, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a Bonus Action to cause the sword to reappear in your hand.

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

## SHADOW OF UMBRIL

*4th-level necromancy*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (an undead eyeball encased in a gem worth at least 150 gp, not consumed)

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

**Classes:** warlock

You call upon Umbril, Under God of Looming Darkness. Misty shadows wreath your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 2d8 necrotic damage.

## SHAPE WATER

*transmutation cantrip*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S

**Duration:** Instantaneous or 1 hour (see below)

**Classes:** cleric (undine), druid, mage

**Subclasses:** sorcerer, wizard

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

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

## SHIELD

*1st-level abjuration*

**Casting Time:** Reaction, which you take when you are hit by an attack or targeted by the magic missile spell

**Range:** Self

**Components:** V, S

**Duration:** 1 round

**Classes:** sorcerer, wizard

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack, and you take no damage from magic missile.

## SHILLELAGH

*transmutation cantrip*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S

**Duration:** 1 minute

**Classes:** druid

A club, great club, or quarterstaff you are holding is imbued with nature's power. For the duration, you may use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon. If the weapon's damage die is less than d8, it becomes d8 (this includes both ends of a quarterstaff used as double weapon). The spell ends early if you cast it again or if you let go of the weapon.

The spell's damage increases when you reach 5th level (d10), and 9th level (d12).



## SHOCKING AURA

*3rd-level abjuration*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, M (a coil of copper wire worth 5 gps, consumed)

**Duration:** Until discharged, to a maximum of 1 hour.

**Classes:** cleric (elyssion), warlock

**Subclasses:** sorcerer, wizard

**Potion:** This spell is needed to brew a *potion of shocking aura*.

While casting this spell you wind the material component around your arm. The spell charges your body with electrical energy causing you to shimmer and give off light as a torch. When a creature strikes you with a melee attack, you can use your Reaction to deal 5d10 lightning damage to that creature. If it makes a Dexterity saving throw, it only takes half damage.

**At Higher Levels.** If you cast this spell with a 4th level slot or higher, it deals an additional 2d10 lightning damage per level above 3rd.

## SHOCKING GRASP

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** cleric (elyssion), mage

**Subclasses:** sorcerer, wizard

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8) and 9th level (3d8)).

## SHOUT

*4th-level evocation*

**Casting Time:** 1 Action

**Range:** Self (30-foot cone)

**Components:** V

**Duration:** Instantaneous and see text

**Classes:** bard

**Subclasses:** sorcerer, wizard

**Potion:** This spell is required to brew a *potion of thunder voice*.

You emit an ear-splitting yell that deafens and damages creatures in a 30-foot cone extending from you. Each creature within the cone must make a Constitution saving throw or suffer 6d8 thunder damage and be deafened. If a creature fails its initial saving throw by 5

or more, it is also stunned until the end of its next turn. Deafened creatures can reroll the saving throw at the end of each of their turns to regain their hearing. Creatures that make the save take half damage and are not deafened. Unattended objects are also damaged, and creatures and objects made of glass, crystal or other similar brittle material have vulnerability to the damage.

**At Higher Levels.** When you cast this spell using a slot of 5th or higher level, the damage increases by 2d8 per slot level above 4th.

## SKILL EMPOWERMENT

*5th-level transmutation [potion]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

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

**Classes:** bard, cleric (jurto, myronax), warlock

**Subclasses:** sorcerer, wizard

**Potion:** This spell is required to brew a *potion of skill empowerment*.

Your magic deepens a creature's understanding of its own talent. You touch one willing creature and give it a d8 expertise die in one skill of your choice, until the spell ends. You must choose a skill in which the target is proficient. If the target would already have an expertise die added to a skill check, add the dice and advance the d6 up the dice chain.

## SLOW

*3rd-level transmutation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

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

**Classes:** cleric (glim)

**Subclasses:** circle of the land (arctic), sorcerer, wizard

You alter time around up to four creatures within range., no two of which may be greater than 30 feet from another. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration.

An affected target's Speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't take Reactions. On its turns, it can take either an Action or a Bonus Action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance the spell fails as a result of the target making the spell's gestures too slowly.

An affected target repeats the save at the end of each of its turns, ending the spell on itself on a success.

## SONG OF SORROW

*4th-level enchantment*

**Casting Time:** 1 Action

**Range:** Self (30-foot radius)

**Components:** V, S, F

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

**Classes:** bard

You play a building and tragic dirge that fills those around you with magical sorrow. When a creature enters the area for the first time or begins their turn in it, they must make a Charisma saving throw or take 2d4 psychic damage and is dazed until the start of its next turn. Creatures that are immune to the charmed condition automatically succeed at the saving throw and undead, constructs and creatures with an Intelligence of 3 or less is immune.

If a creature other than you hears the entire song while remaining in the spell's area, it is so wracked with sadness that it is stunned for 1d4 rounds.

**At Higher Levels.** If you cast this spell using a 5th level or higher spell slot, the damage increased by 2d4 per spell level above 4th.

## SORCEROUS BURST

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

**Subclasses:** sorcerer

You cast sorcerous energy at one creature or object within range. Make a ranged attack roll against the target. On a hit, the target takes 1d8 damage of a type you choose: Acid, Cold, Fire, Lightning, Poison, Psychic, or Thunder. The d8 is an exploding die, but the maximum number of d8s you can add to the spell's damage equals your Intelligence modifier.

**At Higher Levels.** The damage increases by 1d8 when you reach 5th level (2d8) and 9th level (3d8).

## SOUL CAGE

*6th-level necromancy [arcanum, old magic]*

**Casting Time:** Reaction, which when a humanoid you can see within 60 feet of you dies **Range:** 60 feet

**Components:** V, S, M (a tiny silver cage worth 100 gp)

**Duration:** 8 hours **Subclasses:** fiendish patron warlock, sorcerer, wizard This spell snatches the soul of a humanoid as it dies and traps it inside the tiny cage you use for the material component. A stolen soul remains inside the cage until the spell ends or until you destroy the cage, which ends the spell. While you have a soul inside the cage, you can exploit it in any of the ways described below. You can use a trapped soul up to six

times. Once you exploit a soul for the sixth time, the cage crumbles and the soul is released, and the spell ends. While a soul is trapped, the dead humanoid it came from can't be revived.

**Steal Life.** You can use a bonus action to drain vigor from the soul and regain 2d8 hit points.

**Query Soul.** You ask the soul a question (no action required) and receive a brief telepathic answer, which you can understand regardless of the language used. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

**Borrow Experience.** You can use a Bonus Action to bolster yourself with the soul's life experience, making your next attack roll, ability check, or saving throw with advantage. If you don't use this benefit before the start of your next turn, it is lost.

**Eyes of the Dead.** You can use an Action to name a place the humanoid saw in life, which creates an invisible sensor somewhere in that place if it is on the plane of existence you're currently on. The sensor remains for as long as you concentrate, up to 10 minutes (as if you were concentrating on a spell). You receive visual and auditory information from the sensor as if you were in its space using your senses.

A creature that can see the sensor (such as one using *invisibility* or *truesight*) sees a translucent image of the tormented humanoid whose soul you caged.

## SOUND BUBBLE

*2nd-level illusion*

**Casting Time:** 1 Action

**Range:** Self (5-foot radius)

**Components:** V

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

**Classes:** bard, cleric (myronax)

**Subclasses:** wizard

You surround yourself with an invisible magical bubble that prevents sound from leaving it. The bubble extends for 5 feet around you. Creatures inside the bubble can hear you, but creatures outside the bubble cannot, nor can you or anyone else in the bubble hear them. You can dismiss the sound bubble as a Bonus Action.

**At Higher Levels.** When you cast this spell with a slot of 3rd level or higher, the radius of the bubble is 5 feet greater per level above 2nd.

## SPARE THE DYING

*necromancy cantrip [potion]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F



**Duration:** Instantaneous

**Classes:** cleric (almathea, byrrhus, cyrene, elysson, jurto, lyssara, nyra, orostos, zenithos)

**Potion:** This spell is required to\* brew a potion of perseverance\*.

You touch a living creature that has 0 hit points. The creature becomes stable. If the creature is Incapacitated or Unconscious from Dying, they remain so for 1d4 hours or until they receive further healing. This spell has no effect on outsiders or constructs.'

## SPEAK WITH BIRDS

*1st-level divination [ritual, potion]*

**Casting Time:** 1 Action or Ritual

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

**Potion:** This spell is needed to brew a *potion of bird-talking*.

**Classes:** cleric (elysson)

You gain the ability to comprehend and verbally communicate with birds of all kinds for the duration. The knowledge and awareness of many birds is limited by their intelligence, but at minimum, they can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a bird to perform a small favor for you.

This spell also allows you to communicate with birdlike humanoids and monstrosities even when you don't share a language, such as kenku, hook horrors, or griffons.

**At Higher Levels.** When you cast this spell with a spell slot of 2nd-level or higher, the spell's duration is increased by 1 hour per spell slot level.

## SPIKE GROWTH

*2nd-level transmutation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

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

**Classes:** cleric (glim, orostos), druid

The ground in a 20-foot radius from a point within range becomes hazardous and difficult terrain. Spiked, jagged and prickly pieces of stone, ice, or plant life grow along the ground in the area depending on the environment. The area becomes difficult terrain 3 for the duration. When a creature moves into or within the area, it takes 1d6 piercing damage for every 5 feet it travels.

The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a Wisdom

(Perception) check against your spell save DC to recognize the terrain as hazardous before entering it.

## SPIRIT OF DEATH

*4th-level necromancy*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (the gilded skull of a humanoid worth 200 gps, consumed)

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

**Classes:** cleric (orostos)

**Subclasses:** wizard

You call forth a spirit that embodies death. The spirit manifests in an unoccupied space you can see within range and uses the reaper spirit stat block. The spirit disappears when it is reduced to 0 hit points or when the spell ends.

The spirit is an ally to you and your companions. In combat, the spirit shares your initiative count and takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue the spirit any commands, it takes the Dodge action and uses its movement to avoid danger.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, use the higher level wherever the spell's level appears in the reaper spirit stat block.

## SPIRIT OF THE SHARK

*2nd-level transmutation [potion]*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S

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

**Classes:** cleric (undine), warlock

**Subclasses:** wizard

**Potion:** This spell is needed to brew a *potion of shark spirit*

Upon casting this spell, your eyes take on a silvery blank look, your skin turns into the chitinous scale of a shark, and you grow visible gills on your neck. The spell grants you a swim speed of 40 feet, a base armor class of 12, and the ability to breathe underwater. Furthermore, while submerged in water you gain Advantage on melee attacks against Bloodied creatures.

**At Higher Levels.** When you cast this spell using a 3rd level slot or higher, its duration is extended by 1 hour per level above 2nd.

## SPIRITUAL WEAPON

*2nd-level evocation*

**Casting Time:** Bonus Action

**Range:** 60 feet

**Components:** V, S

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

**Classes:** cleric (byrrhus, elysson, lyssara, myraxus, nyra, orostos, undine, zenithos)

**Subclasses:** war domain cleric

You create a floating, spectral force that resembles your god's sacred weapon. The force appears within range in a space of your choice, and you can immediately make one melee spell attack against one creature adjacent to it. On a hit, the target takes Force damage equal to 1d8 plus your spellcasting ability modifier.

As a Bonus Action on your later turns, you can move the force up to 20 feet and/or repeat the attack against a creature adjacent to it. The weapon can aid you or an ally to Flank a creature and benefits from flanking.

**At Higher Levels.** When you cast this spell using a 3rd level slot or higher, the weapons damage increases by 1d8.

### STEEL WIND STRIKE

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** S, M (a melee weapon in which you are proficiency, worth at least 1 gp, see below)

**Duration:** Instantaneous

**Classes:** bard

**Subclasses:** wizard

You flourish the weapon used in the casting and then vanish to strike like the wind. Choose up to five creatures you can see within range. Make a melee spell attack against each target. On a hit, a target takes 3d10 force damage.

You can then teleport to an unoccupied space you can see adjacent to one of the targets you hit or missed. Make a spellcheck against DC 11. If you fail, the melee weapon material component is consumed in the casting.

### STINKING CLOUD

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, F

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

**Subclasses:** circle of the land druid (subterranean, swamp), sorcerer, wizard

You create a 40-foot cloud of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and expands to fill its volume (8,500 cubic feet) and seeking the lowest elevation. Its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its

action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round. Any portion that breaks away from the largest portion of the cloud dissipates at the end of your turn.

### STONE FIST

*1st-level transmutation [potion]*

**Casting Time:** 1 Bonus action

**Range:** Self

**Components:** V, S, F

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

**Potion:** This spell is needed to brew a *Stone Fist Potion*.

**Classes:** cleric (glim), mage

**Subclasses:** sorcerer, wizard

You momentarily turn one of your hands as hard as stone, which also fills it with immense strength. Until the start of your next turn, you gain the following benefits or drawbacks

- You gain a bonus +1d4 to Strength-based ability checks to retain your grip on an object or creature.
- You can use the Attack action to strike with your stone fist, making a melee spell attack for 1d8 + your Strength bonus bludgeoning damage.
- You have Disadvantage on Dexterity (Sleight of Hand) checks.

### STONESKIN

*4th-level abjuration*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, M (diamond dust worth 100 gp, consumed)

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

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target is immune to nonmagical bludgeoning, piercing, and slashing damage and acid damage. The target is resistant to fire damage and magical bludgeoning, piercing, and slashing damage.

### STONE TELL

*3rd-level divination [ritual]*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (glim), druid, warlock

By caressing and whispering to stone objects (including naturally occurring stone), you can learn what has



occurred in a range of 10 feet of where you address it within the last 24 hours, converting the impression gained into a description, but not gaining an actual vision of events. The description is a broad one, being able to convey, for example, how many creatures may have passed by and generic description of them ("great burrowing insects," "4 humanoids dressed in armor," but not "the Bishop of Curia explained his plot to overthrow the king to his underling." You can also learn what is within or beyond the stone to a depth of 30 feet and how far it is from you.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, you gain of an impression of events going back an additional 24 hours, within an additional 10 feet of range per spell level above 3rd.

### STRENGTH OF ONE

*3rd-level transmutation*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

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

**Classes:** cleric (alamathea, byrrhus)

**Subclasses:** oath of the union paladin

When you cast this spell, choose up to three willing creatures in range, each of whom must be within 15 feet 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). Furthermore, if all three creatures are engaged in a Strength based group ability check they all gain an Expertise die (+1d4) to their skill checks. If any of the subjects of the spell is ever more than 15 feet from another, the spell ends.

### SUFFERANCE

*2nd-level abjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

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

**Classes:** bard, cleric (alamathea, cyrene, jurto, nyra), druid, paladin

**Subclasses:** wizard

**Potion:** This spell is needed to brew a potion of sufferance.

You create a field of protective magic that permeates and surrounds your body. While the spell lasts, whenever you take damage, you reduce that damage by 1d4 (minimum 0).

**At Higher Levels.** When you cast this spell using a 3rd level slot or higher you reduce damage by an additional point per slot level above 2nd.

### SUMMON BEAST

*2nd-level conjuration*

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V, S, F

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

**Classes:** cleric (lyssara), druid, warlock

**Subclasses:** sorcerer, wizard

You summon forth a bestial spirit who takes the form of a beast of CR 2 or less that is native to the environment you are in. It manifests in an unoccupied space that you can see within range. It uses the stat block of the summoned creature, but is immune to the frightened condition. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action, uses its move to avoid danger, and behaves according to its nature.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the summoned beast's maximum CR is increased by 2 for each spell level above 2nd.

### SUMMON GREATER DEMON

*4th-level conjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a vial of blood from a Lawful humanoid killed within the past 24 hours, consumed)

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

**Classes:** warlock

**Subclasses:** sorcerer, wizard

You utter foul words, summoning one demon from the chaos of the Abyss. You choose the demon's type, which must be one of challenge rating 5 or lower, such as a shadow demon or a barlgura. The demon appears in an unoccupied space you can see within range, and the demon disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the demon, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach.

At the end of each of the demon's turns, it makes a Charisma saving throw. The demon has Disadvantage on this saving throw if you say its true name. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends for the rest of the duration, and the demon spends its turns pursuing and

attacking the nearest non-demons to the best of its ability. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled demon doesn't disappear for 1d6 rounds if it still has hit points.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demon can't cross the circle or harm it, and it can't target anyone within it.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

## SUMMON LESSER DEMONS

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (a vial of blood from a humanoid killed within the past 24 hours, consumed)

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

**Classes:** warlock

**Subclasses:** sorcerer, wizard

You utter foul words, summoning demons from the chaos of the Abyss. You choose the number of demons that appear, either 2 demons of challenge rating 1 or lower or 4 demons of challenge rating 1/2 or lower. The DM chooses the demons, such as manes or dretches, and you choose the unoccupied spaces you can see within range where they appear. A summoned demon disappears when it drops to 0 hit points or when the spell ends.

The demons are hostile to all creatures, including you. Roll initiative for the summoned demons as a group. The demons pursue and attack the nearest non-demons to the best of their ability.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demons can't cross the circle or harm it, and they can't target anyone within it.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the spell's duration increases by 1 hour per spell level above 3rd.

## SWEET AIR

*3rd-level abjuration*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S, F

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

**Classes:** cleric (elyssion)

This spell generates and maintains a zone of fresh, pure air in a 20-foot radius centered on you. Naturally occurring smoke, fog and other vapors, along with those created by spells of 3rd level or lower, are automatically repelled from the affected area, as are foul smells, including those generated by creatures such as troglodytes and ghouls. If the source of the foul air is a spell of 4th level or higher, make a spell check against DC 10 + spell level. If you succeed, the vapors are repelled. If you lose, the sweet air spell is overwhelmed and is dispelled. This spell does not function underwater.

**At Higher Levels.** If you cast this spell using a spell slot of 4th level or higher, than you automatically repel vapors from spells of the spell slot's level or below.

## SWIFT QUIVER

*3rd-level transmutation*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S, F

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

**Classes:** cleric (lyssara, vyronax)

You transmute a nonmagical quiver you carry so it produces an endless supply of nonmagical arrows that leap into your hand when you reach for one.

On each of your turns until the spell ends, you can use a Bonus Action to make two attacks with a bow if using ammunition from this quiver. Each time you make such a ranged attack, your quiver magically replaces the piece of ammunition you used with another arrow. Any pieces of ammunition created by this spell disintegrate when the spell ends. When the spell ends, make a spellcheck against DC 13 or the quiver also disintegrates. If the quiver leaves your possession, the spell ends.

## SWORD BURST

*conjuration cantrip*

**Casting Time:** 1 Action

**Range:** Self (5-foot radius)

**Components:** V, S

**Duration:** Instantaneous

**Subclasses:** wizard

You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage.

This spell's damage increases by 1d6 when you reach 5th level (2d6) and 9th level (3d6).



## THORN WHIP

*conjunction cantrip*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (orostos), druid

**Subclasses:** circle of the land druid (grassland, forest)

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

This spell's damage increases by 1d6 when you reach 5th level (2d6) and 9th level (3d6).

## THUNDERCLAP

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** 5 feet

**Components:** S

**Duration:** Instantaneous

**Classes:** bard, cleric (elyssion, orostos), druid, warlock

**Subclasses:** sorcerer, wizard

You clap your hands and create a burst of thunderous sound that can be heard up to 300 feet away. Each creature within range, other than you, must make a Constitution saving throw or take 1d6 thunder damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6) and 9th level (3d6).

## THUNDER STEP

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V

**Duration:** Instantaneous

You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be adjacent to you when you cast this spell, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

## THUNDERWAVE

*1st-level evocation*

**Casting Time:** 1 Action

**Range:** Self (see below)

**Components:** V, S

**Duration:** Instantaneous

**Classes:** bard, cleric (elyssion), druid

**Subclasses:** sorcerer, tempest domain cleric, wizard

A wave of thunderous force sweeps out from you in one of two ways you choose upon casting.: *Cube.* Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.: *Wave.* Each creature adjacent to you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

## TIDAL WAVE

*3rd-level conjuration*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (undine), druid

**Subclasses:** circle of the land druid (coast), sorcerer, wizard

You conjure up a wave of water that crashes down on an area within range. The area can be up to 30 feet long, up to 10 feet wide, and up to 10 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 4d8 bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected mundane flames and all magical flames of 3rd level or lower in its area and within 30 feet of it, and then it vanishes.

## TOLL THE DEAD

*necromancy cantrip*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (myraxus, orostos), warlock

**Subclasses:** sorcerer, wizard

You point at one creature you can see within range, and the sound of a dolorous bell fills the air around it for a moment as it experiences a flash of the moment of its inevitable death. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If the target is Bloodied, it takes 1d12 necrotic damage instead. This spell has no effect on undead or constructs.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d12) and 9th level (3d8 or 3d12).

## TRANSMUTE ROCK

*5th-level transmutation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

**Duration:** Until dispelled

**Classes:** cleric (glim, undine), druid

**Subclasses:** circle of the land druid (coast), wizard

You choose an area of stone or mud that you can see that fits within a 40-foot cube and is within range, and choose one of the following effects.

*Transmute Rock to Mud.* Nonmagical rock of any sort in the area becomes an equal volume of thick, flowing mud that remains for the spell's duration. The ground in the spell's area becomes muddy enough that creatures can sink into it. The transmuted area is Difficult Terrain 4. Any creature on the ground when you cast the spell or when it moves into the area for the first time on a turn or ends its turn there must make a Strength saving throw. On a failed save, a creature sinks into the mud and is restrained, though it can use an Action to end the restrained condition on itself by pulling itself free of the mud.

If you cast the spell on a ceiling, the mud falls. Any creature under the mud when it falls must make a Dexterity saving throw. A creature takes 4d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Note that using this effect can cause wider and very dangerous collapse when cast on a building, underground, or on a sloped surface like a mountainside.

*Transmute Mud to Rock.* Nonmagical mud or quicksand in the area no more than 10 feet deep transforms into soft stone for the spell's duration. Any creature in the mud when it transforms must make a Dexterity saving throw. On a successful save, a creature manages to stay free of the transforming mud, though creatures who cannot fly or is not adjacent to the effect edge, saves with Disadvantage. On a failed save, a creature becomes restrained by the rock. A restrained creature, or another creature within reach, can use an action to try to break the rock by succeeding on a DC 15 +1 per original depth of the mud Strength check or by dealing damage to it. The rock has AC 15 and 25 hit points, and it is immune to poison, psychic damage.

## TREMOR

*1st-level evocation*

**Casting Time:** 1 Action

**Range:** 10 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** bard, cleric (glim), druid, mage

**Subclasses:** sorcerer, wizard

You cause a tremor in the ground within range centered on you. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

## TRUE STRIKE

*divination cantrip*

**Casting Time:** 1 Bonus Action

**Components:** V, S

**Range:** 30 feet

**Components:** S

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

**Classes:** bard, mage, warlock

**Subclasses:** sorcerer, wizard

You extend your hand and point a finger at a target in range. Your magic grants you a brief insight into the target's defenses. You gain advantage on your first attack roll against the target, until the end of your next turn. Your cantrip spell check for this is made at Disadvantage.

## VAMPIRIC TOUCH

*3rd-level necromancy*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V, S



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

**Classes:** warlock

**Subclasses:** sorcerer, wizard

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage. The lowest die is also taken as corruptive damage, subtracted from the creature's Hit Point maximum. You regain hit points equal to this amount. If two dice both have the lowest result, you regain the total and the target takes

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## VENOMOUS ARROWS

*3rd level-transmutation*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

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

**Classes:** cleric (vyronax)

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 poison damage. The spell's magic ends on a piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver and fired.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two and the number of dice of poison damage is increased by 1d6 for each slot level above 3rd.

## VENOMOUS SUCCOR

*3rd level-necromancy*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous, 1+1d4 rounds (see below)

**Classes:** cleric (vyronax), druid, warlock

Your touch causes a searing poison to burn quickly through a creature's wound, but helping them to heal in the long run. The target takes 1d6 poison damage and is Poisoned until the start of your next turn. At the start of its next turn and at the start of their next 1d4 turns, they regain 1d10 hit points modified by your spellcasting modifier.

An unwilling creature may make a Constitution saving throw. On a successful save they take no poison damage, are not Poisoned, and regain no hit points from the spell.

**Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the initial damage is increased by 1d6 for each level above 3rd, and the initial healing similar increases by 1d10, but the subsequent healing does not.

## VICIOUS MOCKERY

*enchantment cantrip*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Classes:** bard, clerics (jurto)

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (it hears the words as if spoken in their native tongue.), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have Disadvantage on the next attack roll it makes before the end of its next turn. Constructs and creatures with an Intelligence score of 5 or less are immune to this spell.

This spell's damage increases by 1d4 when you reach 5th level (2d4) and 9th level (3d4).

## VITALITY

*5th-level enchantment [potion]*

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V, S, F

**Duration:** 1 hour

**Classes:** cleric (all), warlock

**Potion:** This spell is needed to brew a *potion of vitality*.

While this spell lasts, one creature you touch ignores the effects of Exhaustion, even if that exhaustion would otherwise kill them. They can still gain levels of Exhaustion while the spell is in effect, but they're consequences are delayed. As soon as the spell ends, they suffer the effects of whatever exhaustion is affecting them.

## VITRIOLIC SPHERE

*4th-level evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, M (a vial of acid, worth 50+ gp, consumed)

**Duration:** Instantaneous

**Subclasses:** sorcerer, wizard

A glowing 1-foot-diameter ball of emerald acid streaks to a point in range and explodes in a 20-foot-radius sphere. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

## WALL OF LIGHT

*5th-level evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

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

**Classes:** cleric (cyrene, zenithos)

**Subclasses:** light domain cleric, sorcerer, wizard

A shimmering wall of bright light appears at a point you choose within range. The wall appears in any orientation you choose: horizontally, vertically, or diagonally. It can be free floating, or it can rest on a solid surface. The wall can be up to 60 feet long, 10 feet high, and 5 feet thick. The wall blocks line of sight, but creatures and objects can pass through it. It emits bright light out to 120 feet and dim light for an additional 120 feet.

When the wall appears, each creature in its area must make a Constitution saving throw. On a failed save, a creature takes 4d8 radiant damage, and it is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded. A blinded creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature that ends its turn in the wall's area takes 4d8 radiant damage. Until the spell ends, you can use an action to launch a beam of radiance from the wall at one creature you can see within 60 feet of it. Make a ranged spell attack. On a hit, the target takes 4d8 radiant damage. Whether you hit or miss, reduce the length of the wall by 10 feet. If the wall's length drops to 0 feet, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

## WALL OF SAND

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, F

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

**Classes:** cleric (glim)

**Subclasses:** circle of the land (desert), wizard

You create a wall of swirling sand on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 10 feet thick, and it vanishes when the spell ends. It blocks line of sight but not movement. A creature is blinded while in the wall's space thus moves at half speed while in the wall.

## WALL OF STONE

*5th-level evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

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

**Classes:** cleric (byrrhus, glim), druid

**Subclasses:** circle of the land druid (desert, mountain, subterranean), sorcerer, wizard

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall must be vertical. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 20 and 30 hit points per inch of thickness. The wall has immunity to acid, cold, fire, poison, psychic, and necrotic damage and has resistance to slashin, and piercing damage.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

## WALL OF THORNS

*6th-level conjuration [arcanum, primeval, quest]*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

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

**Classes:** cleric (orostos), druid]

**Subclasses:** primal patron warlock

You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a



creature takes 7d8 piercing damage, or half as much damage on a successful save.

A creature can move through the wall, albeit slowly and painfully. The wall counts as Difficult Terrain 4. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 7d8 slashing damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, both types of damage increase by 1d8 for each slot level above 6th.

## WALL OF WATER

*3rd-level evocation*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

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

**Classes:** cleric (undine), druid

**Subclasses:** sorcerer, wizard

You create a wall of water on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is *Difficult Terrain* 3.

Any ranged weapon attack that enters the wall's space has Disadvantage on the attack roll, and fire damage is halved if the fire effect passes through the wall to reach its target. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid (at least a 5-foot-square section is frozen). Each 5-foot-square frozen section has AC 5 and 15 hit points. Reducing a frozen section to 0 hit points destroys it. When a section is destroyed, the wall's water doesn't fill it.

## WARDING WIND

*2nd-level evocation*

**Casting Time:** 1 Action

**Range:** Self

**Components:** V

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

**Classes:** cleric (elyssion), druid

**Subclasses:** sorcerer, wizard

A strong wind (20 miles per hour) blows around you in a 10-foot radius and moves with you, remaining centered on you. The wind lasts for the spell's duration.

The wind has the following effects:

- It deafens you and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.

- It hedges out vapor, gas, and fog that can be dispersed by strong wind.
- The area is difficult terrain for creatures other than you.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

## WATERY SPHERE

*4th-level conjuration*

**Casting Time:** 1 Action

**Range:** 90 feet

**Components:** V, S, F

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

**Classes:** cleric (undine), druid

**Subclasses:** sorcerer, wizard

You conjure up a sphere of water with a 5-foot radius at a point you can see within range. The sphere can hover but no more than 10 feet off the ground. The sphere remains for the spell's duration.

Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success.

The sphere can restrain as many as four Medium or smaller creatures or one Large creature. If the sphere restrains a creature that causes it to exceed this capacity, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it.

As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, a cliff, or other drop-off, it safely descends until it is hovering 10 feet above the ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw.

When the spell ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls. The water then vanishes.

## WHIRLWIND

*7th-level evocation [arcane, old magic, primeval, quest]*

**Casting Time:** 1 Action

**Range:** 300 feet

**Components:** V, S, F

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

**Classes:** cleric (elyssion), druid

**Subclasses:** primal patron warlock, sorcerer, wizard

Choose a space in range you can see to target. A whirlwind howls down to a point on that space. 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 × 10 feet away from it in a random direction suffering appropriate damage.

This spell can only be cast in an area that can hold the *whirlwind*.

## WILD COUNTER

*2nd-level abjuration [wild]*

**Casting Time:** 1 Reaction

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

**Subclasses:** sorcerer

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 2nd level or lower, its spell fails. If it is casting a spell of 3rd level or higher, make a spell check. The DC equals 15 + the spell's level. On a success, roll on the Wild Surge table and subtract your mage level from the result (minimum 1). When this wild surge happens, treat the countered caster as "you" instead.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the interrupted spell has a wild surge if its level is less than or equal to the level of the spell slot you used.

## WIND ARMOR

*4th-level abjuration*

**Casting Time:** 1 Action

**Range:** Personal

**Components:** V, S, F

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

**Classes:** cleric (elyssion, orostos), druid

**Subclasses:** sorcerer, wizard

This spell surrounds you with a protective vortex of whirling winds. This wind armor provides you with an unlimited supply of clean air, even underwater, and blocks out all liquids and gases. This provides total protection against hazardous or debilitating smells, vapors and fluids. The wind armor also repels ranged physical attacks. Arrows, bolts, spears and javelins (and similar projectiles) are all harmlessly turned aside. Tiny or Small flying creatures must make a Strength saving throw to approach within 5 feet of you. Against all other physical attacks you have a base armor class of 16. Your own attacks are unaffected.

Though the winds are relatively quiet, their incessant sound in your ears gives you Disadvantage on all Perception checks based on hearing.

## WISH

*9th-level conjuration [old magic, quest]*

**Casting Time:** Action

**Range:** Self

**Components:** V

**Duration:** Instantaneous

**Classes:** cleric (cyrene)

**Subclasses:** sorcerer, wizard

This mighty spell alters reality. Make a single wish, stating it as exactly as possible and make a spell check (DC 19). If you succeed at your check, your wish occurs, as interpreted by the DM and age 5 years. If your check fails, you still age 5 years and cannot try to cast wish again for a year's time.

## WITCH BOLT

*1st-level evocation*

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S, F

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

**Classes:** cleric (cyrene), mage, warlock

**Subclasses:** sorcerer, wizard

A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged spell attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use a bonus action to deal 1d12 lightning damage to the target automatically. The



spell ends if you do not use your bonus action this way each round.

In order for the target to move further than 30 feet from you they must make a Strength saving throw. If so, the spell automatically ends. The spell also ends if the target ever has total cover from you.

Lastly, while the arc of lightning moves and flicks to avoids hitting other creatures if you or an effected target move, anyone who moves through the arc willing takes 1d12 points of lightning damage. \pa **At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

## WITHER AND BLOOM

*2nd-level necromancy*

**Casting Time:** 1 Action

**Range:** 60 feet

**Components:** V, S, F

**Duration:** Instantaneous

**Classes:** cleric (orostos), druid

**Subclasses:** wizard

You invoke both death and life upon a 10-foot-radius sphere centered on a point within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical vegetation in that area withers.

In addition, one creature of your choice in that area can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot above the 2nd, and the number of Hit Dice that can be spent and added to the healing roll increases by one for each slot above 2nd.

## WORD OF RADIANCE

*evocation cantrip*

**Casting Time:** 1 Action

**Range:** 5 feet

**Components:** V, F

**Duration:** Instantaneous

**Classes:** cleric (almatha, zenithos)

You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see and is adjacent to you must succeed on a Constitution saving throw or take 1d6 radiant damage.

The spell's damage increases by 1d6 when you reach 5th level (2d6) and 9th level (3d6).

## WRATH OF NATURE

*5th-level evocation*

**Casting Time:** 1 Action

**Range:** 120 feet

**Components:** V, S, F

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

**Classes:** cleric (orostos), druid

You call out to the spirits of nature to rouse them against your enemies. At a point you can see within range, the spirits cause trees, rocks, and grasses in a 60-foot cube centered on that point to become animated until the spell ends.

**Grasses and Undergrowth.** Any area of ground in the cube that is covered by grass or undergrowth is Difficult Terrain 3 for your enemies.

**Trees.** At the start of each of your turns, each of your enemies within 10 feet of any tree in the cube must succeed on a Dexterity saving throw or take 4d6 slashing and bludgeoning damage from whipping branches.

**Roots and Vines.** At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on a Strength saving throw or become restrained until the spell ends. A restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on itself on a success.

**Rocks.** As a Bonus Action on your turn, you can cause a loose rock in the cube to launch at a creature you can see in the cube. Make a ranged spell attack against the target. On a hit, the target takes 3d8 nonmagical bludgeoning damage, and it must succeed on a Strength saving throw or fall prone.